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HADOWRUIN®



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Where Man Meets Magic & Machine

The year is 2060. Magic is as real as the mean streets of the mega-sprawls. Corporations call the shots while nailing each other through covert operatives in cutthroat competition. Flesh and machines have merged—the street samurai with his smartguns and impossibly fast reflexes, the decker who can plug his own brain into the worldwide computer network, the rigger who links his mind to his vehicle and takes hairpin turns at fantastic speeds. And you're a part of this wired world, where corporate skyscrapers glitter over the dark shadows they cast. You live in those shadows. You're a shadowrunner—a street operative.

You may be human or troll, dwarf or elf. You may throw fireballs, pull out your trusty Uzi or slice through computer security with a program as

elegant and deadly as a stiletto. No matter what, you get the job done. You're a shadowrunner—a professional. You don't just survive in the shadows—you thrive there ... for now.

***Shadowrun, Third Edition* is a complete rulebook for gamemasters and players. It contains all the rules needed to create characters and ongoing adventures set in the popular *Shadowrun* universe. *Shadowrun, Third Edition* updates, revises, expands and clarifies rules from previous *Shadowrun* rulebooks. It is compatible with previous versions of *Shadowrun* and with previously published *Shadowrun* source material.**



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SHADOWRUN[®]

THIRD EDITION



Fantasy Productions

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**SHADOWRUN,
 THIRD EDITION CREDITS**

Shadowrun Created By

Jordan Weisman
 Bob Charrette
 Paul Hume
 Tom Dowd
 L. Ross Babcock III
 Sam Lewis
 Dave Wylie

Third Edition Design, Writing and Development

Michael Mulvihill
 with Robert Boyle

Additional Material By

Randall Bills
 (Matrix from original material by Paul Hume)
 Diane Piron-Gelman
 (See How They Run)
 Steve Kenson (Magic, Spirits and Dragons, Seattle and the Modern Northwest)
 Jon Szeto (Vehicles and Drones)

Second Edition Design and Development

Tom Dowd

First Edition Design

Bob Charrette, Paul Hume and Tom Dowd

The Cool Brigade

Randall Bills, Robert Boyle, John Bridegroom, Guido Hoelker (and the rest of the German playtesters ...), Dan "Flake" Gren-

dell, Fred Hooper, Steve Kenson, Jim Nelson, Bryan Nystul, Mike Nielsen, Lou Prosperi, Douglas Quinto Reis and Luis Ricon (and all of the Brazilian playtesters), Jon Szeto, Sharon Turner Mulvihill and especially Jill Lucas and Mort Weisman

Playtesters

John Bellando, Russ Bigham, David Buehrer, George Burke, John Carey, Lisa Chemieski, Bryan Covington, Wayne DeLisle, Michael DeVita, Adam Dolsen, Eric Duckworth, Daniel Ducret, Christi Ewart Jr., FAT-GOP, Daniel Felts, Andy Frades, Tony Glinka, William Gold, Rocky Goodenough, Robert Habenicht, Mason Hart, Michael Hathaway, Cary Hill, Lyle Hinkley, Chris Hussey, David Hyatt, Will Jackson, Jonathan Jacobson, Erik Jameson, Ricky Jimenez, Matt Johnson, Sean Johnson, Jim "Loki" Jones, Adam Jury, Mara Kaehn, Brad Kercher, Lorne Kerlin, Craig Knefelkamp, Don Larkin, Seth Levine, Tim Link, Craig Loos, Eva Marie, Sean Matheis, Tim Mathena, Mark McKenna, Paul Meyer, Bill Michie, Dennis Jon Miller, Michael Miller, E. Mark Mitchell, Daniel Mooneyham, Linda Naughton, Mike Naughton, Justin Pinnow, Steven "Bull" Ratkovich, Max Rible, Kenna Rice, Kenneth Riehle, Cristina Rizen, Asher Rosenberg, Seth Rutledge, Angela Schaafsma, Shayne Schelinder, Lonnie Schmidt, Sandra Schmitz, Brian Schoner, Joe Shidle, Thomas Shook, Chris Siddle, Brian Skipper, Darci Stratton, Lori Tharp, Steven Tinner, Daniel Tomalesky, Richard Tomasso, Malik "Running Wolf" Toms, Ted Turrietta, Thomas Vielkanowitz, Joe Voelker, Sebastian Wiers, Jim Wong, Jon Wooley.

Plus all the players the world over who helped shape *Shadowrun* over the years.

Dedication

I would like to dedicate this book to the man who taught me the importance of reading and thus imagination. He taught me the importance of words and writing. He taught me the importance of self-confidence. He taught me most of all that nothing short of following my dreams was acceptable. Thanks, dad—I miss you. MM

Shadowrun Line Developer

Michael Mulvihill

Editorial Staff

Editorial Director
 Donna Ippolito
Managing Editor
 Sharon Turner Mulvihill
Associate Editor
 Diane Piron-Gelman
Assistant Editors
 Robert Boyle
 Tara Gallagher

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 Paul Bonner (front)
 Tom Baxa (back)
Sample Character Illustrations
 Tom Baxa
 Jeff Laubenstein
 Jim Nelson
 Marc Sasso
 Mark Zug
Interior Color Scenes
 Tom Baxa (p. 8),
 Peter Bergting (pp. 1 & 5),
 Clint Langley (pp. 2 & 3),
 Jeff Laubenstein (p. 6),
 Kevin McCann (pp. 4 & 7)
Black and White Illustrations
 Janet Aulisio, Tom Baxa,
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Find us online:

info@shadowrunrpg.com
 (email address for Shadowrun questions)
<http://www.shadowrunrpg.com>
 (official Shadowrun web pages)
<http://www.fanprogames.com>
 (FanPro web pages)
<http://www.wizkidsgames.com>
 (WizKids web pages)
<http://www.studio2publishing.com>
 (Studio 2 Publishing—Online Sales)

INTRODUCTION

Shadowrun, *Third Edition (SR3)* is a complete roleplaying game—this single volume contains enough source material for both gamemasters and players to begin playing *Shadowrun*. This book is a revision of the original *Shadowrun* rules published in 1989 and revised in 1992. *SR3* has been updated and rewritten for clarity, to provide cleaner, faster play. Players of previous *Shadowrun* versions will find that the concepts, applications and the heart of the game have changed very little. Any changes that have been made were designed to be consistent with the spirit of the fictional game world and to maintain the internal logic that has made *Shadowrun* one of the most popular science fiction and fantasy games ever. *SR3* does NOT make other *Shadowrun* products obsolete.

SR3 contains new material, some created to clarify existing material and some to rework existing rules. *SR3* also incorporates rules previously published in *Virtual Realities 2.0*; *Rigger 2*; *Shadowrun Companion: Beyond the Shadows* and other game supplements both in and out of print. You hold in your hands the complete reference collection of basic rules used to play *Shadowrun*.

Some chapters in this book are designed to give you a complete understanding of the *Shadowrun* setting before you play the game. *Welcome to the Shadows* discusses the world of *Shadowrun*, detailing the features that make it unique and what role the players take in this world. *And So It Came To Pass ...* is a historical breakdown of the *Shadowrun* world from the perspective of Captain Chaos, a notable personality in the *Shadowrun* universe. *Game Concepts* is a quick reference to terms, rules and concepts used in playing the game, from what dice you use to what metahuman races you can play. *Seattle and the Modern Northwest* sketches out the setting of the basic *Shadowrun* game.

Once you are familiar with the game background, you can create the character you wish to play. *Creating a Shadowrunner* provides a step-by-step procedure for making a character. Sixteen *Sample Characters* are also available. These are by no means the only character options you can play, but they will help you experiment and generate ideas of your own. These characters also include representatives of all the metahuman races.

After you have your character, it's time for the rules. *Skills*, *Combat*, *Contacts* and *Running In the Shadows* are the main rules sections for player characters. *Skills* covers what your character knows and can do. *Combat* covers fighting, surviving and healing, including information on ranged and melee combat, various weapons and more. *Contacts* details who your character knows and how to get information from them, while *Running in the Shadows* features various aspects of a shadowrunner's existence, from the lifestyle you lead to the security you must frequently defeat to fencing your loot.

Some character types need more specialized rules. For magician characters, the *Magic* chapter provides everything a player or gamemaster needs to know about magic, spells, astral space and spirits. These rules take into account a number of clarifications and changes from previous editions. If you wish to play a decker and plug your brain into the worldwide computer net, *The Matrix* covers everything from the programs you need to the deadly electronic countermeasures you may encounter. This chapter is an introduction to the *Shadowrun* sourcebook *Virtual Realities 2.0*. To play a rigger, a character who jacks directly into or remotely controls vehicles and drones, the *Vehicles and Drones* chapter has all the information you'll need, including drones, vehicle combat, electronic sensors, driving maneuvers and more. This chapter is an introduction to the *Shadowrun* sourcebook *Rigger 2*.

Some chapters are aids to the gamemaster. *Beyond The Shadows* includes pointers on being a gamemaster, as well as character advancement and creating opponents. *Spirits and Dragons* gives a complete breakdown on these unique entities that populate the world of *Shadowrun*.

Gear lists the cost, availability and legality of items in the world of *Shadowrun*. The listing includes all manner of weapons, vehicles, cyberware (machine parts that replace human flesh), armor, entertainment electronics, security toys, and even armed medical services.

Some notes on the new edition can be found in the *Developer's Say* at the end of the book. *Sourcebook Updates* provides notes and modifications to previously published sourcebooks and rules supplements to bring them up to date with current *SR3* rules. This section also gives options for converting *Shadowrun Second Edition* rules to *SR3*.



WELCOME TO THE SHADOWS



The year is 2060. The world is changed, some say Awakened.

A long lull in the mystical energies of the universe has subsided and magic has returned to the world. Elves, dwarfs, orks and trolls have assumed their true forms, throwing off their human guises. Creatures of the wild have changed as well, transforming into beasts of myth and legend. The many traditions of magic have come back to life, and shamans and mages have carved out a place in the new world for themselves and their powers. Many aspects of the Awakening remain mysteries, but modern society fights on to assimilate the ways of magic into a technological world.

The decades that followed the Awakening were years of panic and turmoil, as the Four Horsemen of the Apocalypse seemed to race across the Earth. Cultures that had never lost touch with their mystical pasts began to use magic against the great nations that had suppressed them for so long. The vast global telecommunications network collapsed under an assault by a mysterious computer virus. Dragons soared into the skies. Epidemics and famine ravaged the world's population. Clashes between newly Awakened races and the rest of humanity became common. All central authority crumbled, and the world began to spiral downward into the abyss.

But man and his kin are hearty animals. Out of the devastation and chaos, a fragile new social order slowly emerged. Advanced simulated sensorium (simsense) technology helped eradicate the last vestiges of the computer virus and replaced the old telecommunications network with the new virtual-reality world of the Matrix. Amerindians, elves, orks and dwarfs formed new nations. Where environmental degradation and pollution have made many areas uninhabitable, eco-groups wage war on polluters, and Awakened powers use incredible magics to heal the earth. Central governments have balkanized into smaller nations and city-states, as fear of the world's changes drives wedges between people of different backgrounds. Vast metropolitan sprawls known as metroplexes cover the landscape; these urban jungles swallow whole regions. Police departments unable to contain crime waves and civil unrest have been privatized or their work contracted out to corporations.



Megacorporations have become the new world superpowers, a law unto themselves. The entire planet speaks their language, as the nuyen has become the global monetary standard. The megacorps play a deadly game, paying pawns in the shadows to help them get an edge on the competition. Meanwhile, corporate executives and wage slaves hole up in their own enclaves, safe behind layers of security and indoctrination. Outside the walls of these arcologies and gated communities, whole stretches of the sprawls have become ungovernable. Gangs rule the streets; the forgotten masses grow, lacking even a System Identification Number (SIN) to give them any rights. These outcasts, dissidents and rebels live as the dregs of society, squatting in long-abandoned buildings, surviving through crime and predatory instincts. Many of them attempt to rise above their miserable existences by slotting addictive BTL (Better-Than-Life) chips, living vicariously through someone else's senses. Others band together, some for survival and some to gain their own twisted forms of power.

Technology, too, has changed people. No longer merely flesh, many have turned to the artificial enhancements of cyberware to make themselves more than human. Some acquire implants that allow them to directly interface with machines, like deckers who run the Matrix with a cyberdeck and programs or riggers who jack into vehicles or security systems and become one with them. Others seek to push the envelope of their physical capabilities, testing themselves on the streets against other street samurai. The human of 2060 is stronger, smarter, faster than his predecessors.

In the world of 2060, the metropolises are monsters that cast long shadows. And in the cracks between the giant corporate structures, shadowrunners find their homes. Entire societies live and die in a black-market underworld, exploited and abused, yet powerful in their own way. The Mafia, Yakuza and other crime syndicates have grown explosively as their networks provide anything that people will buy. Shadowrunners are the professionals of this culture where self-sufficiency is vital. When the megacorps want a job done but don't want to dirty their hands, they need a shadowrun, and they turn to the only people who can pull it off: the shadowrunners. Though only the blackest of governmental or corporate databases even registers a shadowrunner's existence, the demand for his or her services is high. Deckers can slide like a whisper through the databases of giant corporations, spiriting away the only thing of real value—information. Street samurai are enforcers for hire whose combat skills and reflexes make them the ultimate urban predators. Riggers can manipulate vehicles and drones for a variety of purposes. Magicians, those rare folk who possess the gift of wielding and shaping the magical energies that now surround the Earth, are sought after to spy on the competition, sling spells against an enemy, commit magical sabotage, and for any other purpose that their employers can dream up. All these individuals sell their skills to survive, taking on the tasks too illegal or dangerous for others to dare.

THE BASICS

Shadowrun is a roleplaying game. Set in the dystopian near-future of 2060, it is a world where cyberpunk meets magic, where criminal subcultures rub shoulders with corpo-

rate elites, and where advanced technology competes with the power of spells and spirits. It is an age of high-tech low-lives, shrouded in danger and mystery and driven by intrigue and adrenaline. Those who play in it stand on the edge, always in the shadow of adventure.

Shadowrun is designed for two to eight players. Like many other roleplaying games, it has an open-ended style of play. That means the game has no definitive ending—no preset time limit, number of turns to play or single goal to reach that marks the game's end. Unlike most other games, *Shadowrun* has no winners or losers. The object is to have fun with the exercise of imagination. When this happens, everybody wins.

Those with roleplaying-game experience will find some of the following familiar. Such readers may want to skip ahead to *Game Concepts* (p. 36), or turn to *And So It Came to Pass ...* (p. 22) and delve into the history and background of the *Shadowrun* universe. For those new to roleplaying, the following introduction may not answer all your questions, because a roleplaying game is more easily learned from experienced players than from a book. This brief overview will give you the general concept behind roleplaying. To learn more, find others who already play *Shadowrun* and learn from them.

WHAT'S NEW?

Shadowrun, Third Edition (SR3) is a revision of the original *Shadowrun* rules first published in 1989. Using extensive feedback from players and gamemasters, *SR3* has been reorganized and revised for greater clarity and to provide cleaner, faster play. Players and gamemasters familiar with the first- and second-edition rules will find the heart of the game unchanged; all revisions are consistent with the game's existing logic.

This book contains new material and updates the rules and information to match that in recently published sourcebooks such as *The Shadowrun Companion*, *Virtual Realities 2*, *Rigger 2* and others. The rewritten magic rules reflect a fundamental re-evaluation and reshaping of the core concepts of the *Shadowrun* magic system, making it clearer and more consistent. The *Sourcebook Updates* section provides notes and rules modifications pertaining to many published *Shadowrun* sourcebooks and supplements, bringing the information in those books into line with the *SR3* rules. *Sourcebook Updates* also offers suggestions and conversions for using any existing *Shadowrun* product with *Shadowrun, Third Edition*.

WHAT IS A ROLEPLAYING GAME?

A roleplaying game is part improvisational theater, part storytelling and part board game. It is played by a *gamemaster* who runs the game and a group of players who pretend to be *characters*. These characters are defined by a set of statistics that represent skills and attributes developed in the character creation process (see p. 52). These are then fleshed out with an invented background and personality. The gamemaster presents the setting and situation; through their characters, the players interact with the storyline and other characters.

Think of it this way: everyone has read a book or seen a movie in which the lead character does something that the reader or viewer finds so utterly wrong that he or she wants to







shout out a warning. But no matter what we say, the character will do what the plot demands; we're just along for the ride. Even throwing popcorn won't help.

In a roleplaying game, the players control their characters' actions and respond to the events of the plot. If the player does not want his or her character to go through the door, the character will not. If the player thinks the character can talk him- or herself out of a tight situation rather than resorting to that trusty pistol, he or she can talk away. The script, or plot, of a roleplaying game is flexible, always changing based on the decisions the players make as characters.

The gamemaster controls the story. He or she keeps track of what is supposed to happen when, describes events as they occur so that the players (as characters) can react to them, keeps track of other characters in the game (referred to as non-player characters), and resolves attempts to take action using the game system. The game system comes into play when characters seek to use their skills or otherwise do something that requires a test to see whether or not they succeed. Specific rules are presented for situations that involve rolling dice to determine the outcome (see *Game Concepts*, p. 38).

The gamemaster describes the world as the characters see it, functioning as their eyes, ears and other senses. Gamemastering is not easy, but the thrill of creating an adventure that engages the other players' imaginations, testing their gaming skills and their characters' skills in the game world, makes it worthwhile. FanPro publishes game supplements and adventures to help this process along, but good gamemasters always adapt the game universe to suit their own styles.

In roleplaying, stories (the adventures) evolve much like a movie or book, but within the flexible storyline created by the gamemaster. The story is the overall plot, a general outline for what might happen at certain times or in reaction to other events. It is no more concrete than that until the players become involved. At that point, the adventure becomes as involving and dramatic as that great movie you saw last week, or that great book you stayed up all night to finish. In some ways it's even better, because *you* helped create it.

GETTING STARTED

Specific aspects of the game are covered in several broad sections following this introduction. Below is a brief overview of the world of *Shadowrun* and the different styles of games you can play. The next section is a short story, *See How They Run*, which provides atmosphere and a taste of the language and style of *Shadowrun*. The section following it describes how the *Shadowrun* world came to be. The rules begin with *Game Concepts*, p. 36.

Welcome to the shadows, chummer. It's going to be a heck of a ride.

ROLEPLAYING SHADOWRUN

In *Shadowrun*, players take on the roles of shadowrunners. Many varieties of runners exist, of all races, genders and sizes, each with their own area(s) of expertise.

WHAT RUNNERS DO

Shadowrunners commit crimes, usually for money. When a corporation or other sponsor needs someone to do their dirty work, they look to the shadows. As "deniable assets," runners make advantageous—and expendable—tools.

Runners usually operate in teams. A team can be any combination of character types, depending on what the players want to do. The team should have a plausible reason for working together, such as being old friends or cellmates, having the same interests, or even being forced together by circumstance. Different teams will have different capabilities, and the gamemaster should plan accordingly. For example, one team may excel at breaking and entering, while another might be a squad of bruisers who work best as hired muscle.

Runners have contacts, who represent other potentially useful people they know. Some of these will be other underworld types, like a gang member or a hit man. Others may be ordinary people, useful for information or for "special arrangements"—for example, the corporate secretary who lets you know when the wiz research scientist you're supposed to kidnap will be leaving the building.

The most important contact for shadowrunners is the fixer. A fixer acts as a middleman and can usually help the runners find gear, other contacts or work—all for a fee, of course. A corporation or other employer that needs shadowrunners sends someone to a fixer to ask for recommendations. If a team of runners has a good reputation and meets the job requirements, a meeting is arranged to discuss details and haggle over payment. Because such matters are highly sensitive, anonymity is par for the course, and employers of this type are known simply as "Mr. Johnson."

Mr. Johnson may not always be a corporate representative. The world of *Shadowrun* is rich and complex, with many people and groups who may need to hire runners to accomplish certain goals. A criminal syndicate may hire runners to strike at rivals, a mage may hire them to acquire certain rare materials for magic use, or Joe Neighbor may need to find the terrorists who kidnapped his wife. Regardless of the sponsor, if a job involves doing something dangerous and potentially illegal, it's a shadowrun.

Shadowrunner teams may even take the initiative, doing jobs of their own accord. For example, a player character may have a grudge against a certain megacorp, or perhaps he doesn't like how a certain gang treats people in his neighborhood, or she may decide it's time to get her criminal record erased.

Runners accomplish their tasks by working the streets for information, calling in favors and markers from friends and contacts in the shadows. They take whatever action their job requires: surveillance, theft, breaking and entering, even murder.

Runners do these things because they are survivors. Many of them grew up committing crimes to get by, or perhaps they obtained special training somewhere and want to put it to use. Some may have extended families to feed and no other source of income. Many of them prefer the freedom of the shadowlife, controlling their own destinies as opposed to being a wage slave in some drab corporate business park kissing corporate hoop all day. Others enjoy the thrill of running, thriving on its



risks. Finally, some are inspired to run by a sense of social justice; they want to damage the powers-that-be however they can while providing for the underclass. These runners are known as “hooders” for their Robin Hood outlook.

BASIC RUNNER TYPES

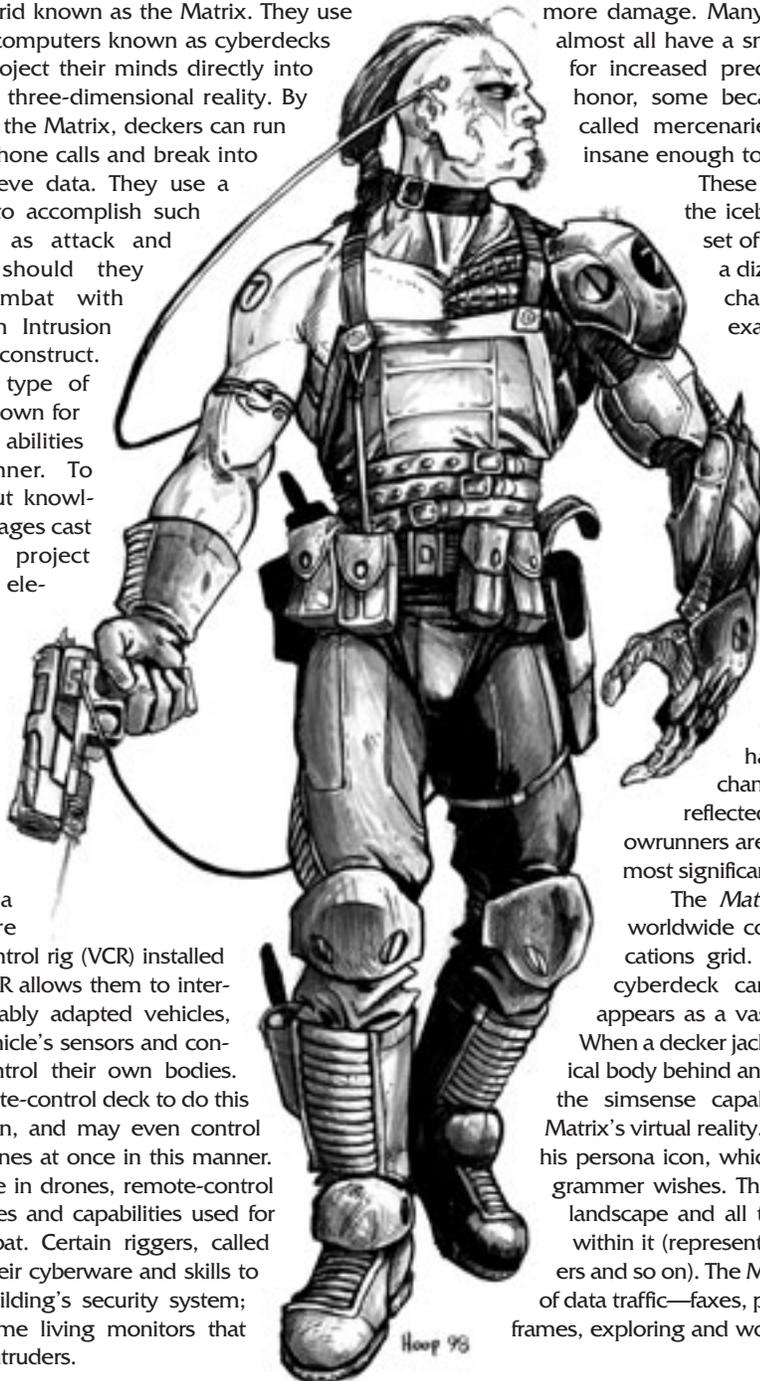
The following terms refer to runners who specialize in various fields.

Deckers are skilled at computer programming and maneuvering through the datastreams of the virtual-reality telecommunications grid known as the Matrix. They use special, custom-built computers known as cyberdecks that allow them to project their minds directly into the Matrix’s complex, three-dimensional reality. By illegally logging on to the Matrix, deckers can run search routines, tap phone calls and break into system hosts to retrieve data. They use a variety of programs to accomplish such operations, as well as attack and defense programs should they engage in cybercombat with another decker or an Intrusion Countermeasures (IC) construct.

Mages are one type of magician character, known for using thaumaturgical abilities in a scientific manner. To mages, magic is about knowledge and structure. Mages cast spells, perceive and project astrally, and conjure elemental spirits.

Adepts, the modern-day ninjas and berserkers, use magic to enhance the body’s abilities. Adepts tend to be athletically oriented, with good stealth and combat skills.

Riggers have a piece of cyberware known as a vehicle control rig (VCR) installed in their bodies. The VCR allows them to interface directly with suitably adapted vehicles, seeing through the vehicle’s sensors and controlling it as they control their own bodies. Riggers can use a remote-control deck to do this from a remote location, and may even control several vehicles or drones at once in this manner. Many riggers specialize in drones, remote-control vehicles of varying sizes and capabilities used for surveillance and combat. Certain riggers, called security riggers, use their cyberware and skills to jack directly into a building’s security system; these characters become living monitors that can react instantly to intruders.



Shamans are magicians who follow a totem spirit animal, such as Coyote or Bear, and embody that totem’s characteristics. To shamans, magic is attunement with the forces of nature. Like mages, they can cast spells and astrally project and perceive. They also conjure nature spirits and Spirits of Man.

Street samurai are physically enhanced combat monsters. With cyberware implants and combat skills, they attempt to be the quickest, meanest and strongest killing machines on the streets. Many of them cybernetically boost their reflexes to get an edge, or boost their strength so that they can inflict more damage. Many are also lethal with firearms, and almost all have a smartlink cyberware system installed for increased precision in shooting. Some fight for honor, some because they get paid for it (usually called mercenaries), and others because they are insane enough to go up against anything.

These basic runner types are just the tip of the iceberg and are not meant to define a set of character classes. Players can create a dizzying variety of characters using the character creation rules (p. 52)—for example, a detective character who relies on charisma and skill as opposed to cyberware, or a covert operations specialist who has all the gear and cyberware necessary to penetrate electronic defenses. The only limit is your imagination. For more examples of the types of characters you can play, see *Sample Characters*, beginning on p. 65.

SETTINGS

Shadowrun is set only sixty-two years in the future, but the world has gone through tremendous changes. Some of these changes are reflected in various settings in which shadowrunners are sure to find themselves. Two of the most significant are the Matrix and the astral plane.

The *Matrix* is the cybernetic analog of the worldwide computer network and telecommunications grid. Only a character equipped with a cyberdeck can enter this “cyberspace,” which appears as a vast lattice stretching away to infinity. When a decker jacks into the Matrix, he leaves his physical body behind and projects his consciousness through the simsense capabilities of the cyberdeck into the Matrix’s virtual reality. The decker’s mind is represented by his persona icon, which can have any appearance its programmer wishes. The same is true for the entire Matrix landscape and all the stylized icon constructs resident within it (representing hosts, programs, IC, other deckers and so on). The Matrix is constantly alive with the hum of data traffic—faxes, phone calls, e-mail, tridlinks, program frames, exploring and working personas, and more.



Within the Matrix, everything operates at the speed of computer processing or thought, and so time goes by much more swiftly than in the real world. A decker can traverse the globe in seconds, hopping from local to regional grids, or even through satellite uplinks and back down again. Huge constructs that represent a myriad of hosts dominate the datasphere. Many of these are public and accessible, serving as databases, social clubs, gamerooms or PR offices. Others are private, layered with IC and security measures and patrolled by corporate deckers. These hosts contain the deepest, darkest secrets of corporations and other entities.

The *astral plane* is another reality entirely. Only a full magician can perceive its depths or project her consciousness therein. Those who take astral form can move through the astral plane at the speed of thought, but few magicians can stay within this realm for longer than a few hours. The astral plane is the home of spirits, beings of quicksilver and shadow, a realm of mystery and danger. It parallels our own physical plane, seeming almost to mirror it. The auras of living creatures and magic are reflected upon it, where those skilled in the art can read them. The theory goes that the astral is actually sustained by the life force of the Earth and its creatures. From the astral plane, a magician can read the emotional imprints that linger on various items. Sufficiently strong feelings may even pollute the astral atmosphere. Sterile corporate offices, murder scenes and toxic dumping grounds, to give just a few examples, all have their own distinct (and unpleasant) astral “flavor.”

Shadowrun contains many more interesting settings, too numerous to mention more than a few here. Players may find themselves in corporate arcologies, self-contained and self-sustainable mini-cities that house thousands of corporate citizens; Awakened lands, where metahumans and dragons work together to purify the often polluted Earth; or the cold edge of space, where humanity is slowly populating numerous orbital habitats while it plans for more. And there is always the sprawl, the urban decay that spreads like a blight across the land. Even corporate thugs and cops fear to tread in its many shadowy regions.

SHADOW ACTIVITY

In *Shadowrun*, the megacorporations make the laws, and they tend toward laws that favor themselves. Any shadowrunner knows that the corps will bend or break the law whenever they need to. When the corps choose to break the law, shadowrunners get involved as deniable assets. Therefore, when runners hit the streets, they also tend to break the law—a lot. Depending on their current objectives, random chance or the actions of opponents, lawbreaking can occur in a variety of ways. Most runs involve several specific criminal operations, many of which are described below.

Datasteals are jobs where a decker hacks into a computer system host and steals information. This can often be done from a remote location, though the decker always faces the danger of being traced and raided by police or security forces. Many computer hosts remain disconnected from the Matrix for security reasons, requiring runners to break into a facility in order to access the computers directly.

Extractions are frequently arranged by corporations who wish to steal valuable personnel from other corporations. Top

research scientists, skilled financial agents and other suits with valuable knowledge are hot commodities, and are suitably protected. The “victims” in many extractions are willing targets—employees who have decided to defect to another corp. Some corporations consider certain personnel so valuable that they would rather see them dead than working for a rival; attempts to extract these people may fall afoul of deadly contingency plans.

Courier runs are glorified delivery jobs. Most often, the object to be delivered is of strategic or monetary importance, or is otherwise valuable and so needs protection from others who want it. Runners hired for this job must make sure the object reaches its destination safely and intact.

Smuggling is similar to courier work, though smugglers usually have their own specially equipped vehicles for sneaking goods across borders and outrunning (or outgunning) the law. Smuggling can be quite lucrative if the runner knows the markets. Such work usually goes hand in hand with piracy, as pirates are often the cheapest source for illicit goods. Smuggling is done through various means and with many different vehicles, but the smuggler’s choice is undoubtedly the Scout-class, vectored-thrust, low-altitude vehicle (LAV) known as the thunderbird, or t-bird.

Network is assassination, pure and simple. Many runners refuse to take these jobs, and view dirtying their hands for money in this way as vile. The world of 2060 contains many factions, each with multitudes of enemies who they may find most convenient and cost effective to simply remove. Corporations or underworld figures sometimes place bounties on certain individuals; collecting on these can be profitable, if risky.

B & E stands for breaking and entering. Most runs involve B & E in some way, whether to steal research, commit sabotage, plant false evidence or otherwise further the nefarious plot of this week’s Mr. Johnson. Security in 2060 has become an art form, ranging from mundane retinal-scan maglocks to concertina-wire electrified fences to patrolling spirits to full-blown security riggers. Any runner team worth its name is going to need the know-how, the creativity or the brute force to bypass these defenses.

Hooding is robbing from the rich to give to the poor, a definition that has gradually expanded to include any run spurred more by a commitment to social justice than anything else. Examples include destroying a pollution-producing factory, mugging the Yakuza protection-racket enforcers and returning the money they stole to the neighborhood, or defending a metahuman community from attacks by human supremacists. Some, especially the corporations, view many such acts as “terrorism,” while more cynical people may view such social concern as a weakness to be exploited.

Structure hits are sabotage runs intended to do structural damage to the target that will cost time, nuyen, work and perhaps more to repair or recover from. Runs of this nature often involve large explosions, making demolitions a useful skill. Structure hits can be accomplished via other methods, however, from smart corrosives to rampaging elementals to pushing the right button at the wrong time.

These types of criminal operations are just the beginning of a long list of shadowrunning possibilities. Some runs may be simple investigations, or may involve low-level criminal activity such as BTL-dealing, Matrix bank fraud or holdups. Breaking



NORTH AMERICA (circa 2060)



the law can easily become an everyday occurrence for runners. In fact, some runners break it simply by their existence, because they possess illegal cyberware or practice magic without a license. While some runners have legitimate jobs, many

do not have SINS, and so they work and travel with false identities. Much of the weapons and gear associated with shadowrunning is also restricted, and so runners must take care to cache their gear and maintain safehouses.



SEE HOW THEY RUN

THEY SAY A GOOD shadowrun is any run you walk away from. I guess that's true, as far as it goes. If you're still alive and out of jail or corp custody at the end of a run, then you can take the next job and hope this time you'll see some cred you can actually spend. (Gotta pay those bills, don'tcha know. Me, I don't pay rent; the wrong side of the Redmond Barrens ain't exactly upscale, and the local gangers don't hassle a troll with a big gun for protection money. But you still gotta eat, right? And keep up with the SOTA in weapons, cyberware, cyberdecks and programs, magical doohickeys, that kinda thing. You don't keep current in this biz, you die.)

Thing is, though, walking away ain't always enough. I know, 'cause I've been there.

It was all Macduff's fault. Flash and me would've agreed on that. Even the shaman he hooked us up with—a dwarf named Biggs, if you can believe it—had to admit that Macduff screwed up big-time. It wasn't that he didn't do his homework. He's a decent fixer, Macduff; he checks things out beforehand. That's one of the reasons Flash and me put up with him, even though he's the most godawful irritating pointy-eared daisy-eater that ever walked the streets of Seattle. No—what Macduff did wrong was not digging deep enough. He checked the Johnson's credentials, sure—but only so far, like the Johnson must've known he would. The real dirt was hidden so deep that none of us uncovered it until it was too late.

Okay, so we were stupid. We shouldn't have taken the job on Macduff's say-so, and never mind his track record. Even the best fixer can have a bad hair day, right? And yeah, nine out of ten Johnsons may deal straight with you, but that tenth sumbitch'll screw you over any way he can. We happened to get the tenth one. Our bad luck.

But this guy was good. He'd laid two sets of false trails for Macduff or us to find, figuring we'd be satisfied that one of them was the real story. And he was right, frag him. Guess we should've expected it, what with the corp war and all.

It started like it usually does—with a call from Macduff. Sometimes I go out and find my own work, but Macduff gets in touch pretty often. And going through a fixer has its advantages; Mac's got enough connections to get me wiz gear if I need it, plus he can hook me up null sweat with other runners if a job needs a street samurai. It ain't always easy to hook up with other runners on your own, 'cause street gospel says don't trust anybody you ain't worked with before. Macduff can vouch for people's competence, at least.

The call came while I was in my squat, flipping the virtual pages of the latest online catalog from Ares Macrotechnology. Everybody in NorthAm knows

that Ares sells the best bang-bang you can get in this biz, and I'd seen a gun or two worth drooling over that I knew I couldn't afford ... unless I got myself a job with a nice fat credstick attached. Macduff's pointy-eared elf mug, even with a smile that launched a thousand ads for tooth whiteners, looked better than a whole evening's worth of free beers at my favorite hangout.

"Animal, you crazy troll!" Macduff shouted. His grin seemed to fill the whole flatscreen, even though I'd set incoming calls to take up just an upper quarter. "Have I got a job for you! How'd you like to frag a megacorp *real* good?"

"Who's paying, and how much?" I asked.

"TerraFirst!" he answered. My face gave me away; as my finger headed for the "Off" button, he quit grinning and got a look like a dog begging for a biscuit. "Now before you walk away, take a listen. They've got cred this time—serious cred. And you didn't hear this from me, but I have reason to believe it's coming from someone pretty high up the food chain ... someone on a corporate board, no less. Someone with ... sympathies, shall we say? ... for what the TerraFirsters want done."

"And what's that?" I didn't want to sound too eager; Macduff was smart enough to guess my cred balance from how I looked and sounded, and he wasn't above taking a bigger-than-usual cut if he knew I was hungry. He'd gotten me curious, though. TerraFirst! paying serious cred was unusual; environmental militants like them don't often get their hands on really big wads of money. Most people working for them were either after any cred they could get or sympathizers with the Cause. I wasn't, especially—but I wanted to hear more.

"Sabotage," Macduff said. "Shiawase Corporation finally got its latest facility on-line, and TerraFirst! wants it off. They need a small team to get inside the reactor and shut it down. Naturally, I thought of you and Flash first ... especially you, given your past history. Interested?"

"Maybe." Maybe, drek. I'd been interested in hurting Shiawase Corp ever since a Shiawase black-ops security team took down my sister Tallie with a bomb in her squat. Got both her kids, too. She'd swiped some paydata from them a couple years before they murdered her ... some kind of secret biogen whammy they'd cooked up to make people's reflexes work double-time without wires. Never did come out on the market, and the corp lost a pile of money. Corps don't like that, especially ones like Shiawase that are big enough to have "mega" in front of their names. So they took the time to track her down, and then they took her out in the most unforgettable way they could. (Took half the block with her—chunks of plascrete and body parts all over everywhere. Local trid network news ran the story as a "freak accident" that did Seattle a favor by blowing up one of its most rundown scragholes. Urban renewal on the cheap, I guess. They didn't mention the dead.) So ever since then, I've been making Shiawase regret it, one research lab or top-secret project at a time.

Don't get me wrong—I'm in this biz for the cred, too. There aren't many other lines of work for a seven-foot-plus trog from the worst part of the Redmond Barrens and barely a third-grade education. (I read a lot, but nobody counts that kind of schooling.) I'll work for just about anyone who pays decent—megacorp, Mom-and-Pop shop, fat cat politico, rich recluse and his fragging dog. But when I can, I like to hit Shiawase. Call it job satisfaction.

Macduff told me where the meet with the Johnson was, and I said I'd slide the word to Flash. Her and I go back almost five years, a good long time in the shadows of Seattle. I knew her back when she had hair. Fresh-faced half-Amerind from Pueblo, she was then ... but with eyes as cold and hard as an optical chip. She'd come to Seattle after finding out the hard way that there wasn't much place for a kid with a Native mom and an Anglo dad in the Pueblo Corporate Council. If there's one thing a lot of Native Ams despise more than folks who ain't Amerind, it's halfbreeds. But she's a fragging good decker, and a scrappy fighter I'd trust my back to. Not often you find one person who can do both those things. Flash gets a lot of work.

"Shiawase, huh?" she said with a cynical smile when I told her about the job. "Tree-

hugging terrorists want the new fusion reactor gone?"

I nodded. "The Johnson tried to pass himself off as a Gaeatronics exec, but Macduff sniffed around some and found out different." Gaeatronics was a good dodge on the Johnson's part; they're a local Seattle corp with a monopoly on Seattle's power grid, which Shiawase's spent years trying to break. The brand-new reactor we were being hired to trash was Shiawase's only victory in something like a decade; they'd finally gotten permission to build the thing after the unexpected retirement of a judge that Gaeatronics had bought fair and square. Made perfect sense that Gaeatronics might resort to tougher tactics.

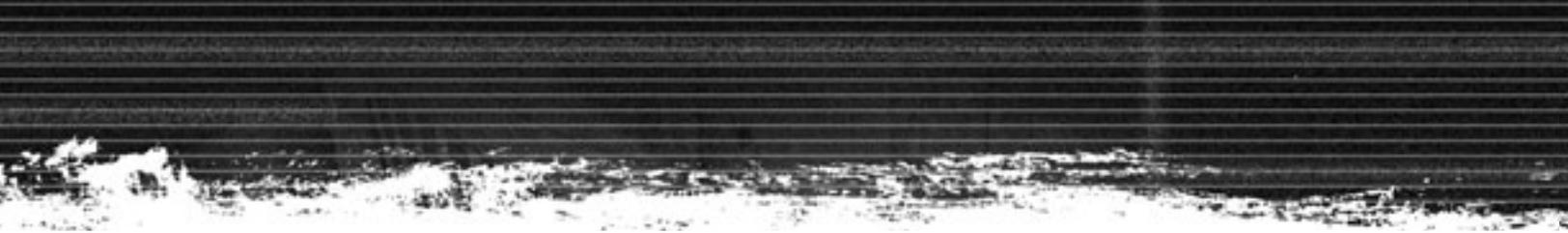
"If he's right about the source of the money, I'm not surprised they want to keep it buried." Flash scratched the skin around the datajack in her left temple. I guessed she'd upgraded it since the last time we'd talked, and the surgery was likely recent. She'd also tattooed gold racing stripes across the side of her head, following the curve of her skull. Unlike a lot of people who try the techno-tribal look, Flash could pull it off. "I'm in if you are. How're we planning on dealing with magical security? You know they've got some."

"Macduff's got a gun on tap."

She nodded. "See you at the meet, then," she said, and winked out.

The meet, two days later in a back room at the Club Penumbra, went like usual. Everything about the Johnson screamed corp—look, attitude, body language. Which fit perfectly with him *not* being a corp fixer, just like Macduff had found out. Nobody who was trying that hard could possibly

Everything about the Johnson screamed corp—look, attitude, body language.



be as corp as he seemed. (Like I said, this skag was good.) We pretended to take him at his word, and he pretended to treat us like he didn't think we were mercenary scum. (Folks with a cause can get like that.) We dickered price a little, but not much; the Johnson's opening offer was close to what Macduff had told us, and it was pretty fragging generous. Besides, in this biz it pays to know what to hassle over; drek around too much about the pay and the Johnson'll walk. Then you get no job and no cred to pay your bar tab with.

We found out later why the pay was so good. We weren't supposed to live to spend it. The folks who'd sent our Johnson had a little surprise for us ...

UE GOT TO THE PLACE WITHOUT ANY TROUBLE—ME, Flash and Biggs, the dwarf shaman. Biggs was a strange little guy—bright red hair and a mustache so thick you could hardly see his mouth under it, fringed combat boots and an old-style aviator hat with goggles like you might see on a t-bird jockey. He seemed awful small for a Bear shaman—I'd've expected Bear to pick somebody more ... I don't know, Bear-sized. (But what the frag do I know about how totems make their decisions? I sling bullets, not spells.) He wore a bearclaw necklace that was likely a power focus, and carried an honest-to-Ghost magic wand. It was about the size of a backscratcher, which is how he used it a couple times on our way out to Auburn, where the reactor was.

We took cover in some nearby trees that overhung the road leading to the corp facility's front gate. From here, we'd ride into the loading dock. Then we'd have to sleaze our way through the site to the main reactor core. The Johnson had given us all the important details—delivery schedules, layout, number and approximate sequence of guard patrols, you name it. He wanted us to get in. Getting out was another matter.

The reactor looked like an ogre out of an old-time fairy tale, squatting there against the night sky. The lights around its perimeter were bright enough to do microsurgery by. Biggs' improved invisibility spell had better work, or the security boys'd spot us for sure on the way in. I finished loading up my SMG, then looked over at the dwarf. He was sitting with his legs crossed in a way that must've hurt—but you'd never know it to look at his face. He looked as comfy as a sleeping baby.

I wanted to shake him, but stopped myself. He was scouting out the terrain the way his kind do; best to let him do his job his own way. There'd be plenty of time for lead to fly. Still, I couldn't help feeling impatient. I wanted to get things rolling, maybe even start a little trouble. Not too much, just an excuse to cut loose once or twice. Nail myself a few corp security slags. Have a little fun.

Biggs gave a twitch and a sigh and opened his eyes. "Supply truck's on its way," he said as he straightened up and shook the kinks out of his legs. "They're almost at the bend in the road."

I hefted my gun, and Flash adjusted her cyberdeck's carrying case across her well-muscled back. The gold stripes

on her head and cheeks glowed dimly in the dark; she pulled a ski mask out of her pocket and put it on. "Let's do it."

We could hear the truck, still a ways off but getting closer. We jandered to the edge of the trees. Biggs swung himself up on a low-hanging branch, then pulled himself over to another one that leaned out over the road. Flash and me pressed up flat against opposite sides of the same tree trunk and waited.

Headlights bobbed toward us as the truck rounded the bend. I went tense; I couldn't help it. It'd been a long time since I'd gone truck-sledding. You have to time the jump just right—otherwise you miss, or land so hard that the driver feels it. We couldn't afford that kind of mistake. Even I didn't want shooting trouble that soon. Quiet in, quiet out, the Johnson said—so that's what we'd do. We had pay to earn and a rep to uphold.

The truck came closer. When it got to just the right point, I jumped.

My hands hit the sweet spot on the back rear corner. I swung up on the rear-door running board, then scootched over fast to make room for Flash. The truck rocked a bit, but not enough to distinguish the impact of our landings from normal jouncing over bumps in the road. I couldn't hear whether Biggs had landed over the roar of the engine, so I looked up for just a sec and saw the dwarf's hairy face peering down over the top of the truck. He gave Flash and me a thumbs-up sign, wagged his fingers at us as he did his magic stuff, then popped out of sight.

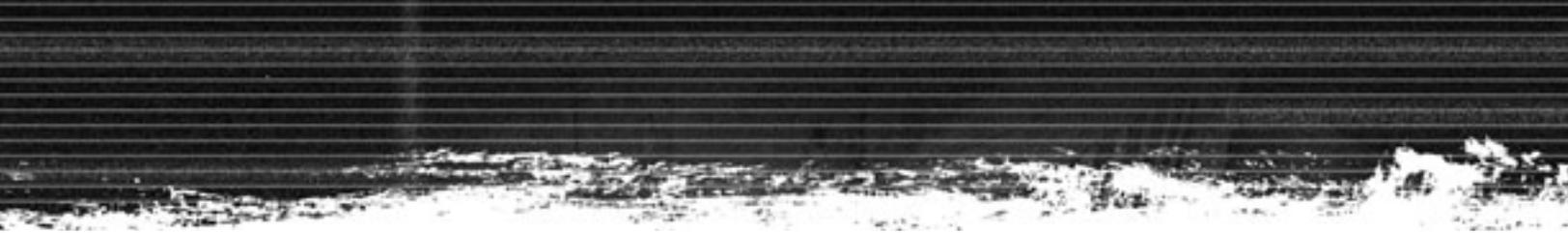
I'd expected to feel different with the invisibility spell on me, but I didn't. Me and Flash wedged ourselves on either side of the truck's rear hatch, with me hoping to Ghost that the spell hadn't crapped out. Now it was finger-crossing time; if none of the perimeter guards raised a shout, we'd know Biggs' magic was working. Just in case it wasn't, I held my SMG ready to swing up and fire; I heard Flash unsnap the holster of her Colt Manhunter.

The supply truck bounced through the perimeter gate and into the yard. I could see the tattered ends of a cut blue ribbon dangling from each gate-side. Almost made me feel sorry for all the corp bigwigs we were about to inconvenience. They'd looked so proud of their shiny new fusion plant at the dedication ceremony, which had been on the trid just last night. And now we weren't going to let them enjoy their new toy.

The truck bounced into the loading dock. As it came to a halt, I hit the floor and rolled underneath. Flash did too, so fast that we bumped shoulders. Biggs, according to plan, was lying flat on top of the truck and doing his damndest to look like part of it.

Pairs of feet passed back and forth as company personnel unloaded the truck. "Coffee," one of them said, the way Flash might have said *paydata*! "About fragging time. We've been down to instant cocoa and bad herbal tea for a week."

"Gotta keep alert, especially the techs," someone else answered. "How else they gonna keep awake to watch the damn monitors?"



After awhile, the voices and the feet went away. A few minutes later, we saw another pair of feet: combat boots with a touch of cuff fringe. “All clear,” Biggs said softly. “Time for the next stop on the tour.”

I rolled out from under the truck and stood up. “I’m on point. We go leftward, down the first corridor to the nearest elevator bank. The one we want’s in the middle—goes to the catwalk levels in the core.” I turned to Biggs. “What’re we looking at, security-wise?”

The dwarf’s fingers moved in a pattern, and his eyes went blank. “Guard patrol just passed the hall outside,” he said, in a dreamier version of his usual drawl. “Won’t be back this way for ten minutes. There’s more patrols in the core, with paranimals as well—sirens. And a security rigger’s sitting watch over just about everywhere.” A slight shudder passed over him, and his gaze snapped back into focus. “Time for the mask spell.” He wiggled his fingers, then touched Flash and me on the shoulder.

“Hey, Animal—you don’t look half-bad in corp uniform,” Flash said. Sometimes she likes to say stuff just to make me twitch. The mask spell had put her in uniform, too, and I could see wisps of dark hair peeking out from under her hat. Nice touch.

I gave her an evil grin. “Maybe I’ll take one home with me.” Every run against Shiawase, I like to take a little trophy. So much more satisfying than just cold, hard credsticks ...

She gave me a worried look, which made me want to laugh. She’s so fragging easy to tease ... “No shooting ‘til we’re on the way out, ‘kay?”

I patted my SMG. “We can wait for our fun.”

“I hate to break this up,” Biggs said, “but we’ve got a patrol to dodge.”

We got to the elevators okay, and then Flash did her stuff—using her deck to tap into the elevator call system and bring an empty elevator straight to us. At the same time, she told the system that ran them to keep any others from dumping people off on this floor until Elevator Number 3—ours—had closed its doors. The security rigger, who had to monitor every system in the whole fragging complex, was paying more attention to stuff like motion detectors, vidcams and other obvious security measures; he’d hardly notice a quick tweaking around with an internal elevator bank. Meanwhile, Biggs and me kept an eye on the corridor. One sec-boy with a gun at an inconvenient moment could hose things up real good.

The elevator showed up on cue, and we took it to the reactor core. It opened onto a wide catwalk with a railing that probably still has my finger marks on it; the view was so spectacular that it made me dizzy.

We were standing about two-thirds of the way up the wall of the biggest fragging room I’ve ever seen. I was in Grand Central Station in New York once, on an out-of-town run; this place was bigger. And it was full of huge, torpedo-shaped tanks that ran floor-to-ceiling, plus connector pipes

thicker than both my arms put together, plus girders and catwalk beams and huge chain-and-pulley systems that they must have used to haul maintenance equipment up to the little circular crow’s-nest things that encircled every tank.

I looked up, then made the mistake of looking down. Ceiling and floor were both lost in shadows. I swallowed hard and prayed I wouldn’t lose my dinner. I’d never had trouble with heights before, and this run wasn’t the place to start. Maybe it’d get better once we were moving, and I had something else to think about besides how fragging far away the floor was. I had a feeling that if I dropped a bullet over the side just for fun, I’d never hear it hit bottom.

Flash cocked her head toward the nearest tank, easily accessible by catwalk. Bright lights glowed like multi-colored stars from a small instrument panel in its side, about the right height for a human maintenance man to reach. “I’ll check this one out. Maybe I can get in to talk to the whole system from here.”

She started across the catwalk toward the tank, as easy and natural as a kid walking barefoot in the park. Flash spent a lot of time in the Matrix; reality didn’t bother her much. What she meant to do was simple—tell the reactor’s maintenance system to set up a controlled shutdown over the next couple of days. A few hours after the shutdown ended, a nifty little program would kick in and keep the system locked down until somebody managed to override Flash’s code or Hell froze over. I was banking on that second thing happening first. If the Johnson had given us clean info on the maintenance system, Flash could do what needed doing in just a few minutes. I figured no more than ten, and that was allowing for complications. (You learn to allow for those, or you don’t run the shadows for very long.) We had just enough time to pull the job and then fade before the guards made their circuit, with me to send some lead dancing around if necessary and Biggs to deal with the paranimals and other magical-type threats. Yup, we had it all covered.

Except for the real opposition, of course.

We followed Flash into the crow’s-nest, keeping our

Flash gave the little shudder that meant she was jacking out. She pulled the deck lead out of the hole in her skull...

eyes and ears peeled for trouble. Flash was already kneeling by the instrument panel, hooking up a little box to it. Then she

hooked the box to her deck and her deck into the side of her head. I’d seen her jack in hundreds of times, but it still gave me the creeps for a second. Watching a person plug themselves into a machine ... it’s weird. I know that sounds funny coming from a street sammy like me, who’s had more chrome plugged into his bod than a whole team of urban brawl players, but plugging into a computer system just seems different to me than getting a cyberhand or a smartlink. With my bodmods, I know I’m in control of the

machine. What Flash does seems like giving the machine control of you. Flash always said I watch too many old SF-horror vids; maybe she was right. I don't know.

Her face had gone slack, like it always does when she's jacked in. The way she put it once, she's too busy sussing out the datastream and watching for danger from IC programs to bother working all the switches in the face that tell it what expression to wear. Meanwhile, Biggs looked just as blank; he was keeping an eye on the astral plane, ready to react if a watcher spirit or security mage came calling. For a weird moment, I felt like I was the only one who was really here, crouched on a little catwalk near the top of a big, big metal tank full of radioactive somethingorother and trying not to wonder if the catwalk would give way under my weight.

Minutes crawled by. Then Flash gave the little shudder that meant she was jacking out. She pulled the deck lead out of the hole in her skull, shook her head to clear it, and grinned at me. "Mission accomplished. Time to go."

Just then an alarm shrieked, and I knew we were hosed.

We found out later that the double-crossers who'd hired us had sleazed their own decker into the system to keep an eye on Flash. The second she finished the job and jacked out, this skag tripped a system alert. The plan was to make Shiawase's sec-boys finish us off; while they were busy chasing us down, a ringer working for our real employers would remove all evidence of sabotage. They wanted it to look like the reactor had failed on its own; that way they'd make this place useless to Shiawase *and* make sure the corp never got to open another one. Flash and Biggs and me were loose ends; we knew the truth because we'd done the sabotaging, so they wanted to shut us up. Permanently.

Right then, though, all we knew was that we had to haul hoop. Flash whipped the deck leads free of the box and slung the deck over her shoulder; but before any of us could start back the way we'd come, we heard the elevator bell go DING! Two seconds later, four security guards stepped out of the elevator with their guns drawn.

They broke two each to the left and right; we had maybe a few seconds before one pair or the other came far enough to spot us up against the tank. I hefted my gun, preparing to fire at the first corp skag who showed his ugly head; then I froze, suddenly struck by a nasty thought. *What if I hit another tank, and it blows?* I had no idea what was actually inside these tanks. I don't know how a fusion reactor works; I just know that because it does, I can siphon plenty of power and light off the Seattle grid. Would being shot at spark off the radioactive drek or whatever and turn us all into metahuman Crispy Fries? Could I take the chance it wouldn't, against certain injury or death from a sec-guard's bullet?

Something whined past my ear and punctured the tank wall, less than a centimeter from my head. Nothing blew up, so I shot back. A choking gurgle told me I'd hit my target. At least one guard was down. Flash's Colt barked next to me, and another guard gave a yell of pain. Two down, two to go.

Then we heard the elevator again, followed by the sound of a lot more feet than I felt comfy with. Before I could duck around the tank and squeeze off a few more rounds, Biggs

wiggled his fingers and tossed an invisible *something* toward the elevator bank. A section of catwalk exploded, sending the four luckless guards who'd been standing on it plunging to the floor far below.

I gaped at the mess. "What the frag was that?"

"Just a little powerball," Biggs gasped, wiping sweat off his forehead. He jerked his head toward the maze of catwalks that connected the tanks to one another. "C'mon this way. We'll draw them off, then work our way back to the elevators."

Not bad tactical thinking for a shaman, I thought as Flash and me pounded after the running dwarf. The dizziness hit me again as soon as I stepped onto the connecting walkway; I felt like I was hanging in space, with nothing but a narrow strip of metal between me and a long dive to the floor. I shook it off, dodged bullets and kept moving. We covered about a third of the core like that, with Flash and me stopping every so often to send some lead at the pursuing guards. Between our guns and Biggs' spells, we slowly but surely widened the distance between us.

"Oh, drek," Biggs said suddenly, and his face went white. "They brought in the combat ma—"

He didn't get to finish his sentence. The walkway beneath his feet splintered into a thousand bits of shrapnel as the corp mage tossed what could only be a ram spell. Biggs started to fall, but somehow managed to grab the thick iron chain that dangled from the ceiling nearby. Flash, who'd been about to follow him, gripped the edge of the crow's-nest and hung on hard. She managed to wedge herself between the nest's upper and lower railings, wrapping one arm around the upper rail while she extended the other toward the dwarf. He looked scared enough to wet his pants; his weight had set the chain swinging slightly, and he was a sitting duck for any decent corp marksman. Even as we watched, his hands started to slip down the iron links.

I swung my gun up and fired at the guards, sweeping the SMG wildly to make them all duck for cover. Meanwhile, Flash leaned as far as she dared toward the swinging chain. "Grab hold!" she shouted at Biggs.

"There's nowhere to go," he screamed back.

He was right, of course. With the connecting walkway blown to smithereens, our only remaining escape route was clogged with security guards. Unless ...

I glanced down at Flash. "Climb down the chain. It's our only chance."

Flash nodded and shifted her body around, then launched herself into space. She caught the chain above Biggs, who shrieked as the impact made his hands slip further. "Wrap your feet around it," she shouted down at him. "Then rappel down. Ever climbed a rope before?"

"Bear doesn't climb, unless it's a tree," he answered, but his voice had a touch of humor in it along with the shakes. He just might make it okay.

I waited till Biggs and Flash were a little ways down before making my move. My shoulder burned as a bullet dug a furrow across the top of it. *Too fragging close*. I let off another spray of bullets, then jumped.

The chain rocked as I slammed into it. As soon as I stopped swinging, I started shimmying downward as fast as I could; I didn't want to be an easy target for any longer than I could help. Guns spat again from above me, but nothing hit. Somebody swore; I risked a look up and saw a guy who had to be the combat mage staggering backward and swatting at a swarm of nothing that was buzzing around his head. Biggs must've tossed an illusion spell; hopefully it'd last long enough for us to lose ourselves in the shadows, out of the mage's line of sight. We'd be safe from him then—if a mage can't see you, he can't hurt you.

Something shrieked in the distance—animal, not metahuman. "Drek," Biggs swore faintly from below. "I forgot about the fragging sirens!"

I saw them then—two flying shapes with long bodies, curving wings and sharp-pointed beaks poised to strike. The sound of them made my ears hurt. "Not to worry," I called, with a confidence I didn't quite feel, and got as good a grip on the chain with my right arm as I could. Then I took aim.

The sirens arched in, claws up to tear at me. I fired. The gun's kick made the chain sway wildly, but the sirens dropped like a pair of bricks. I lowered the gun and started climbing again.

It took forever to reach the floor, but we finally did. Then we ran through the complex, heading for the exit by the straightest route we dared take, dodging more security patrols and shooting our



way through the ones we couldn't. I was getting my fun—more of it than I wanted, if I was honest. Hallway after hallway went by in a blur, until finally there was nobody between us and freedom.

That's when the real drek hit the fan.

We thought it was another security patrol at first, until we saw them. They nailed us as we came out the door—a slug from nowhere caught Flash in the throat, while another slammed into Biggs' shoulder and a third buzzed over my head as I was throwing myself to the ground. I rolled into the nearest patch of shadow and waited for the new threat to show itself. When it did, I was gonna pump it full of lead.

I only got one look at them, and it wasn't much of one. There were three of them, dressed all in black, not a corp logo on 'em anywhere. I was lying on my gun arm; if I moved too quick to bring it up and fire, they'd likely hear me and melt back into shadows they'd come from. Slowly, I started to shift my position.

Somebody gave a shout; then a fourth guy in black showed up, holding Biggs by an arm twisted up his back. "Caught one," the guy said. "Now we've just got to find the big trog—"

"Watch your language, Buckley," said one of the original threesome. A woman, slender and about Flash's height. *Flash. Damn.* Right then, I made up my mind that these skags'd pay for her. Somehow, I'd find out who they were—and then someone was gonna be in a whole world of trouble.

"Sorry," said the skag named Buckley, in a tone that said he was anything but. "I forget how touchy you elves can be."

"Shut up, both of you," a third voice said. "We've got a job to do. Silver, you and Jones look for the troll. Buckley, get on with it."

So the elf chica was named Silver. Now I had three names to go on, two of which I could match to metatypes and narrow it down some. That was good. Getting my gun into firing position would be better.

Buckley moved a tad, and something came up glittering in his hand. A gun—small and easily concealable, probably a Beretta or something. He raised it toward Biggs' head ...

... and the world exploded in light and sound.

For a moment, I thought the shot had actually gone off. Then, through a blaze of colored lights, I saw Buckley and the other skags in black stagger and drop to their knees. Next thing I knew, Biggs was grabbing my wrist with his good arm. "Haul it, Animal," he hissed. "While we still can! My chaotic world spell won't last forever!"

I'd heard that Bear shamans go berserk when they get hurt. After what Biggs did, I'd guess it's true. Wounded and about to die, he'd found the strength to toss off a spell strong enough to knock all four of our would-be killers for a loop. I got up and started to run after him, then turned and ran back. What I had to do wouldn't take long.

I snatched Flash's body from the ground by the door and slung it over my shoulder. Then I ran for the perimeter gate.

DIDN'T GO HOME, JUST IN CASE WHOEVER AMBUSHED us had traced me there. Instead, I went to ground with some friends of mine in Tacoma while I tried to figure a way of getting in touch with Macduff that wouldn't get the both of us killed. I was assuming a lot even thinking he was still alive, of course; as our fixer, he was another loose end that somebody clearly wanted to tie up. But I got lucky; Macduff had bailed before the search-and-destroy party got to him. When I finally got a call through, I told him what little I knew about the fraggers who'd hosed us up and wished him good hunting. Then I whistled up a few other folks who owed me favors and made arrangements for Flash's funeral.

A week later, Macduff called me at my new place. For once in his life, he wasn't smiling. "I found out who our mysterious friends are," he told me. "I knew one of them once—the elf named Silver, as it happens. She called herself Lady Grace back then. She and the rest of her team work for Fuchi ... or did."

I stared at his face on the comm unit. Fuchi'd gone belly-up not long ago, ripped apart by the corp war. They weren't sending teams after anybody. "So who do these drekheads work for now?"

"Renraku," he replied. "Specifically, a new arrival at Renraku—Shikei Nakatomi, who used to run Fuchi Asia. It seems, what with recent events in Seattle, that Renraku's top people weren't keeping too close an eye on their new compatriot, and so were in no position to stop him from continuing his personal vendetta."

"Vendetta?" I was confused. So far as I knew, this Nakatomi skag had no special reason to go gunning for Shiwase or anyone running that corp. "What vendetta?"

"Against Korin Yamana, of course," Macduff said, like I was a slow five-year-old. "Yamana married into Shiwase recently—or hadn't you heard?"

I remembered now. Sniggering gossip had been all over the nets about the ninety-plus CEO of Fuchi Pan-Europa getting in bed—literally—with Shiwase Corp. through the thirty-year-old niece of the corp's head honcho. Word was that Yamana and Nakatomi had briefly worked together to get rid of their mutual rival in Fuchi, Richard Villiers; once he'd bolted to form his own corp, they must've decided to go back to their status quo of mutual hatred. Ought to make for some interesting drek to go down between Renraku and Shiwase in the future, if Yamana decided to strike back. But in the meantime, I'd lost a chummer to some corp skag's stupid power game. And I didn't even get paid for it. Didn't get my trophy, either.

"Thanks, Macduff," I said slowly, and signed off. Then I dug my SMG out of its case and gave it a good cleaning. By the time I was done, I knew what I needed to do. I walked back over to my comm unit and dialed up a decker pal of mine.

"Hey, Whisper, I need you to do a search for me. I want the last known whereabouts of an elf named Silver, works the shadows for Renraku Corporation..."

AND SO IT CAME TO PASS...



It's been forty-nine years since our world changed almost beyond recognition.

Nearly half a century of what should be called progress, and we're all still trapped on the merry-go-round of oppression, prejudice, destruction and survival. As a people, we innovate and create for money rather than the pure pleasure of bringing something new into the world. We seem more willing than ever to climb to the top of the heap over the backs of our fellow man. Rather than using technology to improve the lot of mankind, we've allowed it to separate us even further from each other. If we ever did have a golden age, we somehow slid past it without gaining anything lasting or important.

My name is Captain Chaos, and I'm having a bad day.

For those of you who don't know me, I'm the sysop of Shadowland, a next-generation BBS based in Seattle. If that description doesn't help, think of Shadowland as a sort of branch library of the Denver Data Haven—the North American nexus of information, assistance and data exchange, free to anyone who can find it.

And that's precisely my problem today. I've spent years collating and posting other people's adventures, advice and anecdotes to this board, and it's been a pretty informative and entertaining time. We've managed to save a lot of people a lot of trouble in one way or another, and that's a pretty satisfying accomplishment to have attached to your name. Unfortunately, not everyone understands what we're here for, and not everyone who finds their way into the nexus knows how to handle what they find. So you occasionally have to accept the sorry fate of newbies who find a way to self-destruct despite the guidance of their elders—and the two soft-shells who crashed and burned in the Matrix less than two hours ago represent prime examples of what happens to people with too much money and too little knowledge.

So today I'm going to take advantage of my position and use Shadowland to post my own favorite rant, without interruptions. The topic is the world we live in and how it got that way. The justification is that those who refuse to learn from history are doomed to repeat it—and I'm tired of them repeating it on my board. Pardon my attitude, but I'm not going to pull any punches here.

In the Sixth World, multinational megacorps pull the world's puppet-strings to benefit their bottom lines—and shadowrunners, folks living on the edge like you and me, do the corps' dirty work for pay. These days, survival means working the shadows; you've got to be willing to lie,



steal and kill to stay alive. The technology we depend on doesn't bring us together. Worldwide communications net? Great idea, but not much use when half the population is zoned out on simsense chips and the rest can't access a working dataterminal in the slums where they're forced to live. The rich have gotten richer and the poor a lot more plentiful, so the wealthy barricade themselves in armed enclaves and leave the rest of us to squat and rot. Large chunks of our planet are dying, swallowed by urban sprawl or choked to death by corp polluters. There's still green wilderness in some places, lots of it restored by magic—but I can't see much of it from the sprawl where I live, and neither can hundreds of thousands like me.

And then there's the return of magic, which really turned things upside down. The destructive power of the Great Ghost Dance, the shock of watching loved ones turn into trolls, real live dragons showing up on the evening trid—all that and more now are part of our everyday life.

Some people might say we're back on track, back into our usual happy routine of slowly destroying ourselves and everything around us. But that's a load of drek. In the last century, do you think people considered installing direct neural implants in their bodies for job security, or had to worry about a neighbor incinerating them with a fireball over a parking dispute? You think they suffered anything comparable to the trauma of goblinizing into something their own families considered a beast? Did they worry about getting brain-fried if they wandered into the wrong end of a computer network, or that some astral peeping-tom might be watching what they were doing in the bedroom? Could they vote for a fragging dragon for President?

A lot of things have changed, but some things are still the same. Big business will still screw you as soon as look at you, and for those of us not working for the corps, crime is our meal ticket.

SLOUCHING TOWARD APOCALYPSE (1999-2010)

The kickoff came with two Supreme Court rulings, made in 1999 and 2001 respectively, that set the stage for a world in which megacorporate octopi call the shots and use shadowrunners like so many pawns in their games. Megacorporations had begun to evolve in the 1980s and '90s, when merger fever had everyone from banks to defense contractors glomming together like so much gunk on bathroom tile. But the first real nails in the coffin of the old world were the Seretech and Shiawase decisions. The first one upheld Seretech Corporation's right to maintain an armed force for the protection of its personnel and property, effectively legitimizing private corp armies. The second had even worse consequences; it established corporate extraterritoriality, giving multinational corporations the same rights and privileges as foreign governments. (The Shiawase Decision owed its existence to a botched attack on a Shiawase, Inc. nuclear power plant by the radical eco-group TerraFirst! Evidence subsequently acquired by TerraFirst! that Shiawase had conspired with several other corps to stage the attack was destroyed when a bomb wrecked the group's California office and killed several key members. Probably a bomb planted by a shadowrunner. That's how things work in the Sixth World.)

THE RESOURCE RUSH AND LONE EAGLE

The world felt the consequences of the corps' newfound power and influence right away, when a mass corporate land grab snarled off a bunch of Native American tribes and helped redraw the map of North America. Barely a year after the Shiawase Decision, the U.S. government sparked the Resource Rush, a corporate grabfest of natural resources from Indian reservations and federal parklands. A real sweet deal, it was; the gummint invoked eminent domain to bring property under its control, then licensed its exploitation to corporate sponsors. The land grab was the proverbial last straw for many Native Americans; we'd spent centuries taking everything away from them, and now the Great White Father was snatching at what little they had left. The more radical-minded founded the Sovereign American Indian Movement (SAIM) to fight the corporate takeovers.

The SAIM talked a good game, but didn't make much headway against cold, hard corp cash until 2009, when United Oil Industries acquired the petrochemical resources in one-tenth of the remaining Indian reservations. That acquisition was the spark that lit the flames. The SAIM responded by capturing a missile silo at the U.S. Air Force's Shiloh Launch Facility in northwest Montana, then threatened to launch the missiles unless the U.S. government and the corps that owned it returned all Indian land.

Predictably, no one really tried to settle the issue. Instead, the U.S. head honchos spent ten days pretending to negotiate and then sent in the Delta Team anti-terrorist squad. The "good guys" recaptured the silo, but not before someone sent a single Lone Eagle ICBM on a collision course with the Russian Republic. World War III was staring us in the face—and then the impossible happened. The warheads never hit. To this day, the truth as to why hasn't been uncovered. Did the Russkies' missile defenses work, or did we get a miracle? You tell me.

While all this was going down, of course, the Leaders of the Free World were keeping the folks who'd elected them in the dark about the planet's impending destruction. Once the heat was off, however, the Lone Eagle "incident" (as it came to be called—I love understatement) proved to be a propaganda boon in the dispute with the SAIM. When the public found out about it, Native Americans became pariahs just about everywhere. With a little help from corporate PR departments and a hyped-up national media, all Native Americans became scapegoats for SAIM. Before long, anti-Indian riots were breaking out nationwide.

The U.S. Congress, quick to pick up on poll numbers that showed Americans ranking Indians as less trustworthy than car salesmen, added to the xenophobic atmosphere by passing the Re-Education and Relocation Act just months after its introduction in late 2009. The Act called for the confinement of anyone connected in any way to SAIM. On the same day, Canada's Parliament passed the Nepean Act, legitimizing internment camps for Native Americans. Not surprisingly, abuses of both laws were rampant. Throughout 2010, thousands of innocent Native Americans got shipped off to "re-education centers" (my personal favorite euphemism for concentration camps). Many of them never returned.



PRESCOTT



An interesting spot of trouble cropped up in Texas that year as well—the only one that came close to hitting the real culprits behind the whole mess. A gang of unemployed, homeless workers stormed the Dallas HQ of United Oil Industries, demanding that the “fascist corporations” be held accountable for the city of Dallas’ financial and crime-related problems. The governor of Texas called in Texas Ranger Assault Teams, and after the smoke cleared, the Texas state legislature passed laws giving corporate security forces carte blanche in dealing with armed intruders. (So be sure to thank any Texans you know for helping usher in the era of “Shoot first, ask questions later” as a legally sanctioned operating procedure.) Around the world, other laws were being passed along similar lines, allowing the creation of urban militia units armed with military weaponry, and giving residents the right to contract private security firms to protect their communities with lethal force. That set the stage for the existence of Lone Star, the for-profit rent-a-cops that so many shadowrunners love to hate.

JAPAN, INC.

The first decade of the new century also saw Japan re-emerge from its long recession as a major power, mostly because of its wealthy and rapacious corporations. (Yup, we’re

still not done trashing our modern-day robber barons.) In 2005, backed by Japanese corporate interests, South Korea declared war on North Korea. In early 2006, North Korea launched nukes at Japan in a desperate effort to force them out of the conflict. The missiles didn’t detonate, however, and by the end of the year North Korea was overrun. Emboldened by the success of these maneuverings, Japan soon afterward proclaimed itself the Japanese Imperial State. It followed up by deploying the first of a fleet of solar-powered collection satellites to beam microwave energy to receptors on the Earth’s surface. With this relatively cheap method of distributing power to isolated regions, Japan (read: the Japanacorns) began a virtual economic takeover of the Third World. The resurgence of Japan as a military power soon followed, as the people of the Philippines, San Francisco and elsewhere found out. But we’ll get to that.

VITAS—THE NEW BLACK DEATH

All this paled, however, in the face of the VITAS plague. The first cases of Virally Induced Toxic Allergy Syndrome turned up in India in 2010; by the end of the year, the disease had claimed roughly a quarter of the world’s population. People panicked; even the rich and well-cared-for could die of this scourge, and



those still healthy resorted to any means necessary to stay that way. Mexico City suffered through one of the most brutal responses, which the locals call “Terror Time”; as the dead piled up in the streets, self-styled Citizens’ Action Committees burned whole portions of the city as “a safety precaution.”

2011—THE YEAR OF CHAOS

As bad as VITAS was, there was worse to come. The year 2011—flagged by the ancient Mayans as the year in which the world would end and a new world emerge—saw more bizarre kinds of upheaval than any year before or since. It started off with a more usual kind of chaos—racial violence in Texas, as the dissolution of the Mexican government in January sent thousands of refugees across the Texas border. Then things got real strange, real fast. All over the world, “normal” parents started producing apparently mutant children—elves and dwarfs, the first metahumans. The scientists called this frightening phenomenon Unexplained Genetic Expression, or UGE. I guess they figured giving it a clinical-sounding name might calm people down (“Your kid’s not a freak, he’s just a UGE baby”), or at least distract people from the unsettling fact that the medical community had no fragging idea what was causing it. Nobody realized that UGE was the first manifestation of magic in the world; no one knew then what magic looked like.

More magical incidents followed, piling up on top of one another like so many cars in a highway wreck. On December 24, hundreds of Japanese on a bullet train whizzing past Mount Fuji witnessed the first appearance of the great dragon Ryumyo. At precisely the same moment, Daniel Howling Coyote—the Native American shaman later dubbed the Prophet of the Great Ghost Dance, the architect of the guerrilla war against the U.S. government that gave rise to the Native American Nations (NAN)—led his followers out of the Abilene, Texas Re-Education Center. According to eyewitness accounts by camp guards, all the shots fired at Howling Coyote failed to touch him; several guards insisted that their bullets were stopped by “a glow” that surrounded the shaman as he took his first steps toward freedom for his people.

The magic changed weather patterns and landscapes in several places, too. In Australia, the first of many violent “mana storms” swept through the Outback and killed hundreds. In Ireland, western forests began growing rapidly for no apparent reason, and ancient Slighe roads, peat bogs and cairn lines began to re-emerge from the land. Across Great Britain, stone circles and standing stones erupted through the earth, forming patterns of sacred sites extending along known ley lines.

We didn’t begin to realize what the hell had hit us until January 27, 2012, when the great dragon Dunkelzahn made his first appearance near Cherry Creek Lake in Denver. Reporters from all over fought for an exclusive, even as the military attempted to seal off the area. The winner was Holly Brighton, an early-evening weekend anchorwoman. The resulting interview—twelve hours and sixteen minutes of it—gave the world its first clue to the breadth and depth of the rise of magic that came to be called the Awakening.

IF IT’S TUESDAY, THIS MUST BE THE UCAS (2012–2018)

The world barely had time to catch its breath when a wave of secessions hit. The first and most significant for the people of the United States and Canada was the formation of the Native American Nations, announced by Daniel Howling Coyote in 2014. Not to be outdone, in 2015 the newly elected president of Mexico renamed his country Aztlan and called for all Hispanic peoples to “join in reclaiming our glorious cultural heritage.” That rhetoric glossed over the sordid reality that Aztlan was actually a shiny new toy for ORO Corporation to play with, because ORO had the Mexican president and his government in its pocket. (ORO would later become Aztechnology, one of the most feared megacorps of our modern day, with Aztlan as its wholly owned subsidiary.)

DISASTERS-R-US

Which has done more damage so far—Man or Nature?
You make the call!

2003: A flash flood in the North Sea region of Germany spreads toxic water everywhere. Hamburg is flooded in sewage, and several nuclear plants go through emergency shutdowns.

2004: In Great Britain, a nuclear meltdown in Kent creates a local irradiated zone and kills more than 6,000 people.

2005: A major earthquake rocks New York City, killing 200,000 and doing billions of nuyen worth of damage.

2008: A meteor impacts with the Mir II space platform (recently sold by the Russians to the Harris-3M corporation), killing two of the crew outright. The rest die later when Harris-3M fails to launch a rescue mission. (Nice folks, those 3M guys.)

2009: The French nuclear plant at Cattenom, on the German border, suffers a meltdown, contaminating Luxembourg, French Lorraine and German Saarland.

2011: A banner year. Hurricane-force winds push poisoned North Sea waters into the mouth of the Elbe River, bursting numerous dams and dikes. The flood washes away much of the Netherlands and buries large parts of Belgium, Germany and Denmark under toxic sludge. Heavy spring floods hit western England, landslides bury Wales and central Scotland suffers an earthquake.

The natural disasters are followed by a string of toxic leaks from landfill sites and chemical spills into rivers. And to top it all off, two more nuke power plants in Great Britain suffer critical meltdowns, killing thousands.

2016: A gang of terrorists causes a major oil spill in the North Sea that penetrates more than 20 miles inland, creating the Scottish Fringe Toxic Zone.

2028: A major earthquake rocks Los Angeles, destroying LAX.

2039: A massive chemical spill in the Teeside district of London kills more than 70,000 people.

2042: The Zeta-Impchem corporation is exposed in the Polydopa scandal; seems they’d been dumping neurotoxins in central Africa for the past four years. Net result: 4,000 deaths and 35,000 cases of irreversible brain damage.

2051: A major earthquake hits the San Francisco Bay area.

2053: A United Oil tanker dumps millions of gallons of petrochemicals into Boston Harbor. The marine life that survives is mutated beyond recognition.



WYRM TURNS

Here be a brief description of ye olde dragons at work and play:

- 2012:** The great dragon Lofwyr appears in Germany and makes his first moves toward becoming a major corporate player.
- 2020:** In response to a jihad declared against the emerging metahuman races by Iran’s ruling Ayatollah, the dragon Aden demolishes the city of Tehran.
- 2039:** The great dragon Dunkelzahn’s second interpreter resigns and is replaced by Nadja Daviar, an Eastern European elf with no personal history on file. (And I mean nothing. Lots of us have been looking.)
- 2041:** EuroAir Flight 329 from London to Atlanta is destroyed over the Atlantic. A garbled last transmission and recovered tapes indicate that the aircraft was attacked by a dragon (later identified tentatively as Sirrurg), and that one heroic passenger held the beast off for several minutes with sorcery before the flight’s demise.
- 2042:** Dunkelzahn launches “Wyrms Talk,” a semi-annual vid program. Topics range from celebrity interviews to insightful commentaries on culture and society. (Catch the reruns on Channel 62 in Seattle.)
- 2053:** Tir Tairngire attempts to capture Shasta Dam in northern California, but the great dragon Hestaby forces the elven troops to withdraw. Hestaby takes possession of the dam and the surrounding land.

THE INDIAN WAR AND THE GREAT GHOST DANCE

The NAN, a coalition of tribes headed by a body known as the Sovereign Tribal Council, laid claim to all of North America and ordered all Anglos out under pain of dire magical retribution. (By “Anglos,” of course, they meant everyone of African and Asian as well as European ancestry. I guess all us non-Natives started looking alike to them) Despite all the bizarre magical drek the world had just lived through, no one believed the threat was real ... until Redondo Peak in New Mexico erupted and buried Los Alamos. Almost immediately afterward, Howling Coyote appeared in a vid-cast from a nearby Zuñi reservation and claimed credit for “invoking our Mother Earth to punish the children who forsook Her.” Within an hour of the broadcast, the Sixth Air Cavalry Battalion took off from Fort Hood, Texas, only to be destroyed by sudden, violent tornadoes. This incident marked the official beginning of the NAN guerrilla war.

The NAN conflict swiftly degenerated into a debacle for the U.S. government, which reacted with predictable harshness. President Garrety was no friend to the Native Americans, and his successor was even worse. In 2016, a no-hoper named

William Springer cacked Garrety and cleared the way for his veep, William Jarman, to park his butt in the Big Chair. Jarman celebrated his unexpected accession to high office by issuing the now-infamous Executive Order 17-321, calling for the extermination of all Native American tribes. One month later, Congress gleefully ratified the order with the Resolution Act of 2016. The battle lines were drawn, leaving not so much as a scrap of hope for a peaceful settlement.

Howling Coyote responded with the most effective weapon in his arsenal: magic. Over the following year, Coyote and his people—and later, Native Americans all across the continent—began the magical ritual known as the Great Ghost Dance. The Dance raised vast amounts of magical power, which the Native Americans

turned against their enemies. As the U.S. government moved to implement the Resolution Act, freak weather and other uncanny disturbances disrupted military bases and supply dumps assigned to the operation. The havoc reached its height on August 17, 2017, when Mount Hood, Mount Rainier, Mount St. Helens and Mount Adams all erupted in cataclysmic fury. The suddenness and extent of the devastation finally convinced even the most skeptical boneheads that the magic was real and that the Indians were serious. As one oft-quoted wit from the

MAGIC ON THE CUTTING EDGE

Here’s a few tidbits I found interesting:

- 2021:** Sheila Blatavska establishes the Atlantean Foundation, which advocates “a return to the enlightened days of Atlantis” (whatever they might be).
- 2025:** UCLA establishes the first undergraduate program in occult studies. Within three years, similar programs are established at Texas A & M, University of Chicago, MIT (renamed “MIT&M,” for “and Magic”), Oxford, Edinburgh University and several universities in Germany.
- 2039:** In Charleston, South Carolina, a serial killer is captured after the detective-mage handling the case studies the ghost of one of the killer’s victims. The ghost’s actions reveal sources of evidence that lead to the murderer’s arrest and conviction. (And yes, it held up in court.)
- 2053:** Newly published magical theorems describe the anchoring skill, which allows a mage to cast a spell that won’t go off until specific circumstances trigger it.
- 2054, Part I:** In Boston, a team of scholars and archaeologists report a major archaeological find 130 miles off the coast of Crete. The expedition, funded by the Atlantean Foundation, discovers a treasure trove of artifacts in an area known to history as the location of the island of Thera, which may be the site of lost Atlantis. (Or may just be a rock in the ocean.) Experts dismiss allegations that the artifacts are magical in nature.
- 2054, Part II:** A doozy of a year in Tir Tairngire. First off, some slag named Lacrima—a self-styled “mage-historian”—declares that the exact date of the volcanic eruption that formed Crater Lake in Tir Tairngire is July 22, 3454 B.C. A few weeks later, the Tir military seals off Crater Lake. A Sioux-registered airbus that blunders into the region suffers engine failure and crashes, with no survivors.



time put it, “Mother Earth let us know whose side she was on, and it wasn’t ours.”

THE TREATY OF DENVER

The question then became what to do next. Annihilating the Injuns suddenly didn’t look so simple, so the governments of the U.S. and Canada had to think of something else—like talking. In 1818, leaders of the U.S. and Canada grudgingly met the leaders of the NAN in Denver to talk peace. The guest list included Aztlan, which had received a seat on the Sovereign Tribal Council in return for providing assistance and safe havens to NAN forces.

Over three long and contentious months, the participants hammered out the Treaty of Denver, which acknowledged the sovereignty of the NAN over most of western North America. Provisions included the establishment of reservations for non-tribals and corporations, the maintenance of cities like Seattle as extraterritorial extensions of various governments and the retention of most of California by the United States. Denver became the “Treaty City,” under joint administration by the signing parties. This arrangement made almost nobody happy, though in subsequent years it turned Denver into a smuggler’s paradise. (T-bird jockeys love the place. So many borders, so much to sneak across them ... who could ask for anything more?)

WELCOME TO OUR WORLD (2018–2029)

In the hallowed halls of scientific research, however, all this turmoil was nothing more than faint sound and fury. While everyone else was packing up and moving cross-country or dealing with the strangeness of having a kid who looked like something out of a Tolkien novel, the techno-geeks were busy creating a few things that would have a greater impact on the Sixth World than almost anything else: simsense and cyberware.

In the same year that the politicians signed the Treaty of Denver, Dr. Hosato Hikita of Chicago-based ESP Systems, Inc. created the first-generation ASIST (Artificial Sensory Induction System) technology. The entertainment industry went wild exploiting the commercial aspects of simsense, starting us down the road to a world in which people could get addicted to simsense chips in lieu of chemical mindbenders. Other researchers saw the new tech as a key to containing the data explosion, which had been going on nonstop since the last two decades of the twentieth century.

Not quite a year later, Transys Corporation announced the successful implantation of the first cyberlimb in a human being—specifically, the left hand of a virtuoso violinist who’d lost her meat original in a freak accident while debarking from a bullet train. Transys just happened to be experimenting with a new type of extra-sensitive prosthetic, a cyberhand whose electronic components could link directly into the nervous system and thereby allow better fine-motor control than any other artificial limb. Less than two years after the accident, Leonora Bartoli was once again the toast of the world’s concert stages. The cyberware revolution had begun.

Other developments as the teens drew to a close included the appearance of Lone Star Security Services in Corpus Christi, Texas, which became the first city to contract full-service, city-wide law enforcement with a private agency; the



transformation of the old U.S. space station Freedom into the Zurich-Orbital Space Habitat; and the official founding of the Seattle Metroplex, with Seattle Mayor Charles C. Lindstrom as governor. The conflicts and chaos seemed to be behind us, and everyone breathed a sigh of relief as the new decade dawned.

We had no idea what was waiting in the wings.

GOBLINIZATION

On April 30, 2021, all over the world, one out of every ten adults suddenly metamorphosized into hideous humanoid shapes. Soon the phenomenon started to afflict children; some were born “monsters,” while others changed soon after puberty. The media, with its unerring instinct for sensational buzzwords, dubbed the process “goblinization.” Before long, the afflicted were called “orks” and “trolls” after the creatures from fantasy that they resembled.

The earlier wave of UGE had been frightening enough; goblinization reduced just about everyone to either gibbering terror or vicious fits of hatefulness toward the victims. Fearing that it might be contagious, governments all over the world began rounding up metahumans and their families. In North America, the bulk of these unfortunates got shoved into the same camps that had once held Native Americans, and they fared just about as well. The Japanese Empire went us one better, forcibly relocating metahumans to the godforsaken island of Yomi in the Philippines. Meanwhile, race riots wracked the globe on a scale never before seen. The smart or the lucky among the world’s metahumans went into hiding—underground, into the wilderness, or in communities of their own kind. The unlucky died in droves. The U.S. government declared martial law for months in a futile attempt at control, but things didn’t really calm down until a new wave of VITAS swept the planet in late 2022. This outbreak claimed another 10 percent of the world’s population, briefly uniting human and metahuman in fear.

IN OTHER NEWS ...

The lull wouldn’t last, of course. It never does. A warning sign of things to come was the founding of the Humanis Policlub, as nasty a collection of human-supremacist bigots as ever was, in 2023—the same year that the U.S. Supreme Court granted metahuman races equal protection under the law (to the extent that any slag without meganuyen can claim it, anyway). By 2046, Humanis had built a major following, and I’m sorry to say it’s still going strong. But for the moment, race hatred had subsided to a slow simmer and we could all marvel at the other weird and wacky events of the millennial century’s second decade.

Lone Star took over law enforcement in the Seattle Metroplex in 2025, after the Seattle Police Department had the bad judgment to go on strike. The governor declared the strike illegal, fired them all and hired the cop corp to police the streets. They’ve been there ever since and in dozens more places across North America, making life miserable for the honest crook. On the political front, in 2029 scads of elves in Salish-Shidhe territory moved to the Mount Rainier area and declared themselves a separate tribe called the Sinsearach. This event would have momentous consequences before too many

THIS MODERN LIFE

Some of the techno-breakthroughs that made the world what it is today:

2002: The first optical chip that can stand up to electromagnetic pulse effects is constructed. Welcome to the data revolution!

2025: Cyberware comes to professional sports; the first cyber-modified players enter the NFL. (Their teams lost. Go figure.)

2026: Nerps goes on the market. Need we say more?

2037: New-and-improved simsense gear can broadcast emotive signals. Say hello to chipheads and BTL dealers. If it’s Better-Than-Life, it’s got to be good!

2037: The Denver Data Haven comes out of the closet and into the shadows. And we’re not going to say anything more, on the grounds that it may tend to incriminate us. So there.

2052: In the New-And-Better-Ways-To-Frag-Yourself-Over department, 2XS—a chip lots more potent and addictive than your average BTL—hits the streets. This sucker works on the body through what it does to the mind. Nasty.

more years passed, but at the time no one much noticed except a few who said “Good riddance” to the migrating metahumans.

And then there came the techno revolution. The mid-2020s saw sales of the first simsense entertainment unit, offering the user rudimentary sense impressions. The experimental “remote-vote” system was up and running for the 2024 U.S. presidential election, though opponents of re-elected-by-a-landslide President Jarman had their doubts about how well it worked. Nobody paid much attention to claims of fraud, however. Nobody wanted to hear it; after all we’d just been through, most people just wanted the world to calm down and everything to be okay.

The breakthrough that did the most to make our wired-up world what it is today came between 2026 and 2029, when Sony Cybersystems, Fuchi Industrial Electronics and RCA-Unisys all developed prototype cyberterminals that allowed users to interface with the world data network via the central nervous system. You whiz-kid electron jockeys nowadays, surfing the datastreams with cyberdecks barely the size of an old-fashioned computer keyboard, wouldn’t have recognized these granddaddies of your favorite toys. The first cyberterminals were huge isolation chambers with multi-contact point jacks and multiple hook-ups for the operator, designed for military- and corporate-intelligence super hackers. The first volunteers to use them went mad, which the corps and the military took as a scandalous waste of training dollars. Over the next few years, various R&D gurus refined the technology and made it safer, much to the glee of certain agencies in the US gummint. The CIA, NSA and IRS pooled their resources to exploit cyberterminals as quickly as they could manage, recruiting and training a team of “cyber-commandos” under the code name Echo Mirage.

And not a moment too soon, as it happened.

THE CRASH OF '29

On February 8, 2029, computer systems across the world got hit with apparently random attacks by a virus nastier than



anything ever seen before. System after system crashed, their data wiped clean and even their hardware burned out. As the killer program spread, governments toppled and the world economy neared collapse. The virus shattered the Grid, the data network that held the world together. We were back on the road to apocalypse, this time via the virtual world—unless someone could stop the bug.

Echo Mirage swung into action almost immediately by presidential order, but the psychological demands of combat in cyberspace overwhelmed the mostly straight-arrow, linear-thinking agents. So the folks in charge recruited the most brilliant data-processing mavericks from industry and several universities, ramming them through a brutal training program. Thirty-two men and women graduated with their sanity intact.

In August, armed with improved cybertech, the new Echo Mirage team mounted a coordinated attack on the killer program. Eighteen minutes after engaging the virus, four members of Echo Mirage were dead. The data logs showed that the virus program induced lethal biofeedback in humans accessing the Matrix, and also that no existing computer security could even slow down someone using a cyberterminal. Horrified at the ease with which Echo Mirage had penetrated their most secure data systems, the corporations began secret research to develop new security software—including, of course, programs that could duplicate the lethal effects of the virus. To these hardworking wage slaves we owe the wonderful world of the modern-day Matrix ... including such charms as tar-baby programs that glom onto *your* programs and reduce them to so much useless sludge, and killer intrusion countermeasures (“black ice”) meant to brainfry the unwary. (Yep, it’s a wonderful virtual world.)

But back to Echo Mirage. Equipped with new combat programs and beefed-up cyberterminals that used desk-sized hardware and needed no sensory deprivation tank, the remaining Echo Mirage team began purging the Grid of infection. Late in 2031, Echo Mirage wiped out the last known concentration of the virus code. Shortly afterward, four of the surviving seven members decamped into the private sector, taking with them the secrets of the new technology. To this day no one is sure just where they turned up (though some of us have our suspicions).

SECESSION AND WAR (2030–2037)

The Crash destabilized a large chunk of the world, which realigned itself with greater or lesser degrees of accompanying violence during most of the decade that followed. The U.S.-Canada merger went more smoothly than most; the Crash had done so much economic damage to both countries that it made sense for them to combine, and the few protests went largely unheeded. On October 15, 2030, the remnants of the U.S. and Canada—minus the ceded NAN lands, of course—officially

became the United Canadian and American States (UCAS). The only place where opponents of the union got a respectful hearing was in California, which held a referendum on secession from the UCAS. The first of many, as it turned out. Before long, the secessionists got their wish, though not exactly in the way they likely hoped. It’s one thing to leave under your own steam, quite another to be kicked out on your hoop. (Plenty of UCASers were glad to see California go; by their book, it’s always been too crazy to bother with. But I’m getting ahead of myself.)

Elsewhere in the world, things didn’t go so well. Awakened forces seized control of Siberia, much to the Russkies’ chagrin. Russia’s western neighbors seemed to appreciate the move, however, and Belarus and the Ukraine tried to secede in 2031. The Russians, who were getting their hoops kicked by Siberian magic and were starved for resources, figured they had to regain control of their western border and rolled in the troops. Inevitably, Poland got involved, and when the Russians stepped on them, so did a lot of other countries. It all exploded in a conflict that would last for more than a dozen years, predictably dubbed the Euro-

NEW NATIONS: KEEPING SCORE

The following events contributed to the collective nervous breakdown of the world’s atlas manufacturers in the middle decades of the century:

2018: China erupts in civil war, from which emerges the states of Manchuria, Xinjiang, Guangxi, the Canton Confederation and numerous others.

2022: Cuba, Jamaica, Grenada, Bermuda and the Virgin Islands join together to form the Caribbean League.

2030: Ghouls from all over Africa migrate to northern Ghana, where the ghoul nation of Asamando is founded. (The latest hot spot for tourists?)

2040: Southern Africa finally settles into its current Azanian Alliance, composed of the Cape Republic, Oranje-Vrystaat, the Trans-Swazi Federation and the Zulu Nation.

2045: After decades of secessions and infighting, more than fourteen separate states form the German Alliance.

Wars. The hard-core fighting only lasted until 2033, however, when one of the weirdest incidents of this century nipped it in the bud.

In the dead of night on January 23, 2033, Swedish airspace monitors detected several flights of what they took to be British Aerospace *Nightwraith* fighter-bombers streaking across northern Europe. In short order, the aircraft obliterated key communications and command centers belonging to all sides. That same night, unknown assassins nailed more than a dozen key commanders. The combatants announced a cease-fire the following day. (Neither the Brits nor anyone else ever claimed responsibility for the *Nightwraith* strike; in fact, every single government that might plausibly have been involved made a point of publicly denying it. Whodunit remains a mystery to this day.)

The Americas’ turn came in 2034, when a force of Awakened beings and metahumans led by three great dragons descended on the Amazon basin. After a short and bloody conflict, Brazilian forces ceded most of the Amazon basin to the



invaders. Two days later, the newly declared nation of Amazonia, self-proclaimed savior of the eco-sphere, claimed most of Brazil. They've been quiet down there since (too quiet, according to a lot of people who regularly post to this BBS). Turmoil also erupted north of the equator when Aztlan resigned from the Sovereign Tribal Council to protest its members' constant internal squabbling. That move made it no friends in the NAN, which censured Aztlan for its treatment of aboriginal peoples. Scenting an opportunity in this family quarrel, the Texas State Legislature began agitating for a military venture to recover lands lost to Aztlan.

And then there were the southerners. Lots of them had never forgotten the South's brief existence as a sovereign nation, and the 2030s gave diehard lovers of the old Confederacy a chance to resurrect it yet again. In 2033, led by senators from Alabama and Georgia, legislators from the southern states staged a mass walkout that threatened to derail the ongoing merger of the United States and Canada. Delegates from ten southern states met to discuss secession, and though they ultimately decided against it, the seed had been sown. A year later, to protest what they saw as preferential treatment for northern sprawl zones, these states broke away to form the Confederated American States (CAS).

Everyone expected a second Civil War to break out, but we got lucky. Despite emotions running high on both sides, most military units dealt with their divided loyalties by splitting up and moving to the country of their choice. Interestingly, the Sovereign State of South Florida chose to join the recently formed Caribbean League rather than the CAS.

And then came the elven nations—Tír na nÓg and Tír Tairngire, in Europe and North America respectively. A few other metahuman races have founded their own little countries since, but the elves did it first and most thoroughly. (Ask any dwarf or ork or troll how hard it is to get permission just to visit the two Tirs; they'll talk for a week and still not be done describing all the official roadblocks.) The elves of Ireland led the way, proclaiming the foundation of a new nation after the impeachment of Ireland's president over a vast corruption scandal. In an emotional Christmas Day broadcast in 2034, politician extraordinaire Seamus O'Kennedy announced the transformation of plain old Ireland into Tír na nÓg, an elven nation steeped in "the grace of magic, our Celtic heritage and our destiny in the Sixth World" (to quote the man himself).

The Sinsearach elves—remember them?—took their cue from their Irish cousins and announced the birth of Tír Tairngire (the Land of Promise) in 2035. Simultaneously, they seceded from the NAN. After driving off Salish-Shidhe troops, the leaders of Tír Tairngire then settled down to the business of putting their elven paradise in order. They created the Council of Princes to run the place, with Lugh Surehand as High Prince. Originally all elven, over the next two years the Council admitted other metahumans as members, including the dragon Lofwyr. (Given that many elves trust dragons about as far as they can throw them, you've got to wonder just how many skeletons Lofwyr threatened to yank out of whose closets. But that's another story.)

The wave of secessions finally ended in 2037, when California became the California Free State in spite of itself. This

HAVE YOURSELF A FREE CITY

The following sprawls consider themselves independent geopolitical entities. Some are run by anarchists, others by corps:

Free City of Hamburg: Flooded badly in 2011, but the corps and smugglers rebuilt it and kept it alive.

Hong Kong Free Enterprise Zone: Won their independence from China in 2015, thanks to Triad and corp backing.

Independent City of Sekondi: Became an extraterritorial corporate enclave in 2023, used by several corps engaged in exploiting West Africa.

Free City of Kronstadt: In 2034, a coalition of criminals, anarchists and mutineering military officers seized control of this Russian city and managed to keep it.

Berlin: Abandoned by the German government during heavy riots; anarchists took over in 2037.

New York: All shook up by Momma Earth in 2005, NYC got rebuilt by the corps in exchange for certain concessions that left the tycoons effectively running the place.

Free State of Konigsberg: In the chaos of the Euro-Wars, the corps somehow bought themselves a city and enough land to make a small country, which they've since developed into a sophisticated haven.

Los Angeles: The CalFree State and LA bigwigs decided they didn't want to deal with each other in 2046, and LA went solo. Since then, various mouthpiece leaders have been dancing to corporate hymns.

particular comedy of errors began in 2036, when President McAlister kicked California out of the UCAS and withdrew all federal forces from the state in response to its latest secession threat. Tír Tairngire lost no time mounting a surprise attack on Northern California, rolling all the way south of Redding with infantry and air support aided by paranimals, combat mages and allegedly at least two dragons. The victorious Tír army demanded that all non-elves leave the captured area within thirty days, to which the good citizens of Northern Cal said "Frag you." Guerrilla resistance sprang up like wildfire, and soon forced the Tír troops to pull back to Yreka. The land between Yreka and Redding remains a buffer zone, claimed by both sides.

But California's troubles weren't over yet. Simultaneously with the Tír assault, Aztlan struck northward into the Free State and captured San Diego. California's governor then made the supremely boneheaded move of appealing to the Japanese for military aid, hoping to shame the CAS or UCAS into sending troops. The Japanese sent aid, all right—in the form of Imperial Japanese Marines, who took control of San Francisco to "protect Japanese lives and corporate assets" in the Bay Area. A council of Japanese megacorps soon asserted control over the city, turning Greater San Fran into Tokyo by the Bay.

CORPORATE MACHINATIONS (2033–2048)

As the thirties rolled on into the 2040s, the megacorporate landscape gradually came to resemble the one



SHOW ME THE MONEY

No history of the 21st century could be complete without a history of corporate doings—the good, the bad and the ugly.

2005: The East Coast Stock Exchange moves to Boston from NYC in the aftermath of the New York quake. (Which wouldn't matter a damn, except that Boston will soon be the ol' hometown of a corporate shark named Richard Villiers . . .)

2015–2016: The orbit of the U.S. space station Freedom begins to decay. Scientists predict that it will burn up in Earth's atmosphere within two years. In 2016, Ares Industries purchases NASA from the United States government, re-stabilizes Freedom's orbit and begins expanding its facilities. They also team up with Lloyds of London and begin salvaging non-functioning satellites.

2020: The World Bank, suffering from financial problems, is replaced by Global Financial Services, a Zurich-based financial corporation. (There's a point to this one. Wait for it.)

2020: Ares Industries unveils its new space platform, Apollo.

2032–2033: The Corporate Court takes over Global Financial Services. It moves GFS to the Zurich-Orbital Habitat and renames it the Zurich-Orbital Gemeinschaft Bank. (Told ya there was a point.)

2036: Fuchi Industrial becomes the first major corp to market its own third-generation cyberdeck, the desktop CDT-1000.

2037: DocWagon is founded in Atlanta, Georgia. It promises to provide better emergency on-site medical care by responding to calls much faster than any other private paramedical service. (Best health care money can buy.)

2039: Fuchi sponsors the Universal Matrix Specifications Conference in Tokyo. More than 7,000 humans and metahumans meet for three months to determine the details of Matrix programming. (That's where we got all that boring generic imagery from.)

2040: Construction begins on the Renraku Arcology in Seattle.

2046: Three megacorporations—Aztechnology, Shiawase and Universal Omnitech—announce that they have fully decoded the mundane segments of the human/metahuman genome.

2048: The Corp Court earns its pay. After the Aztlan government nationalizes all foreign businesses, the corps strike back with Operation Reciprocity, a combined corporate military strike on Aztechnology troops in Ensenada. Shortly afterward, Aztlan negotiates the Veracruz Settlement, which compensates the other corps for assets lost during nationalization and permits them to play in Aztechnology's sandbox as long as the major shareholders of "foreign" subsidiaries are Aztlan citizens. In the same year, the Panama Canal becomes a Pan-Corporate Zone under the authority of the Corporate Court.

2052: In an attempt to gain a controlling share of Fuchi stock, the Yamana family plays several trump cards to plunge the stock price. As they buy up stock at an astounding rate, the Virtual Stock Exchange in Chiba, Japan crashes in the middle of trading. The takeover attempt fails.

2053: Proteus Corp completes construction of two "arkoblocks" (offshore arcologies) in Japan, followed by four more in four years in the polluted North Sea.

2057: Proteus completes another North Sea arkoblock, as well as a space-launching arcology on Devil's Island in French Guyana.

we know and love today. The first of our current major players to burst onto the scene was Damien Knight, who made his debut with the famous Nanosecond Buyout of Ares Industries in 2033. Before the buyout, no one had ever heard of this guy; afterward, no one could stop talking about him, mostly speculating on how he'd pulled off the feat. Using a series of expertly programmed computers in Stockholm, Sweden, Knight executed a series of transactions so complicated that only another computer could read them. By the end of the minute it took for the whole deal to go down, three corporations had ceased to exist, two multi-millionaires lost their fortunes, three other people became multi-millionaires, and Damien Knight had acquired 22 percent of Ares. That put him in the same league, control-wise, as CEO Leonard Aurelius. The two men loathed each other on sight, and the history of Ares for the past twenty-seven years has been a laundry list of their attempts to somehow bring each other down.

At around the same time, the company that would later become the North American branch of Fuchi Industrial Electronics acquired one of the major pieces of its future empire, under decidedly mysterious circumstances. In May of 2034, a two-horse corp named Matrix Systems of Boston came out with the first gray-market cyberterminal. Six weeks later, the company's main computer crashed and its two founders died in apparently unrelated accidents. Now it just so happened that Richard Villiers, a corporate raider with a reputation for ruthlessness, had bought himself a 49-percent stake in Matrix Systems the year before, and only settled for that because the company's founders wouldn't let him buy the whole thing outright. After their deaths, Villiers bought the company for pennies. One month after the computer crash, who but Richard Villiers should contact Fuchi—then owned by a pair of Japanese partners—with copies of the very Matrix Systems research data that was supposedly lost forever? The data enabled him to buy his way into Fuchi, eventually becoming one of that corp's ruling triumvirate.

Third on the list of corporate players to emerge was the great dragon Lofwyr, who in 2037 made the startling announcement that he owned 63 percent of Saeder-Krupp stock (the backbone of the BMW corporate empire). The big wrym used it to vote himself into the chairmanship of the board, then name himself president and CEO of BMW. He changed its name to the Saeder-Krupp Corporation, and the rest (as they say) is history.

The final player on the scorecard was Yamatetsu Corporation, which didn't manage to break in to the "Big Seven" until 2041. This "upstart," as some of the older corps persist in calling it, made determined efforts throughout that year to snag itself a seat on the Corporate Court and on the board of the Zurich-Orbital Gemeinschaft Bank. Despite fierce opposition, Yamatetsu had carved out its niche by 2042, turning the Big Seven into the Big Eight.

HUMANS AND METAS—FROM BAD TO WORSE (2036–2046)

While all the above corporate shenanigans were going



down, life for ordinary people was going to Hell in the proverbial handbasket—again. Human-metahuman relations, uneasy at the best of times, were reaching rock bottom and starting to dig. The year 2036 opened with the napalm fire-bombing of a town in rural Ohio that claimed twenty lives, most of them metahumans. A group calling itself Alamos 20,000 claimed responsibility; over the next fifteen years, Alamos would be linked to the deaths of more than a thousand metahumans and humans who didn't happen to share Alamos' bigotry.

Similar attitudes, though less violently expressed, made themselves felt in the 14th Amendment to the UCAS Constitution. Ratified that same year, the amendment established the System Identification Number (SIN) and required the registration of every UCAS citizen. People without SINs were defined as "probationary citizens," with sharply limited rights. (Yup, Mr. Pinkie Shadowrunner Wannabe, that means you.) The amendment made species other than homo sapiens eligible for—you guessed it—probationary citizenship. Full citizenship to such "undesirables" could be granted only by act of Congress. (Not a single application actually was granted until 2056, when the late, lamented Dunkelzahn got the nod.)

Over the next three years, hate crimes against metahumans escalated. They reached a peak on February 7, 2039, aptly known ever afterward as the Night of Rage. Thousands of metahumans, friends of metas and metahuman wannabes (ah, the wonders of cosmetic surgery!) died in worldwide riots. In many cities, metahumans were rounded up and detained under armed guard "for their own protection." In Seattle, the warehouses doubling as detention centers on the docks were attacked and burned by Hand of Five terrorists. The Metroplex Guard did nothing to stop the blaze, and hundreds died.

Three days later, some Alamos 20,000 thugs used explosives and magic to destroy the supports of the Sears Tower in Chicago, sending the building crashing to the street during a weekday lunch hour. The falling debris destroyed blocks' worth of buildings, streets and sidewalks, crushing thousands of people and rupturing gas lines. No one has rebuilt in the years since; the ghosts of the dead are said to haunt the area, and the increasing presence of ghouls there earned it the name "Shattergraves." The rest of the Loop was likewise left to rot, and eventually became an underworld haven.

More killing took place in Boston, on a day later known as Bloody Tuesday. During the St. Patrick's Day March, the Knights of the Red Branch detonated a bomb in a popular elven restaurant along the parade route, killing twenty-four and injuring dozens more. The parade degenerated into a race riot that engulfed the Boston metroplex. By the time the authorities managed to get things somewhat under control, hundreds of people were dead or injured.

In what looked like the only bright spot of the 2040s (shows how much we knew), the Universal Brotherhood opened up shop: in California in 2042 and in Seattle in 2045. A humanitarian organization that preached group consciousness and love for one's fellow sentient—human, metahuman, whatever—the UB was one of the only voices that seemed to be speaking out for tolerance, compassion and other such sweetness and light. Some distrusted them right off the bat, just out of habit; those of us born and raised in this

brave new Sixth World had learned young not to trust anything. But most people, if they thought about it at all, saw the Brotherhood as a harmless bunch of do-gooders.

They were wrong, of course. We wouldn't find out just how wrong until more than a decade after the Brotherhood's first appearance.

LIFE ON THE CUTTING EDGE (2049–2060)

As the 21st century spun toward and beyond the halfway point, every trend that had marked the new world intensified. Technology developed faster than we could keep up with, war reared its head around the globe and new magical phenomena seemed to crop up every time we thought we'd figured the whole magic thing out.

Tech-wise, Renraku developed the first semi-autonomous knowbot (SK), an expert system program with a sophisticated holographic neural network, in 2049. Cyber- and biotechnology continued to advance throughout the '50s as more and more people chose to distance themselves from the frailties of the flesh. By 2052, bioware—organic implants less invasive than cyberware—had turned up on the public market, and swiftly became popular among those with the cred to afford them. (Street grunts like the slags reading this board, who often needed fancy 'ware to survive the dangers of doing business but couldn't afford the good stuff, tended to settle for secondhand vat jobs, and suffered their attendant messy complications.)

On the war front, 2050 saw an uprising in the Campeche District of Aztlan. Aztechnology decided to teach the rebels a lesson, and ordered its corp security to slaughter hundreds of unarmed civilians. That taught them something, all right, though not what the corp/government honchos wanted. The carnage sparked a major rebellion, which is still going strong and which has provided dozens of runners interested in mercenary work with lucrative (if highly dangerous) contracts. The fighting kicked off in 2051 with successful strikes on strategic sites in the Yucatan peninsula, which remains a rebel stronghold.

Things weren't all bad, though. In 2052, Seattle got a fat influx of cred when Tir Tairngire negotiated for the use of its ports and started sending bucketsful of trade goods through the metroplex. Later that year, UCAS President Adams died suddenly, and Vice President Thomas Steele moved up to the Big Office. Which didn't matter a damn to anybody at the time, except that Steele's Technocratic Party seemed to be doing OK by the economy (for those with SINs, that is). And the Universal Brotherhood—remember them?—was doing a booming business, opening up branches all over the globe. Yep, things were looking up.

But not for long.

BUG CITY

OK, who here hasn't heard of insect spirits—those nasty giant bugs with mondo magical power that we've all come to know and loathe? Raise your virtual hands, kids. No one? Thought so. In 2055, the UCAS FBI found out that the bugs were using the Seattle UB as a front to recruit hosts and summon more bug spirits. Needless to say, the Feds started shutting down the UB's installations quicker than a hyper-wired street samurai can fire a smartlinked Ceska Scorpion. But did they tell





anyone what they knew? Of course not. Can't start a panic among the sheep, now can we? Instead, they fed misinformation about UB financial corruption to the media. Authorities in plenty of other major cities soon followed suit, after the blizzard of missing-persons reports among society's down-and-outers became too large to ignore. Subsequent investigations determined that insect spirits had established hives in lots more cities than Seattle. Across the board, authorities publicly discredited and arrested UB executives for alleged illegal deeds while secretly wiping out the hives in commando-style raids. Incidents of "unmotivated terrorist violence" against the UB rose dramatically, until it was shut down worldwide in 2056.

Unfortunately, by that time it was too late for the city of Chicago. An Ares investigative team discovered a major hive there, possibly the largest in North America, and sent in a small army of Knight Errant Security personnel to deal with it. KE botched the job, however, sending bug spirits flooding across the city. UCAS authorities walled off a huge chunk of Chicago, calling it the Containment Zone and serving up a bulldrek story about another possible VITAS outbreak. Wild rumors—accurate, as it turned out—flew around cyberspace that an Ares force trapped inside the Zone had detonated a subatomic nuke inside the main hive on Cermak Street. Luckily for the surviving Chicagoans (or maybe not, depending on your point of view), the Cermak Blast, as it came to be called, was mysteriously contained. For the next three years, however, Chicago's fate was sealed. Swarms of insect spirits terrorized the place, while various opportunists with heavy weapons christened themselves warlords and began consolidating power in different neighborhoods inside the Zone.

ELECTION FEVER

The 2056 election put President Steele back in the White House, but not for long. In early 2057, evidence came to light that the '56 contest was rigged. Scandal rocked the UCAS, Steele and VP Booth were impeached, and President Pro Tem Betty Jo Pritchard called for a new election. All this likely wouldn't have mattered much to the average shadowrunner, what with us being SINless and therefore unable to vote without using a fake ID. But then the great dragon Dunkelzahn declared his intention to run, and suddenly politics got *real* interesting. They got even more interesting in July, when candidate General Franklin Yeats was found murdered in a hotel room. Investigators later determined that his assassin was an FBI agent possessed by a wasp spirit.



After eight months of hard campaigning, Dunkelzahn won the election. That pissed someone off big-time, and whoever it was decided to take action. On the night of his inauguration, the new president was assassinated when an explosion engulfed his limo. The blast tore open an astral rift above the murder site, which is still there. All attempts to investigate it have failed; the mages who try end up dead or insane.

Riots engulfed the UCAS upon word of the dragon's death; we're still dealing with the aftereffects. Upon his swearing-in as president, former VP-elect Kyle Haeffner nominated Nadja Daviar, the "voice of Dunkelzahn," to fill his veep shoes. Shortly after her own swearing-in, Daviar revealed the existence and contents of Dunkelzahn's will in a major press conference. The will provided for the establishment of the Draco Foundation to administer all bequests, with Daviar as chairman of the board, and also for the creation of the Dunkelzahn Institute of Magical Research, with a board made up of the best magical minds available. The will was a master stroke of manipulation from beyond the grave; it put two brand-new, well-financed players on the scene and shook up the status quo big-time with individual bequests that more often than not caused trouble.

One of those was a stock bequest to a corporate bigwig—Miles Lanier, head of Fuchi Internal Security. Lanier received a seat on the board of Renraku Corporation, Fuchi's biggest rival. When he left Fuchi for Renraku, speculation ran wild as to which corp he might be setting up for betrayal. In the end, Lanier's move turned out to be the first rumbling of the corp war to come.

CORP WAR

Lanier's transfer in 2058 was just the beginning of trouble for Renraku and Fuchi. Tensions escalated fast, not only between Fuchi and Renraku, but also between Fuchi's three internal factions. The infighting at Fuchi got worse when Renraku began producing amazing technological advances just months after Lanier joined the board. As if the Fuchi-Renraku turmoil had



been a green light, other corporate conflicts heated up as well. The Big Eight megas were all doing their best to quash the smaller corps that had received chunks of cred from Dunkelzahn's will; they didn't want another Yamatetsu joining their exclusive club, and so took steps to keep that from happening (with much resulting business for shadowrunners). Second-tier corporations like Cross Applied Technologies, a big noise in Quebec and interested in expanding into the UCAS market, soon learned the price they might pay for attempting to play in the big leagues. Lucien Cross, CAT's chief exec, survived three assassination attempts in 2058 alone.

The death in 2059 of Tadamako Shibanokuji, chairman of Yamatetsu, stirred up still more trouble. His shares reverted to his son Yuri, who happens to be an ork. Now, the Japanese don't care much for metahumans—in fact, plenty of Japanese don't even regard them as people. So they sure as drek weren't going to stand for a mere ork becoming the head of a major corporation. Yamatetsu, pressured to depose Yuri, instead relocated its corporate headquarters to Vladivostok, Russia.

Meanwhile, the Fuchi-Renraku plot was thickening. Around mid-2059, Fuchi formally accused Renraku of industrial espionage with the aid of Miles Lanier. The charges were eventually dropped, but not before Lanier left Renraku and sold his Renraku stock to the Zurich-Orbital Bank. At around the same time, Richard Villiers of Fuchi formed Novatech, Incorporated, through which he discreetly began buying up most of his Fuchi North America holdings. (He knew that the rival factions meant to force him out, so he was getting ready to jump ship before they could.) And surprise, surprise, he offered his old buddy Miles Lanier the job of Head of Security.

And then two Corp Court representatives conveniently died, one in a plane crash and another in a bombing. In 2059, suborbital Flight 1118 from Tokyo crashed into Seattle's Redmond Barrrens, killing nearly two hundred people, including Fuchi Corporate Court Representative David Hague. No one from the Big Eight replaced him, however. Instead, that honor went to an exec from Wuxing, Incorporated—a mom-and-pop corp jumped up to the big time by an infusion of cash from the late, lamented Dunkelzahn. (Makes me wonder where the bodies were buried) In 2060, Renraku lost its Corporate Court rep in a terrorist bombing in New Delhi. Cross Applied Technologies got the nod to fill that gap (which must have

made Damien Knight spitting mad). That same year, the corp war claimed its first victim—Fuchi Industrial Electronics. Fuchi broke apart as Richard Villiers brought his portion of it to Novatech. The remaining two factions bought and married into Renraku and Shiawase, respectively; those two corps gobbled up what remained of Fuchi Industrial Electronics, until Fuchi was officially dissolved.

ALL IN THE FAMILY

From corp war to Mob war; here's a smattering of significant events in the criminal underworld, where so many of us find a living.

2030: Mafia-Yakuza war breaks out in Seattle when the leaders of both syndicates are assassinated. After many deaths, the worn-out organizations call a truce.

2032: The oyabun of the Yakuza in Chiba, Japan sends Korean bosses to rebuild the Seattle organizations.

2042: The Korean Yakuza bosses in Seattle suffer through a bloody purge after the oyabun in Chiba gets tired of them putting Korean over Japanese interests. Most of the Koreans are killed; the survivors later form the Seoulpa Rings.

2044: Hanzo Shotozumi is appointed head of the Seattle Yakuza. His strong-arm tactics spark renewed hostilities between the Yaks and the Mafia. Don James O'Malley comes out of retirement to deal with the new Yakuza threat.

2058: Don O'Malley is shot dead outside his Seattle home, spawning an all-out Mob war as Mafia, Yakuza, Triads and Rings go at each other's throats. The resulting chaos is good for biz, but only if you can dodge the bullets.

2060 AND BEYOND

So now it's 2060, and the Sixth World has changed yet again. The Big Eight megacorps have become the Big-No-One-Knows-How-Many and the streets are buzzing with shadowrunning biz. The insect spirits have supposedly been cleared out of Chicago courtesy of Ares Inc., and the wall is down ... but no one knows for sure if the bugs are really gone, from Chicago or from anywhere else. Magic keeps finding strange new wrinkles to throw at us, and no one knows what's going on in the Matrix. We only know that there's something, and that it probably isn't good.

The otaku were odd enough when they first appeared in 2055, especially with the noises they made about "the Deep Resonance" and "the spirits of the machine." We're still not sure exactly what the otaku are or where they came from, but one thing we do know—they're mostly young, lots of them kids, and they can surf the Matrix without a cyberdeck. And they're very, very good at it. And now some of us are starting to wonder if the spirits they sometimes mutter about might really exist.

In December of 2059, the Renraku Arcology in Seattle went off-line for no apparent reason. The corp sealed the place off to the public right away, and corp PR flacks have refused all comment. The UCAS military had stepped in by January of 2060, and we're wondering what's really going down.

No matter what the dark secret is, some things will always remain the same. The world will always be unfair, and those with the cred will always make the rules. And people like us—shadowrunners, who'll do whatever's necessary to keep food on the table, a roof over our heads and the latest bleeding-edge cyberware in our meat bodies—will always break the rules. Because we have to. That's how we survive.

GAME CONCEPTS



This section covers the key concepts and terms used in *Shadowrun*. Some are general roleplaying terms, and others are unique to this game system. Whether you are an experienced gamer or new to roleplaying, once you understand how these rules operate in *Shadowrun*, the rest will fall easily into place.

Some of the explanations provided here also appear in other appropriate sections. The first time a term appears in this section, it is set in **bold** type.

PLAYING SHADOWRUN

Shadowrun is a roleplaying game that provides all the excitement of an adventure story. Roleplaying games require one or more players and a gamemaster. The players control the main characters of the story, the protagonists of a plot whose outcome is uncertain. The gamemaster directs the action of the story and controls the bad guys, the props, the setting and everything else the players may encounter. The game is not a contest between the good guys (the players) and the bad guys (the gamemaster), however.

The gamemaster may control all the bad guys but he or she is actually in sympathy with the heroes. Players and gamemasters must work together to build and experience a tense, exciting adventure.

Characters represent the players in the game of *Shadowrun*. As a player, you control a character. Everything you know about your character will be noted on your **Character Record Sheet**. This is where you record your character's abilities, possessions, physical appearance and other facts about him or her. During the course of the game, the gamemaster will describe to you events or situations; using your Character Record Sheet as a guide, you respond with what your character would do in a given situation. The gamemaster will probably ask you to roll some dice, and the resulting numbers will represent 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.

THE ABSTRACT NATURE OF RULES

Shadowrun is a game and games have rules. That doesn't sound very odd; after all, you did plunk down your hard-earned nuyen to purchase this book of rules in order to play our game. But you also bought this book to become involved in a fictional world. The world of





Shadowrun—no matter how closely it is based on it—is not the real world. That being the case, it makes sense for us to make rules that reflect that fictional universe. In some cases, that may mean certain game mechanics are structured more for ease of play or game balance than to reflect how things actually work. Not only do these rules sometimes reflect “creative license,” but often they have to abstract out things we take for granted in daily life. There are no “rules” for how well you play street basketball with your friends or how well you can write a Web page. In this game world, however, we are expected to create rules that in fact show these differences—a daunting task. We have attempted to take real-world concepts and abstract them down into game mechanics as much as possible.

The mechanics for doing things in *Shadowrun* are actually abstract guidelines for all of an individual’s actions, including combat, vehicle movement, and even how individuals think and react. These rules are not meant to be a direct copy of how things really work. They can’t be. We try to approximate conditions and situations in reality as much as possible, but that can only go so far. That being said, we urge you to appreciate the rules in *Shadowrun* for what they are and not stress out when they don’t simulate real life perfectly or fail to take into account certain conditions or factors.

In other words, if something in these rules doesn’t quite fit or make sense to you, feel free to change it. If you come up with a game mechanic that you think works better—go for it!

MAKING 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. 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 one’s presence in the corporate facility is legitimate.

MAKING DICE ROLLS

Shadowrun uses a number of six-sided dice to resolve any challenge for a character. The gamemaster will not require a test to find out if a character can open the door, but will probably ask the player to roll dice to see if his character can somersault through the glass sunroof, land on his feet, and smack the detonating switch out of the terrorist’s hands—all without splattering himself on the floor or setting off the bomb.

The gamemaster will provide the player with a **target number** against which he will make the dice roll. The player rolls the indicated number of dice and then compares each die result *individually* to the target number. Unlike most games, the results of the dice rolled are NOT added together. Each *individual* die that scores equal to or greater than the target number is considered a **success**. The more dice that score successes, the better the result.

Nik is rolling four dice against a Target Number 4. The four dice come up as a 2, 3, 4, and 6. The 4 and

the 6 equal or exceed the target number, which gives Nik 2 successes.

Target Numbers

The gamemaster determines the target number necessary for success in a test. The Difficulty Number Table on p. 92 of the *Skills* section provides a list of target numbers based on the difficulty of the activity—4 for average tasks, 10 for nearly impossible tasks, and so on. In most cases, the rules specify a target number for specific skill uses. Circumstances and conditions (bad weather, stress, acting while moving, and so on) can change the target number.

No target number can be less than 2. If modifiers reduce the target number below 2, consider the target number a 2 for purposes of making tests.

Modifiers

The *Shadowrun* rules often call for a plus or minus modifier to a test. These modifiers can result from injuries and situational factors that affect what the character is trying to do. Unless otherwise stated, that modifier is applied to the target number. Thus, a –3 modifier to a Target Number 5 produces a modified target number of 5 – 3, or 2.

If the rules call for +2 dice or –1 dice, the player adds or subtracts that number of dice from the dice for the test. Thus, a shaman who has +2 dice for summoning certain nature spirits adds 2 more dice to the usual number he can roll for that test.

Rule of One

Any time a die roll result comes up 1 in a test, that die is an automatic failure, no matter what the target number. But the test can still succeed as long as other dice succeed.

If ALL the dice rolled for a test come up 1s, it means that the character has made a disastrous mistake. The result may be humorous, embarrassing, or deadly. The gamemaster determines whatever tone is appropriate for the situation, the players, and the dramatic or humorous needs of the moment.

Individual rules may also have particular results when the Rule of One is applied.

Rule of Six

The Rule of Six allows tests to succeed against target numbers greater than 6 (since a die only has six sides, it’s probably a good thing this rule exists). When making a test against a target number greater than 6, the player may re-roll any dice that comes up a 6 and then add the new result to the 6. Say, for example, that one die result is a 6 in a roll against a target number greater than 6. The player re-rolls the 6, with a result of 5. Adding the two together, the new die roll result is 11 (6 + 5). The player can re-roll additional 6s if the current die result total is still less than the target number. For example, to beat a target number of 14 (*really* hard) the player would have to roll a 6, then re-roll for another 6, and then re-roll for a 2 or better (6 + 6 + 2 = 14).

Remember, though, it does not matter by how much the individual die roll beats the target number, just that it does. Once the target number has been equaled or exceeded, stop rolling.

The Rule of Six does not apply to Initiative Tests.



DIFFERENT TYPES OF TESTS

There are four types of tests common to *Shadowrun*, each with their own mechanics: **Success Tests**, **Opposed Tests**, **Success Contests** and **Open Tests**.

Success Tests

A Success Test is the standard test to see if a character can accomplish a given task, and how well. The number of dice used is equal to the appropriate **Attribute** or **skill rating** (see below) of the character who must make the test. In other words, that rating indicates how many six-sided dice to roll for the test. For example, to make a Firearms Test, check the character's Firearm Skill Rating and roll that number of six-sided dice for the test. For a Willpower Test, use the character's Willpower Rating to determine the number of dice to roll.

The rules give the target number for many tests. For others, the gamemaster determines what is appropriate. Each die result that equals or exceeds the target number is a success. A single success indicates that the character has accomplished the task, but the more successes rolled, the better. In most situations, multiple successes mean that the character will receive more information, or do more damage, or make that bank shot off the troll's head and into the side-corner pocket look so easy a child could do it.

In *Shadowrun* products, this standard Success Test is often written in an abbreviated form, such as Willpower (5) Test, which is really just a shorthand way of saying "make a Willpower Test using a Target Number 5."

Opposed Tests

An Opposed Test occurs when two characters are in direct conflict with one another. In this case, the chance of success is not based so much on the situation as the opponent. The rating being used by one character is pitted in direct opposition to the rating used by the other character. When making an Opposed Test, both characters roll a number of dice equal to the appropriate Attribute or skill rating, with a target number equal to the opponent's Attribute or skill rating. Usually, the character generating the greater number of successes achieves her goal.

In the event of a tie, usually nothing happens.

Max is holding the door shut while a security guard tries to push it open. Max has a Strength of 4, the guard a Strength of 5. Max rolls four dice against a Target Number 5 (the guard's Strength) and gets a 5, 5, 6, 6—four successes! The guard rolls five dice against a Target Number 4 (Max's Strength) and gets 1, 2, 2, 5, 6—only 2 successes! Miraculously, Max barely holds the door shut while his team escapes.

Success Contest

A Success Contest is used when two characters come into conflict with one another, but when various other factors come into play. Usually, what this means is that instead of each character pitting a skill or Attribute directly against the opponent's skill or Attribute, more than one skill or Attribute is used in the test. Basically, a Success Contest is two opposing Success

Tests, with the character who achieves the greater number of successes achieving his or her goal. Unlike a standard Opposed Test, however, characters involved in a Success Contest often roll different Attributes or skill ratings, and their target numbers are not necessarily the Attribute or rating being used against them.

Because Success Contests can be broken down into two opposing Success Tests, they are often written in a similar abbreviated form.

In the event of a tie, usually nothing happens.

Dodger is hacking his way onto a corporate mainframe. Dodger has Computer Skill of 8, and a Detection Factor of 8. The computer host has a Security Value of 4 and an Access Rating of 6. In order to gain access to the computer host, Dodger must win a Success Contest. Dodger is making a Computer (6) Test (his Computer Skill against the host's Access Rating) to get in, while the host makes a Security (8) Test (Security Value against his Detection Factor) to keep him out. Dodger gets three successes, the computer gets one, and he is in!

Open Tests

Unlike standard Success or Opposed Tests, in which players attempt to achieve set target numbers with their dice rolls, Open Tests have no target numbers. Instead, the result of the Open Test may serve as a target number for subsequent tests or generate other results.

When making an Open Test, a player rolls a number of dice equal to the skill rating or Attribute she is using for the test. The player then discards all but the highest single die result. The Rule of Six applies to Open Tests.

Sue rolls 5 dice on an Open Test. She scores 1, 3, 4, 6, 6. Rolling the two sixes again, she gets a 2 and a 6. Re-rolling that last die again, she gets a 4. That gives her a result of 16 (6 + 6 + 4) for the highest die.

TIME

In most situations while playing *Shadowrun*, time need not be strictly kept track of as long as the gamemaster and players have a clear sense of continuity and the sequence of events. While it may often be necessary to keep track of time for specific periods within the game (for example, if the runners must meet with the Mafia don for a dinner, and he hates tardiness), time is generally best dealt with in a fluid and abstract manner.

COMBAT TURNS

In certain situations, such as combat or pursuit scenes, timing becomes critical. When this occurs, the *Shadowrun* game proceeds in turns. Each character acts in order, the fastest first, in a set sequence known as the **Combat Turn**. Each Combat Turn is roughly three seconds long. Based on a how fast a character reacts—their **Initiative**—the character may take actions during one or more **Initiative Passes** (see *Combat*, p. 102). The point during each Initiative Pass when a specific character can act is known as a **Combat Phase**.



ACTIONS

Within a Combat Phase, a character can carry out a number of actions depending on their complexity. Each phase, a character can take one **Complex Action** OR two **Simple Actions** (see pp. 105–108 for a complete listing of what actions fall into which categories). In addition, a character can take a **Free Action** during each Combat Phase taken by himself or another character.

Delayed Actions

When a Combat Phase arrives that is the character's phase to act, the character may declare that he is delaying action until a Combat Phase later in the Combat Turn or the next Initiative Pass (see *Delayed Actions*, p. 103). While the character waits, he may do nothing except take Free Actions as normal. When something occurs later in the Combat Turn to which the character wishes to react, he may then intervene, and take his actions as normal.

SHADOWRUNNING BY THE NUMBERS

Nothing defines a character more than their Character Record Sheet. It contains all the information and elements that make up a player character. This section will introduce these various components of a character and define them.

THE CONCEPT

A character in *Shadowrun* is much like a character in a novel or film, except that the player controls his or her actions. Composed of a collection of Attributes and skills, the character has the personality that the player injects into it. Without that personality, the character remains an *it*. Only when fleshed out can a character become minimally *he* or *she*, and, with good characterization, someone memorable.

RACE

Characters in *Shadowrun* may be of one of the five subgroups of *Homo sapiens*: the predominant **human** (*Homo sapiens sapiens*), **elf** (*Homo sapiens nobilis*), **dwarf** (*Homo sapiens pumilionis*), **ork** (*Homo sapiens robustus*), and **troll** (*Homo sapiens ingentis*). Non-humans are known as **metahumans**, while the five subgroups as a whole (including humans) are known as **metahumanity**. As described in the fictional points of view beginning on p. 47, all are human beings, at least according to the geneticists. Racists say differently.

In the early 2060s, humans are still the most numerous race populating the planet. Each of the other races are represented about equally, but are scattered unevenly across the globe. In some places, humans form an extreme minority, but those tend to be areas where the other races have gathered for safety, protection and isolation.

Humans make up the standard. As characters, they receive no special Attribute or ability modifications.

Dwarfs are hardier (slightly higher Body), stronger (higher Strength), and more willful (higher Willpower) than humans. They also have thermographic vision, which allows them to see radiated infrared (heat) energy as well as the normal light spectrum (simultaneously). They have a slower movement rate than

other races, but are also more resistant to disease. And yes, they are short.

Elves are more agile (higher Quickness) and more charismatic (higher Charisma) than humans. They also have low-light vision, which enables them to see clearly in near-total darkness.

Orks are much tougher (much higher Body), stronger (higher Strength), less charismatic (lower Charisma), and less acute (lower Intelligence) than humans. They too have low-light vision.

Trolls are big and nasty. They are a *lot* tougher (much higher Body), slower (lower Quickness), much stronger (higher Strength), less charismatic (lower Charisma) and less acute (lower Intelligence) than humans. They too have thermographic vision, really long arms that give them an advantage in melee combat, and extremely tough skin with bony deposits that makes them more resistant to damage.

A player does not have to pay extra to create a human character. Players who want to play a metahuman (dwarf, elf, ork, or troll) must pay a little extra for the privilege.

ATTRIBUTES

In *Shadowrun*, each character has eight Attributes, or nine, if the character is a magician. There are three Physical Attributes, three Mental Attributes, and two (or three) Special Attributes.

Attributes come into play for various tests, and your Attribute Rating is the number of dice you roll when making such a test.

A character's Attributes—Body, Quickness, Strength, Charisma, Intelligence and Willpower—represent the raw material that makes up every person: his or her body, what the character has done with that body, and what's inside the person that makes him or her unique. Because Attributes can be improved during the course of a character's life, they represent something more than genetics.

Physical

The **Body** Attribute determines a character's resistance to outside forces. It represents the character's cardiovascular fitness and endurance, immune system, how well he heals, how well he adjusts to bioware, his tolerance for drugs and alcohol, and, to some extent, his muscle and bone structure and weight. Low Body could mean a character is skinny and frail-boned, or has bad eating and health habits. A character recovering from a nasty disease or extensive cyberware surgery might have low Body as well. High Body means a character is better fed, tough as nails, has strong bones with some spring to them and an immune system that won't quit.

Quickness represents a character's motor reflexes, balance, metabolism, running speed, flexibility and coordination. A character with low Quickness might be a trid potato, have an inner ear disturbance, or might simply have a tendency to freeze up in an emergency situation. High Quickness means that a character has developed agility, fluidity and grace, perhaps through a regimen of running, martial arts or even typing (which builds up manual dexterity).

Strength denotes what a character's muscles can do. Strength is somewhat dependent on a character's size and metatype. If your character is a 5-foot-tall, 115-pound human



girl, she's unlikely to possess an unaugmented Strength Attribute of 6. On the other hand, dwarfs have a muscle density that rivals that of reptiles (to reflect this, starting dwarf characters receive a +2 Strength bonus). Characters with low Strength may be small, skinny or slight, or simply too busy to work out. A high-Strength character may be tough and wiry, know how to use her body to her best advantage, work out every day, or simply be fraggin' BIG.

Mental

Charisma is a nebulous attribute. More than just looks, Charisma represents a character's personal aura, self-image, ego, willingness to find out what people want and give it to them, and ability to recognize what he can and can't get out of people. A whiny demeanor, a me-first attitude, or an inability to read body language or subtle hints are just a few traits that can give a character low Charisma. A character with high Charisma might simply enjoy entertaining others, may honestly want to help people and develop friendships, or may be all flash and fun with whomever is it today. A high-Charisma character might deliver jokes at the right moment, have a sexy way of carrying herself, or command respect because her timing is always impeccable.

Intelligence represents a character's perceptual and analytical abilities, memorizing ability and raw brain power. It denotes how fast a character learns, adapts or remembers. Low Intelligence does not mean stupidity; instead, it might denote a character who discounts things too quickly rather than seeing how he might use them. Such a character may not think beyond the moment, may be easily distracted, or may simply rely on instinct rather than intellect. High Intelligence, on the other hand, means a character can keep track of several things at once, integrate old memories with whatever he's working on now, and apply general principles to specific problems. Such characters notice small details and learn fast—they may not have gone to school for years and years, but if someone competent explains something to them, they'll get it.

Willpower keeps a character going when he wants to give up, or enables him to control his habits and emotions. Willpower determines whether or not a character is going to take charge of his life. A character with low Willpower might defer to other people when big decisions are being made, for example. A high-Willpower character is more assured and possesses a never-say-die streak. Such characters go down to the monowire because that's exactly the fragging *point*.

Special

Essence is a measure of life force, of a body's wholeness. It represents the body's cohesiveness and holistic strength. Things that are invasive to the body, such as cyberware, reduce Essence. If a character abuses his body repeatedly with chemicals, toxins or even just negligence over a long period of time, he may lose Essence as well. Long-time drug addicts and chip-

HUMAN ATTRIBUTE RATINGS

Rating	Description
1	Weak
2	Underdeveloped
3	Typical
4	Improved
5	Superior
6	Maximum unmodified human

heads who have done permanent damage to their system have lost Essence. When Essence declines, Magic declines by the same amount.

Magic is a measure of the ability to use magic, and of the body's attunement to the mana that flows through our plane. Those with strong Magic Ratings are able to handle powerful magic and mana manipulation. Those with weak Magic Ratings are more sensitive, and more easily drained by the use of magic. Those with no Magic

Rating have no magical capabilities and are tuned out from the magical realms. Serious damage to the body and invasive additions such as cyberware reduce Magic Rating.

Reaction determines how quickly and how often a character can act under pressure. A character with good reflexes will have a high Reaction. The Reaction Rating is the average of Quickness and Intelligence, rounded down.

Sam has a character framework in mind, though he's still working out the details. He decides he wants to play an ork investigative journalist. As journalists rely on their social traits, the Charisma penalty orks receive will make it tough, but that also means that charismatic orks aren't too common, making his character more distinctive. And even if the charm fails, the character is still a tough-as-nails ork willing to kick hoop.

Attribute Ratings

Care must be taken to distinguish between *natural*, unmodified Attribute Ratings and those *augmented* by cyberware and magic. Generally, augmented ratings are listed in parentheses after the natural rating, such as 4 (6).

During character creation, Physical and Mental Attributes have maximum ratings based on Rating 6 plus or minus racial modifiers, depending on metatype. The Maximum Attribute value for each metatype is equal to 1.5 times this figure. See the *Racial Attribute Limit Table*, p. 245. These maximums refer to unmodified Attributes—cyberware or magic can raise Attributes beyond the racial maximum.

Note that the Attribute increases a physical adept receives through the Improved Physical Attribute power (p. 169) and other powers are treated as natural, not augmented, ratings.

Players can spend Karma to improve character Attributes and Skills (*Improving the Character*, p. 244). Improving an Attribute increases both the natural and modified ratings.

All characters have a starting Essence Rating of 6. Cyberware implants and improperly healed damage reduce this rating. No character may start with an Essence greater than 6. Under basic *Shadowrun* rules, characters can *never* have an Essence of 0 or less. If they do, they die.

If the character can use magic, his Magic Rating starts at 6, but is equal to the Essence Rating, rounded down. So, a magician with an Essence Rating of 4.5 has a Magic Rating of 4. A character who cannot use magic has no Magic Rating.



INITIATIVE

Initiative is the method by which the order of action taken within a single Combat Turn is determined. Initiative is based on a character's (augmented) Reaction, plus a character's **Initiative dice**. To determine the **Initiative total**, the dice are rolled and added together along with the character's Reaction. The number determines which order characters go in during each Initiative Pass (see *Combat*, p. 102). This is not a test, so the Rule of Six does not apply to the dice rolls.

Each character starts off with 1D6 base Initiative dice. Various types of cyberware and magic may add more dice. A character's total Initiative dice is listed in parenthesis following the base number, e.g., 1D6 (2D6). In other words, this character has two Initiative dice (2D6), one up from his base.

In the Matrix, a decker's Reaction and Initiative are modified *only* by Response Increase circuitry in their deck (see *The Matrix*, p. 207). No other forms of Reaction or Initiative modifiers (other than injury modifiers, p. 126) affect the character while in the Matrix.

While rigging, riggers receive *only* the modifications given them by the vehicle control rig (see *Vehicles and Drones*, p. 130) they are using. Characters with a datajack who are driving a vehicle equipped with a datajack port receive a +1 Reaction bonus while driving. No other Reaction or Initiative modifiers apply except for injury modifiers.

In astral space, base Reaction for magicians is equal to their Intelligence. Astrally projecting characters get 1D6 Initiative dice in astral space as well as a +20 Initiative bonus. No other Reaction or Initiative modifiers apply except for injury modifiers.

MAGIC

There are few who would argue any single event in the known history of Earth is more significant than the return of magic. One morning the world woke up and the rules were different. The boundaries of existence changed and life had to be relearned. The world had Awakened. Some people have the ability to tap into the powers of the Awakened world and use them to do magic (see *Magic*, p. 158).

In *Shadowrun*, any character with a Magic Attribute of 1 or more is considered **Awakened**. Those with no magical ability (a Magic Attribute of 0) are known as **mundanes** by the magical. Awakened characters who use magical skills are called **magicians**. Awakened characters who focus their power inward to enhance their bodies are known as **adepts**.

Magicians come in two types. **Full magicians** can tap into the full range of abilities of their chosen tradition, while **aspected magicians** focus on a specific aspect of their chosen tradition.

Magicians are characters who have their Priority A allocated to Magic during character creation. Adepts and aspected magicians have Priority B allocated to Magic. For more information, see *Creating a Shadowrunner*, page 54.

Magicians frequently use **Sorcery** to manipulate mana and form spells (see *Spellcasting*, p. 181) and *Conjuring* (p. 184) to summon **spirits** and **elementals** (see *Spirits and Dragons*, p. 260). Both spellcasting and conjuring, as well as other magical activities, cause a magician fatigue, called **Drain**.

Magicians follow one of two traditions of magic. Whichever path the character chooses, it is for *life*. There is no going back.

A character who chooses the *shamanic* tradition is a **shaman** (see p. 162). Shamans receive their magic through their link with the outer world of nature and the inner world of emotion, will, and faith. Their link with nature is personified by a spirit-figure, called a totem, which exemplifies the shaman's beliefs.

A character who chooses the *hermetic* tradition is a **mage** (see p. 167). Mages see the universe as patterns of force and energy they can control with complex symbols and formulae of power. Hermetic magic is more intellectual, relying on observation, theory, practice and precise execution, rather than intuition and improvisation. Mages are scholars and often have elaborate libraries and equipment to assist their work.



Adepts have their own unique path, known as the *somatic* way. Adepts are concerned with the harmony and perfection of body and mind, focusing magical power toward that end. Adepts can do little that does not directly involve the body, but it is usually enough.

The path of magic the character follows affects how spells are learned and what kinds of spirits can be summoned. It may also impose requirements on how the character acts. The choice colors the character's outlook, relationships and motives in studying magic.

Each type of spell or spirit has a **Force Rating** that begins at 1 and increases as its power increases, chosen by the magician and limited by his abilities, time and money. The Force acts like a Skill or Attribute Rating in tests.

SKILLS

Areas of knowledge or technique are known as **skills**, which have ratings that are used to carry out tests. Skills define what a character knows and can do. They range from **Active Skills** such as Unarmed Combat, to certain sets of **Knowledge Skills** such as Biology. See *Skills* (p. 81) for a complete listing. A character's skill rating represents the number of dice rolled by that character when making tests using that skill.

Skills are rated on a scale similar to the Attributes, where a Rating of 3 represents competency in a particular skill. Beginning characters cannot have a base skill rating higher than 6.

A **specialization** represents a focused field of training or education in one aspect of a **base skill**. For example, a character with Pistols Skill can specialize in Remington Roomsweepers, improving his ability when firing that specific heavy pistol, but his skill with other types of firearms will be less in comparison. A character need not specialize. See *Specialization*, p. 82, for more information. Beginning characters cannot have any specializations higher than 7.

Certain skills, called **Complementary Skills**, allow a second skill to enhance a test made with another skill. For more details, see p. 97.

DICE POOLS

When things are hot, and the character's basic skills and Attributes are not enough to get him through to the next morning, he needs help. That's where **dice pools** come in.

A dice pool is a number of dice that a player can add to those normally allowed for a test. Each pool comes from different source, usually skills or Attributes. The Control Pool, for example, is equal to the character's VCR-modified Reaction Rating, and it can be used for nearly any rigging-related test. Other dice pools can be used to supplement other tests. The Spell Pool helps Sorcery Tests, the Combat Pool helps Combat Tests, the Astral Combat Pool helps Astral Combat Tests, and the Hacking Pool creates better odds for Computer Tests.

Dice pools initially become available for use at full value as the first step of the *first* Combat Turn of any encounter. Characters can then draw from them, as appropriate for the type of pool, during the Combat Turn. Once dice are drawn from the pool, those dice are no longer available for use until the pool refreshes at the beginning of the next Combat Turn.

More than one die can be used to augment a test, subject to the limitations of the dice pool.

When using dice from a dice pool to augment a test, the player adds the pool dice directly to those normally used for the test. That is, if a character would normally roll 4 dice for a test, but takes 3 more dice from the appropriate pool to augment the test, she now rolls a total of 7 dice.

Some pools have limitations on how many dice can be added to a single test. See the descriptions for the respective dice pools for more information.

Dice representing a dice pool should be a different color than the other dice used in the test.

Ellen Whiteface, heavy pistol held out before her in a combat grip, is fresh out of options: if she doesn't take down the charging Mafia troll right fraggin' now, she'll never have to worry about options again. Her player can choose to use none, some, or all of the dice in Whiteface's Combat Pool to augment her Pistols Test. Whatever dice she uses to augment the test will be unavailable again until the beginning of the NEXT Combat Turn. In this case, Whiteface has a Combat Pool of 6 dice. Her player, knowing that the troll has to be stopped, decides to use all 6 dice. That leaves no dice in the character's Combat Pool until next turn. If the Whiteface player had decided to use, say, only 4 dice, 2 dice would still have remained for use. Whiteface's player has decided to risk it all in taking down the troll. If Whiteface does not stop the troll now, he could well come after her again at a time when she has no Combat Pool dice to use defensively.

At the start of each Combat Turn, all dice pools refresh to their original, full value. Thus, if a character has a Combat Pool with 8 dice, the pool always returns to 8 dice at the start of a Combat Turn. Unused pool dice *do not* carry over from one Combat Turn to the next.

There is an additional dice pool that all characters receive called the **Karma Pool**. The Karma Pool is indicative of the character's luck, and has special rules for its use (see p. 242).

Combat Pool

Players may allocate dice from the Combat Pool to any offensive or defensive combat-related tests, such as Pistols, Bows, Throwing Weapons, Clubs, Unarmed Combat or any similar offensive Combat Skill Tests (see *Combat Skills*, p. 85). They may also use dice from the Combat Pool to dodge and help resist damage from normal attacks (see *Dodge Test*, p. 113, and *Damage Resistance Tests*, p. 113).

A character's Combat Pool is equal to his Quickness, Intelligence and Willpower Ratings, divided by 2, rounded down. Spells, powers and cyberware that affect the Quickness, Intelligence or Willpower Attributes will also affect the Combat Pool. The Combat Pool refreshes according to standard dice pool rules.

The maximum number of Combat Pool dice that a player can add to any offensive test is equal to his or her character's rating in the skill for which he is making the test. For example, a character with Pistols 5 can add up to 5 dice from her Combat



Pool when making a Pistols Test. A player may draw any number of dice from the Combat Pool for a defensive Dodge or Damage Resistance Test.

A player can only use Combat Pool dice to augment or resist magic-related tests in the case of elemental manipulation spells. The player uses these dice to dodge or resist damage from such spells in the same manner as normal Ranged Combat Tests (see *Elemental Manipulation Spells*, p. 196).

Defaulting (see *Skill Defaulting*, p. 84) puts specific limits on the number of Combat Pool dice a character can use.

Combat Pool dice can affect a Ranged Combat or Melee Combat result. Whenever a character takes damage from a ranged or melee attack, he or she can allocate dice to either dodge the attack or “soak up” the damage. If a character dodging such an attack generates more successes with his Combat Pool dice alone than the attacker generates successes, the attack is considered a complete miss. See *Resolving Ranged Combat*, p. 109, and *Full Defense*, p. 123, for more specifics regarding Dodge Tests.

A character must be aware of an attack in order to use Combat Pool dice against it. Surprised characters (see p. 109) may not use Combat Pool dice to defend themselves.

Characters wearing heavy armor reduce their Combat Pools by 1 die for every 2 points by which the armor’s Ballistic or Impact Armor Rating exceeds the Quickness Rating of the character wearing it. See *Armor and Combat Pool*, p. 285.

Astral Combat Pool: Magicians also can use a variant of the Combat Pool called the Astral Combat Pool. This pool is similar to the Combat Pool, except that it relates to Combat Tests made on the astral plane (see p. 174). Because the physical Attribute of Quickness does not exist on the astral, Astral Combat Pool is determined by adding Intelligence plus Willpower plus Charisma, divided by 2, and rounded down.

Control Pool

The Control Pool is used by riggers to augment tests strictly relating to controlling a *rigged* vehicle, such as a Maneuver Test or resisting damage from attacks against a character’s rigged vehicle. If a rigger is driving or piloting a vehicle that she is not currently rigged into, she cannot use Control Pool for tests concerning that vehicle. See *Vehicles and Drones*, p. 130.

A rigger’s Control Pool is equal to the character’s Reaction, modified only by his or her vehicle control rig (VCR) cyberware. Reaction bonuses from other sources are of no help.

The Control Pool refreshes in accordance with the standard Dice Pool rules. See *Vehicle Combat*, p. 138, for special rules regarding allocation of Control Pool for the Maneuver Score Open Test.

The maximum number of Control Pool dice that a character can add to any control-related test is equal to the base number of skill dice involved in the test.

Only characters with a Vehicle Control Rig (see p. 301) can use a Control Pool.

DICE POOL TABLE

Dice Pool	Formula (always round down)
Astral Combat	(INT + CHA + WIL) / 2
Combat	(QUI + INT + WIL) / 2
Control	Reaction (modified by VCR)
Hacking	(INT + MPCP) / 3
Spell	(INT + WIL + MAG) / 3

Hacking Pool

To determine a decker’s Hacking Pool, add the decker’s Intelligence Rating and his deck’s MPCP Rating (see *Cyberdecks*, p. 206), divide the total by 3 and round down. Any modifiers to a decker’s Intelligence will affect his Hacking Pool as well, whether they come from cyberware or magic.

Generally, Hacking Pool dice

may be added to any test made in the Matrix—System Tests, Attack or Defense Tests, maneuvers, programming, or even Attribute Tests (see *Running the Matrix*, p. 208).

However, Hacking Pool dice cannot be used in Body or Willpower Tests to resist the effects of gray or black ice (see *Intrusion Countermeasures*, p. 227) that is damaging the decker. Hacking Pool also may not be used with Etiquette (Matrix) Tests.

The Hacking Pool refreshes in accordance with the standard dice pool rules.

The maximum number of Hacking Pool dice that can be added to any test is equal to the base number of skill dice in use.

Only characters with a cyberdeck can use a Hacking Pool.

Spell Pool

A magician uses dice from the Spell Pool to augment Sorcery Tests. Dice from the Spell Pool can be used to augment Spell Success Tests and Drain Resistance Tests in spellcasting (p. 183), Dispelling (p. 184), and for Spell Defense (p. 183). Dice from the Spell Pool cannot be used to augment Conjuring or any other magic-related tests.

A character’s Spell Pool is equal to Intelligence plus Willpower plus Magic Rating, divided by 3, rounded down.

The Spell Pool refreshes according to the standard dice pool rules.

The maximum number of Spell Pool dice that a character can add to a Sorcery Test is equal to her base Sorcery Skill dice used in that test.

There is no limit to the number of dice a character may draw from the Spell Pool for the Drain Resistance Test.

GEAR

Gear is stuff the character owns. Gear includes a runner’s trusted sidearm, his nightclub clothes and corporate drone disguise, her micro-transceiver tuned to the team’s encrypted frequency, his battered Eurocar that he bought hot from the local gangbangers for use as a getaway vehicle, her ancient Celtic wristband made of orichalcum that serves as a spell focus, and the ubiquitous pocket secretary with speed dial programmed for all his contacts. The list of available gear appears in the *Street Gear* chapter, p. 270. Beginning characters purchase gear with a pool of money available only during character creation. Once the game starts, anything a character wants to buy he’ll have to buy with money he *earns*. Welcome to real life, chummer.

Some gear has ratings, beginning at 1 and increasing with the capability and sophistication of the item. In addition to cost, gear usually has an **Availability**, which is a target number



used to determine how readily and quickly the item can be obtained. There is also a **Street Index** factor, which is the multiple to the price for buying the item on the black market. Most items also have a **Weight**, for determining encumbrance, and a **Concealability**, which is the target number for Perception Tests to notice the item when carried.

Weapons have a **Damage Code** that tells the player how much damage they do. The code consists of a number and a letter. The first number is the **Power Level**, which indicates the difficulty of offsetting damage from such a weapon. The letter indicates the **Damage Level (Light, Moderate, Serious or Deadly)** that the weapon inflicts. See *Damage Codes*, p. 114, for further explanation of how this code is used.

As with Attributes and skills, let your character's background suggest appropriate gear when allocating resources. Characters should not be able to pull money and gear out of thin air—they should only possess items they can plausibly pay for and obtain, based on their backgrounds.

Cyberware

Various technological implants, organ modifications, and structural enhancements to the metahuman body that are collectively known as cyberware can improve a character's Attributes and abilities. Certain cyberware makes it possible for a character to carry out extraordinary actions, such as datarunning in the global computer Matrix, using a vehicle control rig to control a vehicle by thought alone, or moving three times as fast as normal thanks to wired reflexes.

Because implanting cyberware in the body is an invasive procedure, cyberware has an **Essence Cost** to install. The metahuman body has limits, and so only a certain amount of cyberware can be installed before the body runs out of Essence and dies. Cyberware is particularly damaging to the magically active, as their Magic Rating is dependent on their Essence. Some burned-out mages, who have lost a bit of their Magic from accidents, drugs, or deadly wounds, attempt to compensate for their weakened magical ability with more cyberware. This path is a rapid downward spiral, and more than one such runner has found himself unable to cast any but the weakest spells.

The more cyberware a character has installed, the more "inhuman" they become. Overly-cybered characters tend to become a bit detached, and the empathy between them and other metahumans suffers for it. While many pieces of cyberware are so common as to be unremarkable anymore (cybereyes, datajacks), visible cyberware still has a startling effect on many people, especially if there is lots of it. This tends to impede social interactions when cybered individuals are involved. See *Cyberware and Social Interaction*, p. 93.

Many pieces of cyberware are considered to be security or military-grade, and thus are restricted from the public or outright illegal. This includes most pieces of cyber-implant weaponry, high-level wired reflexes, and so forth. Sporting 'ware like this can get a character heavily fined, jailed, or worse. This tends to make travel difficult for some, as most airports and border checkpoints scan for cyberware. Security companies have invented several methods of forcibly restraining people from using various implants.

Cyberware can be quite expensive, especially if it is illegal. Black clinics operate in the shadows, providing 'ware and installation services for hefty fees. Many of them offer used cyberware, and will pay for bodies that sport still useful implants. Corporations and governments operate their own high-level clinics, far from prying eyes. Depending on a character's background, there should be some explanation as to how the character obtained the cyberware she has, what she had to do to get it, and perhaps who she still owes for it. It should be noted that many, ah, employers, are not against removing 'ware installed in former employees.

A higher grade of cyberware known as **alphaware** is publicly available. Alphaware is more Essence-friendly than standard cyberware, but is more costly as well.

For a complete listing of various pieces of cyberware and their effects, see *Street Gear*, p. 296.

CONTACTS

Contacts are non-player characters (NPCs) that gamemasters can use to make *Shadowrun* games richer, more unpredictable and more exciting for players.

Contacts are vital in *Shadowrun*. These are the people a character knows who can reveal information important to the character's work, legitimate or not. Contacts are the purveyors of perhaps the most vital commodity of the 2060s: *information*. Need to know who's doing what to whom? What the latest street rumor is? Where a special piece of gear can be found? Ask a contact.

Contacts acquired during character creation are "paid" for with money available only at that time. Money spent at this stage represents the footwork normally required to hunt down a contact, establish a working relationship, and develop some degree of trust. Contacts acquired in this manner are dependable within reason. Treat them well, play them straight, and they can be trusted. A character will not get anywhere in the dicey world of *Shadowrun* if he doesn't trust *anyone*, and so a starting character is assumed to have developed a working relationship with a contact.

Contacts come in levels. A Level 1 contact is your basic acquaintance, who may or may not be helpful. A Level 2 contact is more of a friend; they're likely to do things for the runner and maybe even stick out their necks a teensy bit. A Level 3 contact is a hardcore friend who will go down for the runner if necessary.

All characters start with two free Level 1 contacts, and they can buy more during Character Creation. It is also possible to acquire contacts during the game, but only through *role-playing*. Characters cannot "buy" contacts once the game begins; they have to earn them the hard way.

For more information, see *Contacts*, p. 253.

LIFESTYLE

During character creation, the player must "purchase" the character's starting lifestyle. Lifestyle determines how well the character lives and it eliminates the worry of daily expenses like food, laundry, phone bills and so on. To maintain a lifestyle once the game begins, the character must pay a certain



amount of money (based on the lifestyle) per month. If the character fails to pay up, he finds himself living at the next lowest lifestyle. Lifestyles are covered in detail on p. 239.

It is possible for a character to purchase more than one lifestyle at a time, and may even be smart to do so. The additional lifestyles would represent the investment the character has made into creating and sustaining safehouses, private storage spaces and so on. For shadowrunners, having that alternative place to crash when on the lam, or having that backup set of Ingram smartguns stashed in a secure spot, can mean the difference between life and death.

CONDITION MONITOR

The record sheet includes the Condition Monitor, which consists of two tracks. The **Physical Damage Track** displays wound damage and shows when the character dies. The **Stun Damage Track** shows fatigue and stun damage and indicates when a character falls unconscious. See *Damage and Healing*, p. 124, for more information.

Equipment like vehicles and cyberdecks also have Condition Monitors to track the amount of damage the object has taken.

KARMA

There is one other term *Shadowrun* uses to describe characters. That term is **Karma**, the numerical representation of a character's accomplishments (see *Karma*, p. 242). It is the equivalent of experience, awarded to characters at the end of adventures. Karma comes in two separate values: **Good Karma** and **Karma Pool**. When Karma is awarded to a character, a certain percent of it goes into Good Karma, which can be used to improve skills and even Attributes. The rest goes into the Karma Pool. The character can use the Karma Pool to do better in tests or to get out of trouble.

Good Karma is intended as a sort of cosmic "brownie points" for characters, rewarding them for performing good deeds and investing time and energy into certain aspects of their personal development. Likewise, the Karma Pool is a representation of a character's accumulated luck. This system encourages a heroic attitude in players, although *Shadowrun* has room for opportunistic and amoral characters as well.

FINISHING TOUCHES

The finishing touches on your character are created by a biographical sketch. A biographical sketch combines all the bits of background you've created for your character. Tell the gamemaster as much as you can about the character. This is your chance to go crazy. It's your character, so he or she can have whatever history you want—no rules, priorities or numbers to worry about.

Race and Magic

Being a member of a metahuman race or a magic user has a big impact on any character, and any metahuman or magic-using character's background should reflect that impact. If you're playing such a character, think about how these conditions affect your character's life. Ask yourself, when did the character realize that he was different from most other people? Was the character born in a predominantly human town, or in

Seattle's ork community? If the character is a mage or shaman, how does he or she view magic? Is he experiencing Drain because channeling energy has burned him out or because his totem thinks he shouldn't be casting powerballs so often? Are his Killing Hands really the hate of his ancestors focused on his enemies? The answers to these types of questions help determine how your character works in the game.

METAHUMANITY

> *For the average person, the most immediate change brought about by the Awakening was the emergence of metahuman races. While many people will go their whole lives without ever meeting a mage or a shaman, most of us know people of other races, often in our own families. For the folks who are still having trouble dealing with this—or who need a little remedial education in understanding races other than your own—some friends and I have put together the following mini-dissertation on humanity's variants in the mid-21st century.*

The first bit comes from a (heaven help us) sensitivity training manual. Okay, so it's sappy—but it does handle the Big Basic Questions pretty well. Following that are a few short screeds from some chummers of mine, posted here to give a little insight into what life is like for people of each race. Read and learn, folks. Read and learn.

> *Captain Chaos*

Transmitted: 1 May 2060 at 22:07:44 (EST)

—From Fostering Understanding, a Sensitivity Workbook

What is race? Before this century, "race" referred to ethnic groups with different skin pigmentations. This vague notion fell into disuse when the Awakening brought forth people who were radically different: dwarfs, elves, orks and trolls. Scientists refer to the different forms of meta-humanity as "sub-species." The different types are all members of *Homo sapiens*—what we think of as "people"—but have consistent physical traits that make their groups distinct.

Why do those people act that way? People of different racial groups may, in addition to physical traits, show some common, general behavioral traits. Not every member of a race will act the same way, but, in the same way that different ethnic groups have tended to develop different values, arts and ways of behavior, so have the metahuman races. Some of this behavior may stem from biological or physical characteristics, some may have developed as those in the group worked together, and some may be a reaction to treatment by other groups. (For example, a racial group might live apart from others because they prefer to be isolated, or to avoid persecution by other groups.)

To give a few, broad examples of cultural differences among the races, dwarfs generally prefer underground living quarters and are known for skill with machines and tools. Elves often have a natural affinity for growing things, and also appear to have a higher incidence of magical ability than other races. Orks tend to live in large, communal groups, often underground, and take immense pride in their racial identity. Trolls, the rarest of metahumans, frequently prefer living rough in the wilderness to life in crowded city streets; though quite fierce



when angered, they are often capable of surprising gentleness.

Can we have babies together? Many people wonder about mixing the races. The surest proof that we are all the same species is that we can all interbreed—that is, you can have children with a member of any other metahuman race. The children of mixed-race couples are the race of one of the parents. For example, the child of an elf and an ork would be an elf baby or an ork baby, not a half-breed. Because the magic that caused the new races to emerge is still new, some same-race couples may still get a surprise when they see their baby. Human couples can have a baby of another race; other same-race couples, such as two dwarfs or two trolls, may have a human baby. As time goes on, these babies that are racially different from their parents are becoming more and more rare. Most same-race couples have babies of their own race.

How much does race matter? Individuals should not be judged on the basis of their sub-species. There is as much variation among individuals in a group as among different racial groups. Most people, even if they are proud to reflect the common traits of their group, prefer to be regarded as unique individuals rather than, say, a “typical dwarf,” especially by members of other groups.

The most important thing to keep in mind is that all races are people, worthy of equal treatment, and that every person of any race is unique.

DWARFS

by Thaddeus, trid pirate and sometime decker

The most obvious thing about being a dwarf is our height. Yeah, we’re shorter than everyone else. So we spend our lives dealing with a world built for taller people, people who often talk down to us figuratively as well as literally.

“Half-size” we ain’t, though. Most of us have shorter legs in proportion to our torsos than other races, which means we’re not much smaller than humans from waist to neck. We can probably borrow your shirts. However, we often can’t reach shelves in stores, or get a good

METAHUMAN CHARACTERISTICS TABLE

	Average Height	Weight	Skin Color	Lifespan
Dwarf	1.2 meters	54 kg	Pinkish-white to ebony	More than 100 years
Elf	1.9 meters	72 kg	Pinkish-white to ebony	Several hundred years
Human	1.7 meters	70 kg	Pinkish-white to ebony	55 years (worldwide)
Ork	1.9 meters	95 kg	Pale pink to ebony	35–40 years
Troll	2.8 meters	225 kg	Pinkish-white to brown	50 years

view of art in most museums. And just try getting served in a crowded deli at lunch time when you’re shorter than the counter! On the other hand, we can fit in tight spaces (always useful in both my lines of work), and we don’t bang our heads on low-hanging branches. Watch out, Stretch, some dwarfs may try to walk you into obstacles!

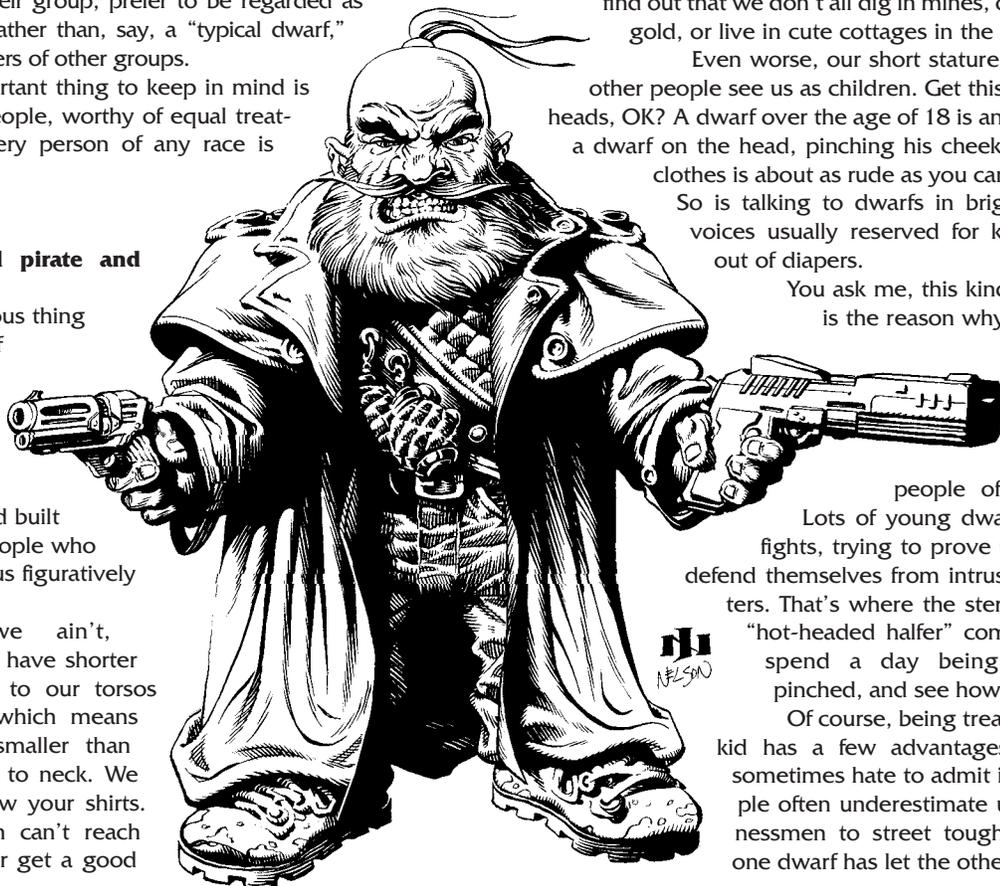
Folks who were called dwarfs long before the Awakening had limbs that didn’t grow in proportion to their torsos, but they weren’t the dwarf race we know today. Probably because of the long existence of dwarf-like people, lots of old stories involve dwarfs. And let me tell you, these stories have caused real problems for dwarfs in the modern world. Too many people think they know what we’re like because they’ve read *Grimm’s Fairy Tales* or some fantasy epic; they’re surprised to find out that we don’t all dig in mines, or hunger after gold, or live in cute cottages in the woods.

Even worse, our short stature makes lots of other people see us as children. Get this through your heads, OK? A dwarf over the age of 18 is an adult. Patting a dwarf on the head, pinching his cheeks or fixing his clothes is about as rude as you can possibly get. So is talking to dwarfs in bright, sing-song voices usually reserved for kids who ain’t out of diapers.

You ask me, this kind of treatment is the reason why many dwarfs put on a tough act, being gruff and cold toward people of other races.

Lots of young dwarfs end up in fights, trying to prove themselves or defend themselves from intrusive head-patters. That’s where the stereotype of the “hot-headed halfer” comes from. You spend a day being patted and pinched, and see how calm you are.

Of course, being treated like a cute kid has a few advantages (much as I sometimes hate to admit it). Other people often underestimate us. From businessmen to street toughs, more than one dwarf has let the other guy think he



can pull one over on the cute li'l half-pint, and then—wham!—taken the big ol' fool for all he's worth.

Many other "typical dwarf behaviors" also stem from outside causes. Take the idea that dwarfs like to live underground, in caves or in basements. The fact is, us dwarfs feel more comfortable in small spaces—big surprise, right? So a dwarf is more likely to take advantage of the cheaper rents in basement apartments, or live in a cave because it's comfy and convenient. (The house Nature built—what more could anyone want?)

As for the stereotype that all dwarfs are brilliant natural mechanics, I'm not sure where this got started—probably in all those fairy tales. It's become something of a self-fulfilling prophecy—lots of dwarf children get little tool sets as their first toys, and schools channel us into math and science programs. Of course, in many fields, dwarf mechanics have a natural advantage because we can squeeze into smaller spaces. I suppose there might even be a genetic difference in intelligence types that makes us more likely to be good at putting things together. If there is, though, it skipped me. I can't figure out the workings of my toaster. You should see the looks I get when I tell people that I have no idea why their car won't start ...

ELVES

by Roweena, rigger

Many people, especially those of other metahuman races, see elves as the most fortunate metahumans. We're so pretty, they say, so glamorous. Some humans try to borrow that glamour by pretending to be elves—it would never cross their minds to imitate orks or trolls. Why, we elves even have our own nations! Being an elf must be wonderfully exciting. Never a dull moment for us Beautiful People—or so the prevailing view goes.

Well, I can tell you otherwise. I'm proud to be an elf, and I can't complain too much about my own life. But I don't live the fashionable lifestyle that the trid programs tell you is every elf's birthright. Nor do many other elves I know. And as for the singing-songs-to-trees, can't-find-Enter-on-a-keyboard stereotype ... my t-bird and I are living proof of how wrong that one is!

This may come as a surprise to many, but there are poor elves, ugly elves and boring, everyday elves. Being poor or socially handicapped is hard on anyone, but it's harder on elves because it violates their own and everyone else's expectations. An ork living in a

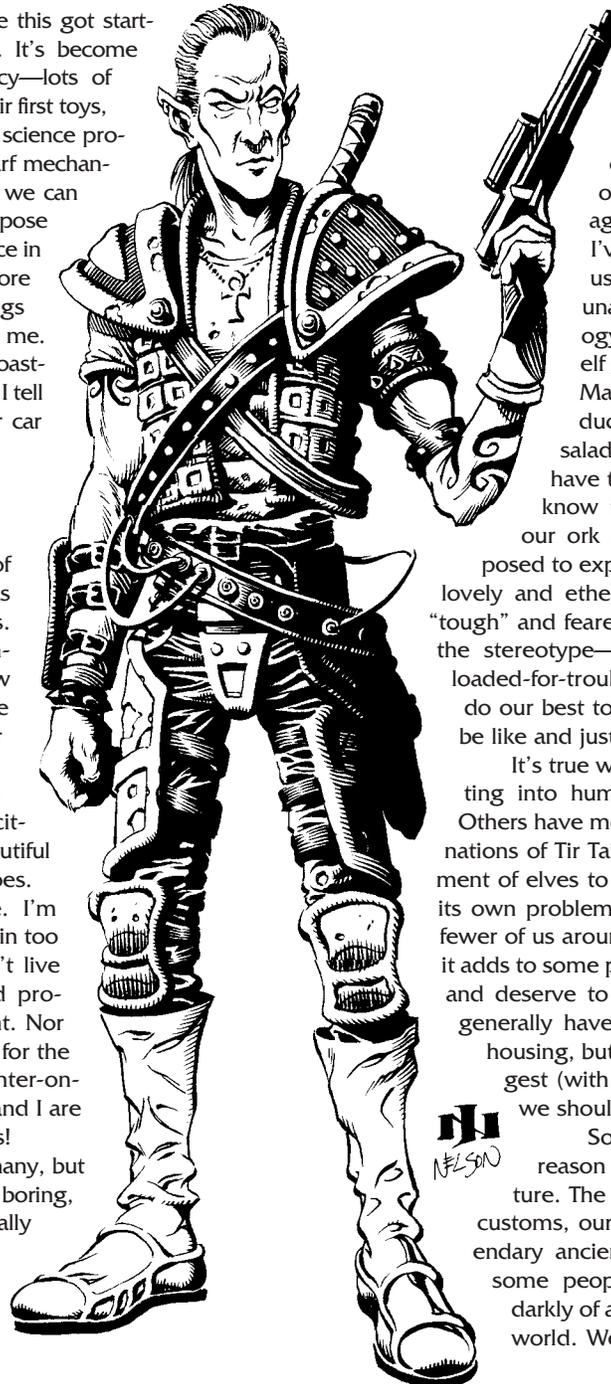
squalid tenement causes no comment (which is sad enough). But an elf living in one ... there must be something *terribly* wrong with her. Everyone knows elves are meant for better surroundings. An elf in anything less than a glamorous setting is an especially pathetic failure, at least in most people's minds.

Poor baby, you may be thinking. How terrible, not to be as beautiful and exciting as people think you are. You should have such problems, yes? But it is a problem when no one else will take your real troubles seriously—or when they judge you more harshly for having them than someone of a race that's "supposed" to have a hard time.

Granted, our burdens are lighter than those of races like orks and trolls, whom many others openly revile. But the glamour of elvishness is no protection against subtler forms of prejudice. I've lost count of the people who see us all as nature-loving daisy-eaters, unable to cope with modern technology. Please, somebody, help the poor elf girl use the big, complicated public Matrix terminal! Or make a big production out of bringing some wilted salad to the cute little elf, so she won't have to soil her lips with meat. We elves know the sting of prejudice, but unlike our ork and troll cousins, we're not supposed to express our anger. Angry pixies aren't lovely and ethereal. Some elves, eager to be as "tough" and feared as any other races, *really* violate the stereotype—they become gang members or loaded-for-trouble street samurai. Others, like me, do our best to ignore what we're "supposed" to be like and just try to follow our hearts.

It's true we've had it easier than others at fitting into human society, and many of us do. Others have moved to tribal lands, or to the elven nations of Tir Tairngire and Tir na nÓg. The movement of elves to live among "our own" has caused its own problems for those of us left behind; with fewer of us around, we're more conspicuous. Also, it adds to some people's belief that elves are snooty and deserve to be taken down a peg. We don't generally have trouble finding employment and housing, but those who don't like us often suggest (with varying degrees of rudeness) that we should go live in "your own country."

Some people also suspect elves for a reason other races do not share: our culture. The Sperethiel language, claims of old customs, our general talent for magic, the legendary ancient elves, all this and more make some people uneasy about us. They speak darkly of an elven conspiracy to take over the world. Well, if there is such a thing, no one





ever told me—and I wish they would. I'm getting tired of working for a living!

HUMANS

by Jason, street samurai

Maybe you think human equals boring. Maybe it does, in a way. But being boring isn't the worst disadvantage to have. So we don't have pointed ears and tons of magic like elves, or a knack for finding our way around engines like dwarfs, or a thousand ork buddies who'll save our skins just because we look like them, or the massive size and strength of a troll (so useful in dark alleys!). What we do have is a long history of being the only race in town ... and the advantages that come with it.

Humans are the only race in the world's recorded history, until about fifty years ago, and there are still more of us than any other race. This makes us the "norm" by which to view other races. For example, dwarfs are shorter than humans, and other races are taller. If trolls were the norm, we'd all be considered short. Humans are the baseline for comparison, which automatically gives us a position of privilege. We're not actually "better" than any other race, but lots of people—humans and others—think we are. This is a good thing in some ways, and a really bad thing in others.

On the good side (at least from a practical point of view), being human means I look like the majority of other people almost everywhere I go. Things are designed for people like me: buildings, clothes, cars, keyboards, cyberware and so on. Unless I spend some time in the Ork Underground or in Tir Tairngire, where humans are a tiny minority, no one much is going to hassle me just because I look different. If I walk down the city streets packing a large gun, authority is likelier to give me a pass than it would if I were a troll.

On the bad side, people are more accustomed to seeing human faces than others, and so are better at picking out individual humans—not good, if you're in a line of biz where you'd rather no one remembered your face. Then there's the larger issue of prejudice. Too many people say "people" and mean humans only. Other races are called "metahuman"

to distinguish them from plain old us; their name is our name with a prefix tacked onto it, which implies that humans are the default model and those other races just cheap knockoffs. If you despise this kind of prejudice and want to distance yourself from it, you may have a real tough time. Lots of metahumans won't trust you, because they've taken too much drek from your fellow humans and they assume you're the same kind of bigot. Speak out in favor of metahuman rights, and even some humans you thought were friends may turn on you for "betraying your own." And the people you're speaking out for won't necessarily thank you either; they'll be too busy trying to figure out your ulterior motive.

Because the other races were originally born to humans or changed from humans, a lot of humans are related to people of other races. You'd think this would make us more accepting of them, but throughout history we've had a hard time being tolerant of those who are different. It's been that way for centuries, and it probably won't change any time soon.

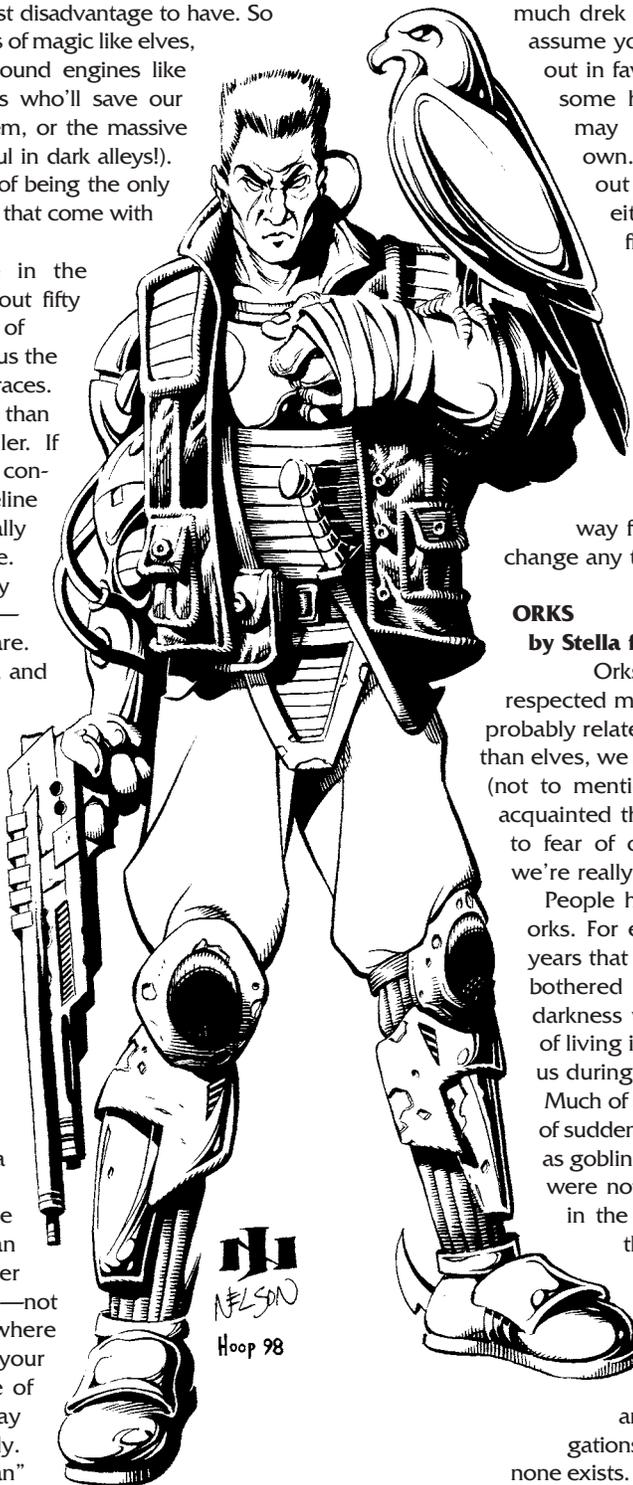
ORKS

by Stella for Star, mage

Orks are the most numerous and least respected metahuman race. These two facts are probably related. Larger than humans and heavier than elves, we are often feared because of our size (not to mention our tusks). This makes getting acquainted that much harder, which contributes to fear of orks because no one knows what we're really like.

People have a lot of misconceptions about orks. For example, scientists said for several years that orks are nocturnal, but no one ever bothered to ask whether our preference for darkness was biological or simply the result of living in a society that doesn't want to see us during the day.

Much of ork identity is colored by the trauma of sudden genetic expression, vulgarly known as goblinization. Any orks over forty years old were not born orks, but transformed, either in the mass change of April 2021, or on their own as adolescents. Either way, virtually every adult ork alive today faced rejection by family, friends and society upon becoming what they are. This cannot help but color our view of the world, and so there is a grain of truth to allegations that we see anti-ork feeling where none exists. Only a grain, however—many of the



other races would prefer we didn't exist, and do their best to keep us out of their daily lives.

Orks in most areas have difficulty finding employment, buying land, or otherwise supporting themselves within the larger community. Rampant discrimination leads many orks into lives of crime, as the only way in which to keep a roof over their heads and food on the table. Young orks often band together into gangs for mutual protection in their harsh neighborhoods, and may turn on any outsiders

as a potential threat. And then there are people like me, whose rare magical gifts would make us prized if we wore any shape other than an ork's. But we are of a "goblin" race, and so must use our talents in other ways.

All of this reinforces negative images of orks throughout society. Orks who try to "work hard and play by the rules," as the famous platitude has it, find acceptance that much harder to earn. Orks most often find work as laborers, where our size and strength is appreciated. Because we are nearly as strong as trolls but not so large, we have greater agility and can fit more easily into spaces designed for human convenience.

We tend to live apart from other races because others shun us. At first, most orks wanted to live where they always had, in mainstream society. These days, many orks prefer to live among their own kind. Some want us to have our own nation, as the elves do. Organizations of orks are working on a variety of ways to improve life for our people; as more orks reach adulthood who were born orks, things may look brighter. As we develop our own distinctive customs and culture, other races may understand us better. We will need to do so for their own sake; ork women have a high incidence of multiple births, which makes us the world's fastest-growing population. The other races will have to come to terms with us sooner or later.

TROLLS

by Daniel, Bear shaman

You may have wondered how this essay would read. Maybe you expected something like, "PLEEZ LIKE US TROLLS. US R GOOD." Sorry, folks. Being a troll doesn't make me brain-dead, no matter what lots of other people think. If trolls were really as dumb as we're made out to be, there wouldn't be too many troll runners. We'd all be dead of our own idiocy by now.

Most people equate size with stupidity, and assume trolls are dumb because we're big. Centuries of comedy in which the clever little weakling outwitted the big, strong guy have primed people to have low expectations of trolls. Another factor in the dumb-as-a-plascrete-wall image is probably our teeth. Trolls have tusks, like orks, and our other teeth are shaped differently. This leads to speech that sounds flat, uninflected, and therefore "stupid" to the ears of humans and others. Most trolls who speak in a way humans find pleasing have bought their acceptance with extensive dental work.

Our size poses other problems as well. Trolls often find everyday life uncomfortable, physically and socially. Everything is built for much smaller people; we don't fit in spaces like small automobiles or compartments in coffin hotels. We can't squeeze into most standard chairs and



desks, which is why so few of us take office jobs. In many areas, troll children can't even go to the local school. Socially speaking, most people's reaction on first meeting a troll is, "Please don't beat me up!" Actually, we're less likely to be violent than most other races; our size is enough to make people leave us alone rather than fight. We've been lucky enough to escape the worst of the scapegoating, however, most likely because we're still pretty rare. There are a lot more orks to hate than there are trolls.

Not that trolls don't face bigotry. More of us live in the wilderness than in cities, partly because the wide-open spaces give us breathing room, but also because of prejudice and suspicion. Finding a landlord who'll rent to us is quite an accomplishment, let alone one who won't insist on twice the usual security deposit because he's sure our weight will damage the floors. And even if we do find such a person, many residences are just too small to accommodate a troll family.

Wilderness trolls have developed a cultural identity—a rough, primitive way of life vaguely analogous to the back-to-the-land tribal lifestyle popular with some elves. Some urban humans romanticize this vision of trolls, which hasn't helped the average city troll with dreams of simple acceptance into general society. Your average urban troll makes his living at a job that requires heavy lifting or muscle—for example, bouncer at your local bar. Plenty of others have been lured into organized crime, where they can finally get some respect as the toughest enforcers in the business. Trolls who turn the "big, dumb trog" stereotype on its ear often overcompensate, becoming over-refined in an effort to avoid seeming troll-like. Comedians nowadays get a lot of mileage out of a troll handling a delicate teacup or arrayed in fine evening wear. But I guess I'd rather see that than yet another variation on the big dimwit being hornswoggled by the skinny guy.



CREATING A SHADOWRUNNER



Armed with your imagination and a basic understanding of what you want to do and play in *Shadowrun*, it's time to create a character. Characters are just numbers on a piece of paper until you give them life. Therefore, it makes sense to think about what kind of character you would like to play before the game begins. Start simply: Do you like trolls? Do deckers sound interesting? Do you think magic characters rock? Perhaps you want to play a compulsive liar who can easily pull the wool over people's eyes? Or maybe the character specifics don't matter as long as you get to wield the most lethal-looking weapon in the game? Or maybe you'd like to play a con-artist magical troll carrying that lethal weapon ...

Once you have a basic idea of what you want to play, you can either use a pregenerated *sample character* or create your own character from scratch. Using a sample character may be the best choice if you are new to *Shadowrun* and wish to start playing right away. Creating your own character takes more time, but gives you the satisfaction of having developed your own character in exactly the way you wanted.

SAMPLE CHARACTERS

Sample characters appear beginning on p. 65. These write-ups provide basic descriptions and backgrounds for the general types of characters that live in the shadows. These characters embody stereotypical assumptions about the world of *Shadowrun*, and are certainly not the only character types you can play. As written, they are numbers on a page; you can give them any personality or background you want in order to flesh them out.

The sample characters were built using the standard character creation process outlined in this chapter. Each sample includes the character's race, Attributes and gear (including cyberware and spells, if any), as well as suggestions for playing that character. If you are unfamiliar with the variety of characters you can play, these sample characters give you insight into exactly what various types of shadowrunners are like.

The *Sample Character Record Sheets* that appear at the end of the book correspond to the sample characters on pp. 65–80. These record sheets contain all the necessary information about the characters, including their gear, contacts, lifestyle and dice pools. Using the sample characters and their record sheets lets you begin playing *Shadowrun* right away.



PRESCOTT



If a sample character seems interesting, but the race or skill choice isn't exactly what you are looking for, then you may find it easier to build your own character rather than modify a sample character.

BUILDING A SHADOWRUNNER

Creating your own character means building one from scratch using the Priority System. This simple system gives you options for making a character that you wish to play. You can use the sample characters to generate ideas or as templates that you wish to change (perhaps you'd rather play a troll shaman, or think that elf gangers are the only way to go).

It's best to have some concrete ideas in mind for your character. The Priority System is not random; instead, you choose the priorities you want your character to have, from most important to least. To take full advantage of this system's possibilities, you may wish to flesh out some of your character's history, background and personality beforehand. What does your character do, and why?

For example, you may devise a character who used to work as a corporate scientist, but was kidnapped. Instead of rescuing him, the corporation he worked for tried to kill him. He escaped his captors and the hit squad, and now survives on the street by taking shadowrun jobs. His scientific expertise means that he knows electronics and demolitions, and also has some basic computer skills (though he's not a decker). He also has tons of contacts and, as part of his job, learned how to use some of the deadliest toxins known to metahumanity. Unfortunately, he's not all that good with a gun. Alternatively, creating a character based on your favorite comic-book or action hero works just as well. Use your imagination. The more background you have, the simpler and faster character creation becomes.

You can also leave all those options open, and develop the character's background and personality as you work your way through the creation process. In this situation, you may only know the basics beforehand—for example, you'd like to play a mage this time. Creating a character this way requires some flexibility, and you should be prepared to make some on-the-spot decisions and stick to them. Such a process can also lead to interesting and varied characters, perhaps featuring some unanticipated combinations.

THE PRIORITY SYSTEM

The Priority System works by allocating a priority to a category of character creation. The priorities are labeled from A (the most important category) to E (the least important category). The categories are the basic building blocks of character creation: Race, Magic, Attributes, Skills and Resources. Your job is to determine the priorities your character needs to have in the order of their importance. For example, if you wish to create the scientist in the example above, then Magic would be a low priority (D or E) and Skills might be the most important (A).

MASTER CHARACTER CREATION TABLE

Priority	Race	Magic	Attributes	Skills	Resources
A	—	Full Magician	30	50	1,000,000¥
B	—	Adept/Aspected Magician	27	40	400,000¥
C	Troll/Elf	—	24	34	90,000¥
D	Dwarf/Ork	—	21	30	20,000¥
E	Human	—	18	27	5,000¥

The two most important choices you will make are the race of your character and whether or not he or she is magically active. Those decisions will have a significant effect on the rest of your choices.

Each of the five priorities (A, B, C, D and E) must be assigned to one of the five categories. They can be assigned in any order. If you are creating your first character, you may wish to assign priorities in the order described in this section. The complete breakdown of what you get for each priority appears on the Master Character Creation Table.

CHOOSING YOUR RACE

The Race category refers to your character's race (human, elf, dwarf, ork or troll). Each race carries its own bonuses and restrictions. Whichever race you choose for your character, you must take it at the priority level assigned to it (E for humans, D for dwarfs and orks, C for elves and trolls). Even though two metahuman races are assigned to priorities C and D, you choose only one race for your character.

Choosing to play a metahuman applies certain modifications to the character's base Attributes and other special abilities. See the Racial Modifications Table, p. 56.

In creating two sample characters, the Elven Covert Operations Specialist and the Troll Combat Mage, we first assign their races to the appropriate priority. As a troll and elf, both characters have race at Priority C.

CHOOSING MAGICAL ABILITIES

Is your character Awakened (magically active) or not? If your character is not Awakened, then you can assign Magic to any priority not already claimed by Race. In most cases, it works best to move magical ability to the lowest available priority so that you can get larger benefits in other categories.

If you want to play an Awakened character, the priority level you choose for Magic depends on whether you intend to play a full magician, an aspected magician or an adept.

Full Magicians

Full magicians can cast spells (sorcery), conjure spirits (conjuring), use magical foci, astrally perceive and project into astral space. A fuller definition appears on p. 160. The sample characters offer examples of full magicians.

As starting characters, full magicians receive 25 Spell Points. Spell Points are used to purchase spells, at a rate of 1 Spell Point per point of the spell's Force. As a benefit to starting characters, full magicians can bond foci by using their Spell Points instead of



Karma during character creation (again, at a rate of 1 Spell Point per point of Karma). After character creation, magicians must use Karma to learn spells and bond foci. More information on choosing spells appears in *Assigning Resources*, p. 60.

Players can purchase Spell Points only at character creation, at a cost of 25,000¥ per point, up to a maximum of 50 Spell Points. Spell Points cannot be sold back for the nuyen.

Players can also spend Spell Points to begin the game with conjured spirits, at a rate of 1 Spell Point per point of the spirit's Force and 2 Spell Points per service the spirit owes the character. For example, if a player wishes to start the game with a Force 4 air elemental that owes him four services, that spirit would cost 4 Spell Points for its Force and 8 Spell Points for the services, for a total of 12 points. For more information on spirits and services, see *Conjuring*, p. 184.

Starting full magicians may not have any spells, foci or spirits higher than Force 6. In addition, a magician may not begin the game with more than 6 spirits, nor may any beginning spirit owe more than 6 services.

Full magicians must follow the shamanic or the hermetic tradition (see *Mage or Shaman?*, below).

Aspected Magicians

Aspected magicians have specialized in one aspect of their tradition, and thus have certain restrictions on their abilities. To a limited degree, they can cast spells (Sorcery), conjure spirits (Conjuring) and use magical foci. They can perceive astrally, but cannot astrally project. A complete description of aspected magicians appears on p. 160. Players interested in creating an aspected magician character should note the limitations and bonuses that affect such characters at character creation, and should fully understand those limitations before choosing to play one.

All aspected magicians start off with 35 Spell Points. The cost to purchase additional points is 25,000¥ per point, to a maximum of 50 points. As for full magicians, Spell Points can only be purchased at character creation and cannot be sold back for the nuyen. Aspected magicians can use Spell Points at character creation to bond foci and to start the game with conjured spirits, though subsequently they must use Karma to learn new spells or bond foci (see *Improving The Character*, p. 244). After character creation, spirits must be conjured per regular game rules (see *Conjuring*, p. 184).

Like full magicians, aspected magicians may not start the game with any spells, foci or spirits higher than Force 6. They may not begin the game with more than 6 spirits, nor may any beginning spirit owe more than 6 services. Aspected magicians must follow the shamanic or hermetic tradition.

Adepts

Adept characters use their magic in a radically different way than other magician characters. They channel their powers through their bodies and minds; they do not cast spells or conjure spirits, nor do they have access to astral space (unless an adept buys Astral Perception as a power). Instead, adepts have powers that improve their physical and mental abilities. Each power costs a certain number of Power Points that must be paid at character creation (for specific adept power costs, see

p. 168). All starting adepts receive a number of Power Points equal to their Magic Rating—6 points in most cases. Players of adepts CANNOT purchase or sell extra Power Points.

Because adepts do not use spells, they get no Spell Points. Adepts can purchase weapon foci, but cannot bond them until they have enough Karma to do so (see p. 184 for more information on weapon foci). Adepts follow their own path, called the somatic way.

The adept is fully described on p. 168 of the *Magic* section; a sample adept character appears in the *Sample Characters* section.

Mage or Shaman?

If you have chosen to play a full or aspected magician, you must decide which magical discipline your character will follow: the hermetic tradition (mages) or the shamanic tradition (shamans). The difference between the two lies in their perceptions of the nature of magic, more fully described on pp. 162 and 167. Mages tend to view magic as a theoretical puzzle: formulae, patterns, predictability. Shamans view magic as a living force to which they can connect through a patron called a totem. If you choose to play a shaman, you must also pick a totem; see page 162 for the totems available. Each totem confers its own benefits or penalties; players should note these, especially when choosing spells (see *Assigning Resources*, p. 60).

Assigning a priority to Magic for the Elven Covert Ops Specialist is simple. She is not magically active, and so Magic becomes the lowest possible priority: Priority E. The Covert Ops Specialist now has Priority C (Elf) and Priority E (Magic).

The Troll Combat Mage is magically active. We want him to be a full magician, and so we have chosen Priority A for Magic. The Combat Mage now has Priority A (Magic) and Priority C (Troll). We have also decided to make the troll a mage (so we don't have to choose a totem for him). As a full magician, the troll has 25 Spell Points with which to purchase spells.

CHOOSING ATTRIBUTES

Attributes are the numbers that define your character. The priority you choose for the Attribute category determines how many points you have to divide up between six of the nine Attributes: Body, Quickness, Strength (Physical Attributes), Intelligence, Willpower and Charisma (Mental Attributes). The other three—Essence, Magic and Reaction—are determined by outside factors. The higher the priority assigned to Attributes, the more points you have to distribute. No Attribute can be given more than 6 points or less than 1.

A character's race also affects his or her Attributes, as noted on the Racial Modifications Table, p. 56. Humans have no racial bonuses or penalties. No character may start the game with any Attribute higher than 6 (before applicable racial modifiers), and none of a character's Physical or Mental Attributes can be lower than 1. Essence, Magic and Reaction follow their own rules, described below.

The final numbers you get after applying racial modifiers to Attributes are the character's natural Attributes, and will be written on your character's record sheet. Any changes to these



RACIAL MODIFICATIONS TABLE

Race	Modifications
Dwarf	+1 Body, +2 Strength, +1 Willpower Thermographic Vision, Resistance (+2 Body) to any disease or toxin
Elf	+1 Quickness, +2 Charisma Low-light Vision
Ork	+3 Body, +2 Strength, -1 Charisma, -1 Intelligence Low-light Vision
Troll	+5 Body, -1 Quickness, +4 Strength, -2 Intelligence, -2 Charisma Thermographic Vision, +1 Reach for Armed/Unarmed Combat, Dermal Armor (+1 Body)

Attributes from spells or cyberware will result in ratings known as augmented Attributes. Augmented Attribute Ratings are noted in parentheses after the natural Attribute Rating.

Essence, Magic and Reaction obey the following rules.

Essence: All characters begin with an Essence of 6. That value decreases if you install cyberware in your character. (Essence can decrease in other ways, but none of them apply to a starting character.) Essence cannot be lowered to 0 or less, though it may be less than 1. An Essence of 0 means you're dead, and no one can play a dead character.

Magic: Magic is the only Attribute that can have a value of 0, which means that you have chosen to play a non-magical character. If you have assigned a priority to Magic, then your character's Magic Rating is equal to his or her Essence, rounded down. Adding cyberware reduces Essence, and therefore also reduces Magic; for example, if you add enough cyberware to reduce your character's Essence to 4.5, then the character's Magic Rating becomes 4. This effect is one important reason why magical characters shun cyberware.

Reaction: Reaction is equal to Quickness and Intelligence added together and divided by 2, rounded down. For example, a character with Quickness 5 and Intelligence 4 would have Reaction 4 ($5 + 4 = 9$, $9 \div 2 = 4.5$, rounded down to 4).

The Covert Ops character needs more Skills and Resources than raw Attributes to do her job effectively, so we decide to assign the lowest available priority to Attributes. That happens to be Priority D, which nets us 21 points for Attributes. Because the character is an elf, she automatically gets a +1 to Quickness and a +2 to Charisma, which will come in handy when dividing up the Attribute points.

We decide first that the Covert Ops Specialist needs a high Charisma Attribute to talk her way into places and out of trouble if things go bad. Therefore, we assign 4 points to Charisma. The +2 racial modifier for being an elf raises this Attribute to 6. Next, we decide that Intelligence and Quickness are more important than Body or Strength, and so we assign 4 points to both. Once again, the racial modifications work to our advantage; the +1 Quickness modifier raises that Attribute to 5. Next, we assign 3 points to both Body and Strength. We have now used up 18 points, which leaves 3 points for Willpower.

Now we have to assign numbers to Essence, Magic and Reaction. Essence begins at 6; because we have given the character no cyberware (yet), it remains 6. Magic is 0, because we decided to make this character non-magical and assigned Priority E to Magic. Reaction is Quickness and Intelligence added together and divided by 2, rounded down. That's easy: $5 + 4 = 9$, and $9 \div 2 = 4.5$, rounded down to a Reaction of 4.

The Combat Mage is a bit different. Because racial modifications for being a troll include big penalties to Mental Attributes (which have their uses when performing magic) and huge bonuses to

Physical Attributes, we decide we want as many Attribute points as possible so that we can boost Mental Attributes. We assign Attributes to Priority B, giving us 27 points. Because we want to make sure we have solid Attributes for magic, we give the maximum 6 points each to Willpower, Charisma and Intelligence. Trolls automatically suffer -2 penalties to Charisma and Intelligence, which means that our troll character will have modified Charisma and Intelligence Attributes of 4.

Next, we assign points to the Physical Attributes. Because trolls automatically receive +5 to the Body Attribute, we give that Attribute 1 point, raising it to 6. Strength gets a +4 racial modification, so we assign 2 points to Strength as well, raising that Attribute to 6. Now we have 6 points left, which we assign to Quickness. After applying the -1 racial modification, our troll has Quickness 5.

Because the Combat Mage is magically active, his Magic Attribute is 6, as is his Essence. Reaction for this lumbering troll is 4 ($5 + 4 = 9$, $9 \div 2 = 4.5$, rounded down).

The Covert Ops Specialist now looks like this:

	Final Attributes	Points Spent (21)
Body	3	3
Quickness	5	4
Strength	3	3
Charisma	6	4
Intelligence	4	4
Willpower	3	3
Essence	6	—
Magic	0	—
Reaction	4	—

The Troll Combat Mage now looks like this:

	Final Attributes	Points Spent (27)
Body	6	1
Quickness	5	6
Strength	6	2
Charisma	4	6
Intelligence	4	6
Willpower	6	6
Essence	6	—
Magic	6	—
Reaction	4	—

For the Covert Ops Specialist, we have used Priority C (Race), Priority D (Attributes) and Priority E (Magic). For the Combat Mage we have used Priority A (Magic), Priority B (Attributes) and Priority C (Race).

ASSIGNING SKILLS

Skills represent what your character knows and how well he or she can perform certain actions. In the shadows, what



you can do is more important than what you may know. Therefore, the Skill Points given to purchase skills at character creation are for use in purchasing Active Skills only. As with Attributes, the higher the priority you assign to Skills, the more points you have with which to buy skills.

Types of Skills

There are three types of skills in *Shadowrun*—Active Skills, Knowledge Skills and Language Skills.

Active Skills are used to perform actions. Athletics, Pistols, Bike, Sorcery, Negotiation, Etiquette or any other skill that represents something your character does (including Build/Repair Skills) are considered Active Skills. A list of the basic Active Skills in *Shadowrun* appears on page 85 of the *Skills* section. Knowledge Skills represent what your character knows. Such knowledge can come from book learning, hobbies or experience. Knowledge Skills flesh out your character's background and help give life to the numbers. Language Skills represent the languages your character knows.

Characters can learn new skills and improve existing ones throughout the game.

Purchasing Active Skills

You can choose any Active Skills you wish from the *Skills* chapter. The best way to go about this is to first list the skills you want your character to have, and then figure out how good you want your character to be at them. The more points your character has in an individual skill, the more dice you get to roll in tests using that skill.

Costs for skills are shown on the Skill Cost Table, below. Because each point of skill rating is purchased separately, skill ratings can cost different amounts, depending on the rating of the Attribute linked to that skill (see p. 82 of the *Skills* section). For skill ratings less than or equal to the rating of the linked Attribute, each point of skill rating costs 1 Skill Point. For skills with ratings higher than the linked Attribute, each point over the Attribute Rating costs 2 Skill Points.

The following limitations also apply in choosing skills:

- Magical skills (Sorcery, Conjuring) can only be used by characters with a Magic Rating above 0.
- No character can have a starting rating higher than 6 in any base skill (7 for specializations).
- No base skill can have a rating less than 1. A "zero" rating means that your character does not have that skill.
- You cannot "save" Skill Points. Any left over after character creation are gone.
- Active Skill Points and Knowledge Skill Points are not interchangeable.

Dave wants to purchase Athletics for his character. Athletics is linked to the Body Attribute (see Skills and Linked Attributes Table, p. 82 of the Skills section). Dave's character has Body 3, and Dave wants his character to have Athletics 6. Each point of Athletics up to 3 costs 1 Skill Point. The remaining 3 points of

Athletics cost 2 Skill Points each. Dave spends a total of 9 Skill Points on Athletics (3 Skill Points for the first 3 points of the rating, 6 Skill Points for the second 3).

Specialization

Skills are general—your character can shoot any pistol with the Pistols Skill, or pilot any motorcycle with the Bike Skill. If you want your character to have a signature, a skill he or she is just a little bit better at than everyone else, you can give him or her a *specialization*. There is no extra cost for specializing; however, players can only have one specialization for each skill at character creation.

For any base skill your character possesses, you can choose an aspect of that skill in which the character will specialize. For example, your character has the Pistols Skill and you want to give her a specialized weapon—a specific type of pistol she uses better than any other pistol. So you decide that your character will have Pistols as a base skill and specialize in the use of the Ares Predator.

To calculate the rating of a specialization and its related base skill, first buy the base skill. Specializing gives you a rating in the specialization equal to the base skill rating +1. You then subtract one from the base skill rating, because your character's focus on the specialization means that he or she has not focused as much on the rest of the base skill. Both of these numbers can be improved as the game goes on. For more information on specialization, see p. 82 of the *Skills* section.

We assign Priority A to Skills for the Covert Ops Specialist, which gives us 50 Skill Points for buying Active Skills. We know that a Covert Ops Specialist will need to get in and out places quickly, quietly, and with a certain amount of style. Therefore, we decide on the following skills: Stealth, Athletics, Electronics (for bypassing alarms), Unarmed Combat and Clubs (for quick strike capabilities), Pistols (for self-protection in fire fights), and Negotiation (for getting the info this character needs). If we have points to spare, a vehicle skill of some kind would be nice; the Computer Skill might also come in handy.

We decide to give Stealth, Athletics, Unarmed Combat and Clubs the maximum rating of 6. Stealth's linked Attribute is Quickness (5), Athletics is linked to Body (3), and Unarmed Combat and Clubs are linked to Strength (3).

Our desired Stealth Rating of 6 costs 7 Skill Points; 1 Skill Point apiece for the first 5 rating points, plus 2 Skill Points for the remaining rating point. Athletics, Unarmed Combat and Clubs cost 9 Skill Points each. The four skills cost us a total of 34 points, which we decide is way too much. So we lower the combat skills and specialize to gain some advantages. We lower the ratings of Unarmed

SKILL COST TABLE

Skill Rating is:

- Equal to or lower than the Linked Attribute Rating
- Greater than the Linked Attribute Rating

Cost per point of skill rating

- 1 Skill Point
- 2 Skill Points



KNOWLEDGE SKILLS BY CLASS

Class	Type of Knowledge
Street	This is information available to characters with street connections. These skills are limited to a specific location or city. Examples include Gang Identification, Criminal Organizations, Smuggling Routes, Fringe Cults.
Academia	This is book learning and school knowledge, ranging from the sciences to history, literature and the arts. Examples: Biology, Medicine, Chemistry, Politics, Philosophy, Poetry, History, Music.
Sixth World	This is the knowledge possessed by people living in an Awakened world, available in <i>Shadowrun</i> source material. Examples: Cybertechnology, Metahumanity, Magic, Dragons, Paranormal Animals.
Background	Each active skill has a corresponding background Knowledge Skill that represents the theory rather than the practice. Examples: Computers, Electronics, Sorcery, Conjuring, Demolitions.
Interests	These are the hobbies characters have, or other stuff that makes them interesting. Use your imagination! Examples: Woodworking, Urban Brawl Teams, Sci-Fi Sim Chips, Elven Wine.

Combat and Clubs to 4; they now cost only 5 Skill Points each, and our total points spent is 26.

We want the character to specialize in Kick Attacks, a subclassification of Unarmed Combat. As a specialization, Kick Attacks begins at a Rating of 5 (4 + 1), while Unarmed Combat is reduced by 1, down to 3. Next we want to specialize in Stun Baton, a subclassification of Clubs. Stun Baton begins at a Rating of 5 as well; Clubs is reduced to 3.

Next, we want to add some Charisma-linked skills that play to the elf's strengths. We take Negotiation at 6 (for 6 Skill Points) and Etiquette at 6 (6 more Skill Points). We specialize in both. For Negotiation, we specialize in Fast Talking to get the elf in and out of situations by her wits. Fast Talking has a rating of 7 (6 + 1), while Negotiation drops to 5. We also specialize in Corporate Etiquette—our elf needs to feel at home while working on the inside. The character ends up with Etiquette 5, Corporate 7. We have now spent 38 points.

We purchase Electronics and Computers at Rating 4. Because the elf's Intelligence is 4, these skills cost 4 Skill Points each, bringing our total Skill Points spent to 46. Because this character needs to be able to break in to accomplish anything, we decide to specialize in Maglock Systems under Electronics. Maglocks are the most common security device, after all. That leaves us with

Electronics 3 and Maglock Systems 5. We spend our last 4 Skill Points giving the elf Pistols 4; this skill costs 4 points because its rating is less than that of its linked Attribute, Quickness (5).

The Troll Combat Mage doesn't need as many skills as the Covert Ops Specialist. Mainly, he needs good magical skills and a few combat skills appropriate to his role. The Master Character Creation Table gives us a choice of 27 or 30 points, depending on the priority we choose for Skills. We feel we can get what we need with 27 Skill Points and would rather have the extra Resources, so we choose Priority E for Skills. We want the troll to have the maximum magical skills, so we buy Conjuring and Sorcery at Rating 6 for a cost of 6 Skill Points (both linked to Willpower 6). Our troll is a combat mage, so we decide to specialize in Spellcasting, giving the character Spellcasting 7 and Sorcery 5. Using the troll's high Strength and Reach bonus to his advantage, we give him Edged Weapons 5 (Strength 5) at a cost of 5 Skill Points. We specialize in the sword, giving him Sword 6 and Edged Weapons 4. We also give him Submachine Guns 3 (Quickness 5), which costs 3 points. We have so far spent 20 Skill Points, leaving 7. We'd like to give the troll a decent Etiquette Skill with a Street specialization, so we give him Etiquette 3, and specialize to Etiquette 2 (Street 4). That costs 3 points, leaving 4. We decide that a gun-toting, magic-throwing, sword-wielding troll should have the Intimidation Skill at a rating of 4 (Charisma 4), costing the final 4 Skill Points.

Active Skills for the Covert Ops Specialist look like this:

Athletics	6
Clubs (Stun Baton)	3 (5)
Computers	4
Electronics (Maglock Systems)	3 (5)
Etiquette (Corporate)	5 (7)
Negotiations (Fast Talking)	5 (7)
Pistols	4
Stealth	6
Unarmed Combat (Kick Attacks)	3 (5)

Active Skills for the Combat Mage look like this:

Conjuring	6
Edged Weapons (Sword)	4 (6)
Etiquette (Street)	2 (4)
Intimidation	4
Sorcery (Spellcasting)	5 (7)
Submachine Guns	3

We have now used Priority A (Skills), Priority C (Attributes), Priority D (Race) and Priority E (Magic) for the Covert Ops Specialist. For the Combat Mage, we have used Priority A (Magic), Priority B (Attributes), Priority C (Race) and Priority E (Skills).

Knowledge Skill Points

Knowledge Skill Points are calculated by multiplying the character's Intelligence by 5. The total is the number of points players can spend on Knowledge Skills. Knowledge Skills come



in five categories: Street Knowledge, Academic Knowledge, Sixth World Knowledge, Background Knowledge and Interests. (For definitions, see p. 90 of the *Skills* section.) You can choose as many skills as you want from each category. Be creative! Anything you know, from science-fiction TV shows to basic chemistry to pop music, can be a Knowledge Skill. The only limits are your imagination and the gamemaster's tolerance.

Intelligence is the linked Attribute for all Knowledge Skills. Knowledge Skills are purchased at the same cost as Active Skills—see the Skill Cost Table, p. 57. You can specialize in any Knowledge Skill in the same way as Active Skills. You can also use Knowledge Skill Points to buy Language Skills. See *Language Skills*, below.

Characters cannot start the game with any base Knowledge Skill Rating higher than 6, or specializations higher than 7. No base Knowledge Skill can be rated lower than 1. Players cannot “save” Knowledge Skill Points; any left over after character creation are gone. New Knowledge Skills can be learned and existing ones improved as the game goes on.

Language Skills

All characters begin the game knowing at least one language. Language Skills represent the languages the character grew up speaking, or learned from school or their environment. Each character gets a number of Language Skill Points equal to 1.5 x Intelligence Rating (round down). These points can be spent on one or more Language Skills. If they wish, players can also spend Knowledge Skill Points to raise Language Skill Ratings.

Specializations of Language Skills are called Lingos. Lingos are the languages of subgroups: deckers, mages, lawyers, corp wage slaves, street gangs, tribes and so on. For more information, see p. 91 of the *Skills* chapter.

Each character also has Reading/Writing Skill in the language(s) he or she knows at half the rating of that Language Skill, rounded down. Gamemasters can raise or lower this rating depending on the background of the character. Because Reading/Writing Skills are based on languages your character knows, characters cannot specialize in them.

All the limitations and costs of Active Skills apply to Language Skills (see p. 57). For information on learning new languages or improving a character's ability to speak, read or write a language, see the *Skills* chapter.

The Covert Ops Specialist has an Intelligence of 4. That give us 20 Knowledge Skill Points with which to flesh out this character. Because this character's job is to sneak into places and blend in, it makes sense for her to have some corporate background. We decide that she has Corporate Politics and Corporate Finances, both at Rating 4. Because so many corporations are rooted in the Japanese culture, she takes Japanese Culture as a Knowledge Skill, also at Rating 4. We decide she also needs Psychology 4 to help her assess the mindset of her targets. So far, we've spent 16 Skill Points.

The Covert Ops Specialist has 6 Language Skill Points to spend (1.5 x Intelligence 4). We decide that she knows English at Rating 4 (costing 4 points), and also should know Japanese. She only has 2 Language Skill Points left

to spend, however, so we spend 2 Knowledge Skill Points as well to get Japanese at Rating 4. The Read/Write versions of these Language Skills are 2 for each.

We have now spent 18 of the 20 Knowledge Skill Points. Because the character should be on top of the latest corp trends, we give her Elven Wines and Modern Jazz, both at Rating 1. That uses up all 20 points.

The Troll Combat Mage also has Intelligence 4, which gives us 20 Knowledge Skill Points. We decide that the troll was a self-taught street mage, and so his knowledge should reflect the streets. He has three urban skills, all at Rating 4: Gang Identification (he can tell you who a gang is and where they are located), Redmond Barrens (he grew up there, and knows the good spots to hide and where not to go) and the Seattle Ork Underground (how to get in and out). He also was taught magic by a Chinese mage and so has a basic understanding of Triad politics; we give him Triad Politics as a Knowledge Skill at 2. So far, we've spent 14 points.

We pass on the Academic Skills, figuring that the troll doesn't know or care to know any. However, he is a student of the Sixth World, so we give him Magic 4. This means he knows the basics of what magic is and what it can do. (These skills do not reflect his ability to use magic—that falls under Active Skills, which he already has.) We think he should also know about Paranormal Animals (2), with a specialization in Urban Varieties (3, which drops the base Skill Rating to 1). Now we've spent all 20 points.

The Troll has 6 Language Skill Points, so we give him English at Rating 4 and Chinese at Rating 2. We have him specialize in Cityspeak, a lingo used by gangers and street urchins, and Triad, a lingo used by the secretive Chinese underworld groups. The troll can only barely read and write English at Rating 1 (he's been trying to teach himself to do so for magical formulas and spells). Cityspeak and Triad are oral languages only.

Knowledge Skills for the Covert Ops Specialist look like this:

Corporate Finances	4
Corporate Politics	4
Elven Wines	1
English	4
Read/Write	2
Japanese Culture	4
Japanese	4
Read/Write	2
Modern Jazz	1
Psychology	4

Knowledge Skills for the Combat Mage look like this:

Chinese (Triad)	1 (3)
English (Cityspeak)	3 (5)
Read/Write	1/NA
Gang Identification	4
Magic	4
Paranormal Animals (Urban)	1 (3)
Redmond Barrens	4
Seattle Ork Underground	4
Triad Politics	2



ASSIGNING RESOURCES

The last category, Resources, provides your character with the starting cash to gear up for street-level warfare. As with all the other categories, the higher the priority assigned to Resources, the more nuyen a character has available, from a scant 5,000 nuyen at Priority E to a whopping 1,000,000 nuyen for Priority A. Players use this money to purchase their characters' starting gear, including cyberware, weapons, contacts, foci and magical items, cyberdecks, vehicles and plenty of other toys. Most equipment is described in the *Street Gear* section, beginning on p. 270. You can purchase gear in any order you wish. When purchasing gear during character creation, do not apply the Street Index multiplier (see p. 273) to the cost. Starting characters must have the money to cover the full cost of an item (no credit for you yet, chummer—you gotta prove yourself on the street first!). All gear is also subject to gamemaster approval. Just because you can purchase something doesn't mean you should be allowed to get it at the start of the game. Finally, no piece of gear purchased at character creation can have a rating higher than 6 or an Availability higher than 8. (For more information on Availability, see *Street Gear*, p. 272.)

As a pointer, don't forget to buy ammo and clips for your guns. Nothing is more embarrassing than hitting that first fire fight with empty weapons!

Each character **MUST** buy a lifestyle (see *Lifestyle*, p. 62) at character creation. Certain other things, such as contacts (see *Contacts*, p. 61) can only be purchased at character creation. Special rules apply when purchasing magical gear and cyberware (see *Magical Gear*, below and *Cyberware*, p. 61).

Players need not spend starting resources down to the last nuyen. For suggestions on what to do with leftover money, see *Finishing Touches*, p. 62.

Magical Gear and Spells

The rules for purchasing gear during character creation also apply to magical gear. Most magical gear costs only money, except for foci. Foci cost Spell Points as well. These items help a character manipulate magic and therefore must be bonded to the character in order to work, usually with Karma (see *Bonding*, p. 190). Magicians may bond foci at character creation by paying the bonding cost in Spell Points. A character can purchase a focus without bonding to it during character creation, but the focus is useless until bonded. If you purchase a focus without bonding to it, you must still declare the Force at which it is purchased.

Because adept characters do not get Spell Points during character creation, they cannot bond weapon foci at that time. They may, however, purchase weapon foci with Resources and pay the bonding cost in Karma during game play.

Full and aspected magicians may purchase more Spell Points by spending 25,000¥ per point. No magician may have more than 50 Spell Points (including free and purchased points) during character creation.

When choosing spells for your character, read through the spells listed in the *Street Grimoire* on pp. 191–198. Write down the ones you think would be interesting to have. Then use your Spell Points to purchase the spells at the Force you want. Exclusive and fetish-limited spells (see *Limited Spells*, p. 180)

may also be purchased to lower the Drain Code or Spell Point cost of the spell.

The following special rules apply to using Spell Points:

- Each Spell Point buys 1 Force Point. Also, each Spell Point equals 1 point of Karma for bonding purposes.
- You cannot purchase a spell, focus or spirit at a Force higher than 6, or purchase more than 6 spirits during character creation.
- If you are playing a shaman, note the penalties and bonuses conferred by your character's totem. They will help you decide what spells you want to purchase.

The Combat Mage has 25 Spell Points with which to purchase spells. He also has Priority D left for Resources, giving him 20,000¥. Because extra Spell Points cost 25,000¥ each, the Combat Mage cannot afford to purchase any more. Most foci are expensive, so it looks like he won't be starting with any of those, either.

Because the Combat Mage specialized in Spellcasting, we decide to buy this troll some combat spells. We really like Manaball and Powerball, two vicious area-effect spells. We take them both at Force 5. We also buy the Stunbolt spell to take out opponents non-lethally, at Force 4. This character is going to be involved in combat situations; he'll need to move a little faster, so we take Increase Reaction at Force 3. That makes 17 Spell Points for four spells. We decide to pick up an elemental manipulation spell for variety when hammering opponents with magic, so we give him Lightning Bolt at 4. We have now spent 21 Spell Points. With our last 4 points, we purchase Heal; with all these spells flying around, somebody someplace is going to get hurt.

Looking back over the Combat Mage's spells, we realize that we didn't give him a good single-target combat spell. We decide to make Powerball and Manaball exclusive-limited spells to reduce their cost from 5 each to 3 each. Now we have 4 more Spell Points with which to purchase a Mana Bolt spell.

The Combat Mage's spell list looks like this:

Heal	4
Increase Reaction	3
Lightning Bolt	4
Manaball	5
Mana Bolt	4
Powerball	5
Stunbolt	4

Finally, we need to purchase some magical gear. Our mage needs conjuring materials at Force 5, costing 5,000¥. We also decide to purchase expendable spell foci for combat spells. The Combat Mage doesn't have to spend Karma (and therefore Spell Points) to bond to them, so we can purchase and use them right away. We choose 2 foci, each at Force 2, at 6,000¥ a piece. That means we've spent 17,000¥ and all of our Spell Points.

Cyberware

In addition to the nuyen cost, each item of cyberware also has a secondary cost in Essence. This Essence Cost is the



amount by which the character's Essence is reduced when the cyberware is installed. Starting characters cannot have an Essence of 0, but any fraction above zero is fine. Some cyberware can be "packaged" with other cyberware for lower cost, or may allow a certain number of Essence-free attachments (cybereyes, for example). See individual cyberware descriptions in the *Street Gear* section, beginning on p. 296.

Players should also consider the grade of cyberware when choosing it. Two grades are available to starting characters: Basic and Alpha. Basic cyberware is cheap, but not very Essence-friendly. Most people don't care what brand of cyberware they get, as long as it works—datajacks, cybereyes and other "common" mods are low enough in cost and Essence loss that neither matters to the regular public. Alpha cyberware appeals more to the guys and gals who count on cyberware to survive. Alphaware costs more, but is easier on the body and on Essence. If you purchase alpha-grade cyberware, multiply the listed nuyen cost of the item in question by 2. The Essence Cost of alphaware equals the original Essence Cost $\times .8$. See *Alphaware*, p. 296.

The Covert Ops Specialist has only one priority left—Priority B, giving her 400,000¥. As a mundane character, she needs no magical gear, but she'll definitely need some cyberware to assist undercover work and infiltration. We begin with four items that will help her gather data—cyberears, cybereyes, a datajack and headware memory.

Cyberears replace regular ears and offer room for up to .5 worth of additional modifications at no Essence Cost. We choose alphaware at double the nuyen, but less Essence (8,000¥, .24 Essence). Because the ears are alphaware, the modifications we add to them must be alpha grade as well. We add a dampener (7,000¥, .08 Essence), a recorder (14,000¥, .24 Essence), and hearing amplification (7,000¥, .16 Essence). The total cost for cyberears and attachments is 36,000¥. The total cost in Essence is still only .24, because the three modifications come to a total Essence Cost of .48, just under the .5 Essence-free threshold.

Cybereyes offer the same .5 worth of Essence-free modifications. We choose alpha grade cybereyes (10,000¥, .16 Essence) and add the following attachments at the same grade: low-light vision (6,000¥, .16 Essence), thermographic vision (6,000¥, .16 Essence), retinal duplication 3 (75,000¥, .24 Essence), flare compensation (4,000¥, .08 Essence) and a camera (10,000¥, .32 Essence). The cybereyes' total nuyen cost is 97,000¥. The total Essence cost of the modifications is more than .5; everything except the camera is free. We add its .32 Essence Cost to the costs of the cybereyes and cyberears, and discover that we have spent a mere .72 Essence so far (.24 ears + .16 eyes + .32 camera = .72). That's less than 1 point. We have also spent a grand total of 197,000¥ (36,000 + 97,000 = 133,000).

We decide to buy an alpha-grade datajack, which costs .16 Essence and 2,000¥. Next, we go with 150 megapulses of headware memory. That costs 150¥ nuyen per megapulse; we want alpha grade, so the cost doubles for

a grand total of 45,000¥ (150 \times 150 \times 2 = 45,000). The Essence Cost is the number of megapulses \div 300, $\times .8$ for alphaware, for a final Essence Cost of .4. We have now spent 244,000¥ and 1.28 of our starting Essence of 6.

We have used up more than half of our starting money, but we decide to keep buying alpha-grade cyberware to save on Essence. We get this character an alphaware smartgun link to help her fire a gun, costing 5,000¥ and .4 Essence. We also pick up a Rating 6 internal radio at 24,000¥ and .6 Essence. Now we have spent 273,000¥ and 2.28 Essence.

Finally, we purchase Boosted Reflexes at Level 1. This time, we decide to save the cash and get standard cyberware, so the Boosted Reflexes cost us 15,000¥ and .5 Essence. Altogether, we've spent 288,000¥ and 2.78 Essence.

Contacts

Contacts are your chummers, buddies and other assorted street informants. Characters begin the game with two free Level 1 contacts: people who know the character, but who don't have particularly strong bonds with him or her. They are in biz for themselves, and if it's good biz not to help you, they just might refuse. You can purchase more Level 1 contacts at the cost listed on the Starting Character Extras Table, p. 62.

You can also purchase Level 2 or Level 3 contacts. Level 2 contacts are buddies, people that a character has a personal relationship with. They'll help him out when they can and cover for him when the heat comes down. A Level 3 contact is a friend for life; he or she will drop everything in order to help the character out. They are rare, and expensive at character creation; Level 3 contacts are most likely to develop through role-playing.

During character creation, you can purchase as many contacts as you can afford. Some sample contact types and what they do appear on p. 257.

Our Combat Mage doesn't have much cash left, so we're only going to take our two free Level 1 contacts. We choose a talismonger so that he can always get more magical goodies and a Triad street enforcer so that he has someone who can give him information. For the Covert Ops Specialist's two free contacts, we choose a fixer and a Lone Star cop. We also decide that the Specialist should know some people in various megacorporations in the Seattle sprawl. For 10,000¥, we buy two more Level 1 contacts—one at Novatech's Seattle division headquarters and one at Yamatetsu. How they are to be used and where they work is up to the gamemaster. This purchase increases the money we've spent on this character to 298,000¥.

Lifestyle

Everyone needs to live someplace, even if it's the third sewer from the left. A character's lifestyle, purchased in one-month increments, represents this requirement. Lifestyle is more than just the place where you sleep, play sim games and wash the stink off, however. It also encompasses your living conditions and possessions. In other words, lifestyle covers all



the everyday tasks and costs, such as food, laundry, utility bills and so on. The higher the lifestyle, the less you have to worry about and the more benefits you get.

Thumbnail definitions of each lifestyle appear below. For more information on what each lifestyle represents, see p. 239 of *Running the Shadows*.

Street: Literally living on the street; few or no expenses; eating out of the trash.

Squatter: One step up from the street; a jury-rigged shelter, abandoned building or the like.

Low: An apartment, but nothing to brag about. Just the character and the masses.

Middle: Nice house or condo, maybe even real food.

High: A high-rise luxury flat, building security and good food on demand.

Luxury: Imagine it, chummer, just imagine it.

A character can purchase more than one lifestyle at a time, and may even be smart to do so. The additional lifestyles represent the investment the character has made to create and sustain safehouses, private storage spaces and so forth. For shadowrunners, having that alternative place to crash while on the lam, or having those backup weapons stashed in a secure spot, can mean the difference between life and death. At character creation, individual characters pay for lifestyles. See p. 241 of *Running the Shadows* for lifestyles bought by a team in order to maintain hideouts and safehouses.

We only have 3,000¥ left to spend on the Troll Combat Mage, and we haven't bought any regular gear. We decide to purchase 1 month of Low lifestyle, which means we don't have to worry about paying rent or buying food for 1 month of game time. That reduces our available nuyen to 2,000, hopefully still enough to get us the other things we need ... a gun, bullets, clothes and so on.

The Covert Ops Specialist needs to maintain her cover identity, preferably more than one if possible. So we buy three lifestyles for her—one High lifestyle, paid up for two months (20,000¥) and two Middle lifestyles also paid up for two months each (another 20,000¥ total). These three lifestyles give her one place to impress the corporate suits and two places to hide out in safety if things go bad. She'll need to find some work soon if she wants to keep it up, however. She'll have some hefty bills coming in the mail in two months ... The 40,000¥, added to the money already spent, gives us a total of 338,000¥. That leaves 62,000¥ to buy gear for the Covert Ops Specialist.

The Nuyen Shuffle

Once you get to Resources, your character should be pretty well thought out. The trouble comes when you try to pur-

STARTING CHARACTER EXTRAS TABLE

Extra Contacts	Cost
Contact (Level 1)	5,000¥
Buddy (Level 2)	10,000¥
Friend For Life (Level 3)	200,000¥
Lifestyle	Cost (per month)
Street	0¥
Squatter	100¥
Low	1,000¥
Middle	5,000¥
High	10,000¥
Luxury	100,000¥
Magic	Cost per point
Spell Points	25,000¥

chase everything you want or need and find out that you can't. If this happens, you might need to backtrack and make a few adjustments. Remember that a character isn't finished until you are happy with it. If you decide that you spent too much on cyberware or lifestyle, erase it and start over. If you decide you were too conservative with some choices, feel free to go back and add new angles to the character.

If you just don't have enough nuyen to do anything and want to swap your priorities, the end of the character creation process is your last chance to do so. You control the character you create; feel free to mix and match and revise as you go along. Nothing is finished until the gamemaster gives you a thumbs-up

on the character sheet and the game begins. And don't worry—money and Karma will flow your way once play begins, so you'll be able to improve your character and gear in countless ways.

FINISHING TOUCHES

The following are the few final steps that will help you make sure your character is finished. Use these as a final checklist before you begin play.

Final Statistics

If you gave your character cyberware, the character's Attributes have likely changed. If so, write down your augmented Attribute Ratings in parentheses to reflect the added cyberware. Write affected Attributes down in this fashion: Body 4 (6). The first number is the character's natural Body Rating, the second, the augmented rating. In most situations, your character will use the augmented rating unless otherwise noted.

At this time, you should also calculate your character's base Initiative. Initiative is the character's Reaction Attribute + 1D6. Certain cyberware and spells may increase Reaction or Initiative. For the use of Initiative in *Shadowrun*, see p. 100.

Separate Initiatives exist for mages in astral space, riggers jacked into vehicles and deckers in the Matrix. Rules for astral Initiative appear on p. 174, rigger Initiative on p. 140, and Initiative in the Matrix on p. 223.

Surprisingly, the only Attribute that changes for the Covert Ops Specialist is her Essence. None of her cyberware affects any of her Attributes. Her boosted reflexes add an extra 1D6 to her initiative roll. Her final stats are:

Body	3
Quickness	5
Strength	3
Charisma	6



Intelligence 4
 Willpower 3
 Essence 3.22
 Magic 0
 Reaction 4

Initiative: $4 + 1D6$ (2D6)

Because the Combat Mage is a troll, with tough skin that replicates dermal plating, he receives +1 to Body. In astral space, Initiative is (Intelligence + 20) + 1D6, so we add that to our final statistics. The troll's final numbers are:

Body 6 (7)
 Quickness 5
 Strength 6
 Charisma 4
 Intelligence 4
 Willpower 6
 Essence 6
 Magic 6
 Reaction 4

Initiative: $4 + 1D6$
 Astral Initiative: $24 + 1D6$

Dice Pools

The next step is to create your character's dice pools. For more information on the use of dice pools, see p. 43 of the *Game Concepts* section. All characters have a Combat Pool. Only magicians with Sorcery Skill have a Spell Pool. Full magicians with astral projection have an Astral Combat Pool. Deckers have a Hacking Pool and Riggers have a Control Pool. To determine your character's dice pools, see the Dice Pool Table, p. 44. Always round fractions down.

The only dice pool our Covert Ops Specialist gets is a Combat Pool. The Combat Pool is 6 dice ($5 + 4 + 3 = 12$, $12 \div 2 = 6$). The Combat Mage gets a Combat Pool, a Spell Pool, and an Astral Combat Pool. His Combat Pool is 7 ($4 + 5 + 6 = 15$, $15 \div 2 = 7.5$, rounded down). The Spell Pool is 4 ($4 + 6 + 6 = 16$, $16 \div 3 = 5$). Astral Combat Pool is 7 ($4 + 6 + 4 = 14$, $14 \div 2 = 7$).

Karma

Each character gets 1 point of Karma for his or her Karma Pool at character creation. For more information on Karma Pools, see p. 246 of *Beyond the Shadows*.

Starting Nuyen

By now, you've either spent all of your character's nuyen or you ran out of things to buy. If you have any nuyen left over from character creation, divide that amount by 10 and keep the result as

starting cash. For example, if you had 5,000¥ left from character creation, you would get to keep 500¥ ($5,000 \div 10 = 500$).

Don't worry, though—you won't start your first day in the shadows poor. Roll 3D6 and multiply the total result by 100¥. That amount, plus whatever nuyen you didn't spend in character creation, is your starting nuyen.

Starting nuyen can come in multiple forms—any variety of credstick, more lifestyle paid for, securities, stocks in corporations, secret bank accounts, a big pile of cash and so on. Starting nuyen cannot come in gear (magical or otherwise), weapons, cyberware, contacts, or anything that must be bought, except for lifestyle. Characters can purchase things immediately upon entering the game, but any items bought are subject to Availability and Street Index modifiers, as well as the whim of the gamemaster.

Gamemaster's Approval

You didn't think we'd forget about the gamemaster, did you? Gamemasters make the final decision as to whether a character should be allowed in the game. While this seems like a lot of power to give one person, character creation should be shared between gamemaster and player, working together to make characters that fit the style of game and the level of play. Bringing a cybered-up, gun-toting monster ork into a subtle game full of mysterious elven magic-users would probably be frowned upon, so check with the gamemaster first and try to work with him or her to achieve a balance between the needs of the group and story and your own personal goals.

Background and Story

Most likely, you have been fleshing out your character throughout character creation. What does she look like? Why does he do what he does? Where did she get that cyberarm? How come his street name is Lucky Louie? Why does she run the shadows? Who gave him his first cyberdeck? This is the point at which you write down your character's story. Depending on the needs of your game, you can do this in great detail or in a rough, open-ended sketch. Consider the following three suggestions:

- Write down some quotes that your character might say. Three or four should be good. Fiction is filled with characters that can be captured in a quote—everything from "Give me Liberty or give me death!" to "Do you feel lucky, punk?" Capture our imaginations and give us something to hook a character on.
- Write down a short paragraph, as if someone else was talking about your character. Use the "Playing A ..." section of the sample characters to get an idea of what this might be like.

DICE POOL CALCULATION TABLE

Pool	Formula
Combat	Intelligence + Quickness + Willpower, divided by 2, rounded down
Spell	Intelligence + Willpower + Magic Attribute, divided by 3, rounded down
Hacking	Intelligence + MPCP Rating of the cyberdeck, divided by 3, rounded down
Control	Reaction + (VCR Rating x 2)
Astral Combat	Intelligence + Willpower + Charisma, divided by 2, rounded down



- Write down a quick outline of how your character got started. This exercise puts a fictional background on the Priority System. Go back and read the example. We made decisions all along that route, and in doing so fleshed out a background for the Combat Mage and the Covert Ops Specialist. This method allows you to explain your character's traits, magical ability and where he received his resources, training and gear.

Get Out There and Play!

Now it's time to pick up your dice and go on some shadowruns.

SAMPLE CHARACTERS

The following section provides sixteen pre-generated Sample Characters that can be used as starting characters or as the base for building new characters. Beginning on p. 356 you will find a quarter-page record sheet outlining the gear each character carries and his or her dice pools, contacts, lifestyle and starting money.

These characters were created using the Character Creation rules found in this chapter, beginning on p. 54. The priority (A, B, C, D, E) assigned to each category is listed on the sample character sheet in parentheses. For example, we assigned Priority E to race for The Adept, which is noted on the record sheet as **Race (E): Human**. The other categories to which we assigned priorities and also noted them on the record sheet are Attributes, Skills and Resources.

The priority assigned to magic is not noted on the sample character pages, but can be determined quite simply. The Adept is assigned magic as Priority B: all other magically active characters must assign Priority A to magic. All non-magically active characters assign the lowest available priority slot to magic. For metahumans, this would be Priority E; for humans, this would be Priority D (for human characters, players must assign Priority E to race).

USING SAMPLE CHARACTERS

The characters presented here represent only some of the character types you can play in *Shadowrun*. These were created to demonstrate a wide range of possibilities and the broadest possible backgrounds available to begin play. This section is by no means a complete listing, nor does it mean that only certain races can play certain types of characters. This listing is meant to prove that all races can play all character types. If you like a sample character but prefer to play a different race, you can create your custom character according to the Priority guidelines provided. Because skills are tied to Attributes, however, it is generally easier to build new characters rather than

SAMPLE CHARACTER TABLE

THE INVESTIGATOR

RACE (E): HUMAN

Attributes (E): ST 10, CH 10, ME 10, MA 10, PS 10, SO 10

Skills (E): Athletics (E), Firearms (E), Investigation (E), Knowledge (E), Law (E), Lockpicking (E), Mechanical (E), Social (E), Stealth (E), Streetwise (E), Weapons (E)

Resources (E): Money (E), Contacts (E), Gear (E), Information (E), Influence (E), Magic (E), Powers (E), Spells (E)

Cyberware (E): None

Powers (E): None

Spells (E): None

Brief Description: A grumpy, middle-aged man with a thick mustache and a dark trench coat. He is seen smoking a pipe and looking thoughtful. He has a serious expression and is standing in a dimly lit, industrial setting.

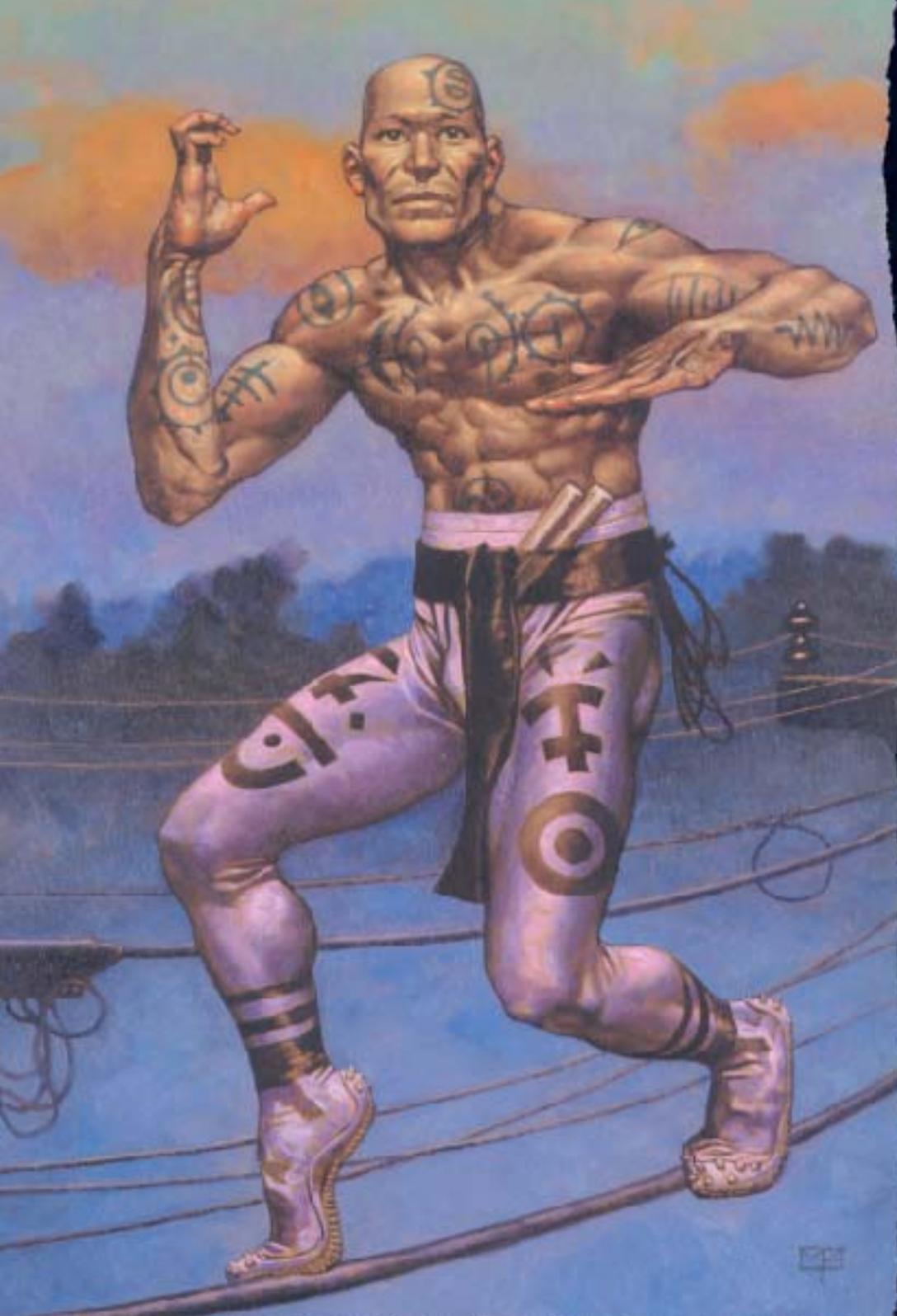
adapt the sample characters from one race to another.

On the other hand, if you like the race and "occupation" of a sample character but want your character to have different skills, it's quite easy to swap published skills for different choices, especially knowledge skills.

Finally, because the sex of a character in *Shadowrun* provides no advantages or disadvantages (except for any the player might adopt in roleplaying), feel free to change the sex of any sample character—if you want to play a male covert ops or a female adept, please do so.

Playing Your Character

We included the *Playing A...* section for each sample character to offer players a little background on which to build the personality of their characters. While the distinction may be subtle, each character is different from each other type of character. Use the *Playing A ...* section as both the foundation for and insight into your character and why he is the way he is. The difference between a Weapons Specialist and a Mercenary might appear to be minimal; both are high-powered, gun-toting combat veterans. The difference is that the Weapons Specialist is more of an artist, while the Merc is strictly a warrior—a distinction that can be pretty dramatic in the context of roleplaying. And there are plenty more variants of each character type than just the ones we publish.



THE ADEPT

RACE (E): Human

ATTRIBUTES (A)

B	Q	S	C	I	W	E	M	R
5	6	6 (7)	3	6	4	6	6	6 (8)

ACTIVE SKILLS (C)

Athletics	6
Clubs (Rattan Sticks)	5 (7)
Etiquette	3
Stealth	6
Throwing Weapons	6
Unarmed Combat	6 (7)

KNOWLEDGE SKILLS

Chinese	4
Read/Write	2
English	5
Read/Write	2
Filipino	4
Read/Write	2
Legendary Martial Artists	3
Magic Background	4
Medicine	4
Meditation	4
Philosophy	4
Professional Bodyguarding	4
Sculpture	3

ADEPT POWERS

Improved Strength	(1)
Improved Unarmed Combat	(1)
Increased Reflexes	(1)
Killing Hands	(M)
Pain Resistance	(3)

RESOURCES (D): 20,000¥

PLAYING AN ADEPT

The Adept is a magically active individual who follows the somatic way. Instead of casting spells, he uses his magic internally to develop his mind and body to its utmost potential, physically, mentally and spiritually. His ability to inflict damage by using his body as a weapon has been inten-

sified, as has his ability to take damage without faltering. His magic has also improved his speed and reflexes. Combined with his agility, stealth, and athletics ability, the adept can play the role of ninja, spy, or thief with ease.

The adept is more than an expert killing machine, however; he is also an enlightened stu-

dent of magic, philosophy, art and language. He wields control over his mind as frequently as he does control over his body, through the arts of meditation and sculpture. In addition to shadow-work, he sidelines as a bodyguard, where his skills of patience, alertness and control are constantly tested.



COMBAT DECKER

RACE (D): Ork

ATTRIBUTES (C)

B	Q	S	C	I	W	E	M	R
6	4	5 (7)	2	5	5	1.54	0	4 (6)

ACTIVE SKILLS (B)

Bike	4
Computer	6
Computer B/R	4
Cyber-Implant Combat (Spur)	4 (6)
Electronics B/R	4
Etiquette (Matrix)	1 (3)
Pistols	5
Stealth	4
Unarmed Combat	4

KNOWLEDGE SKILLS

Data Havens	5
English (Decker Lingo)	3 (5)
Read/Write	2 (NA)
Jackpoint Locations	4
Japanese	3
Read/Write	1
Matrix Gangs	4
Seattle Corporate Hosts	4
Seedy Ork Bars	4
20th Century Comic Books	4

CYBERWARE

- 2 Datajacks (Alphaware)
- Headware Memory (Alphaware) [200 MP]
- Headware Radio (Alphaware, Rating 5)
- Obvious Cyberlimb [with built-in Smartgun Link, Strength Enhancement (Rating 2) and Retractable Spur]
- Wired Reflexes (Alphaware, Rating 1) [with Reflex Trigger]

RESOURCES (A): 1,000,000¥

PLAYING A COMBAT DECKER

While most deckers prefer to undertake runs from several miles away, providing overwatch, legwork and security cover for their team through the Matrix, the Combat Decker prefers to be where the action is. He's ideal for runs that require direct penetration and on-site computer access. Sure, he

can sneak in, bypass electronic security and get the hacking done quickly and efficiently, but he is just as capable of going toe to toe with goons or security if it comes to that.

Just because he's big, chromed and wired for speed and close combat, doesn't mean he's bad at decking. He lives for the rush of the Matrix, so

much so that he installed a second datajack so he doesn't have to jack out to accesses other devices simultaneously. When not on a run, the combat decker keeps tabs on what's going down in the sprawl for his teammates.



COMBAT MAGE

RACE (C): Troll

ATTRIBUTES (B)

B	Q	S	C	I	W	E	M	R
6 (7)	5	6	4	4	6	6	6	4

ACTIVE SKILLS (E)

Conjuring	6
Etiquette (Street)	2 (4)
Intimidation	4
Edged Weapons (Sword)	4 (6)
Sorcery (Spellcasting)	5 (7)
Submachine Gun	3

KNOWLEDGE SKILLS

Chinese (Triad)	1 (3)
English (Cityspeak)	3 (5)
Read/Write	1 (NA)
Gang Identification	4
Magic Background	4
Paranormal Animals (Urban)	1 (3)
Redmond Barrens	4
Seattle Ork Underground	4
Triad Politics	2

SPELLS

Heal	4
Increase Reaction	3
Lightning Bolt	4
Manaball (E)	5
Mana Bolt	4
Powerball (E)	5
Stunbolt	4

RESOURCES (D): 20,000¥

PLAYING A COMBAT MAGE

The Combat Mage exists to deal out death and destruction, whether physically or magically. He is big, loud and intimidating, and is primarily useful for dragging his teammates out of tight spots. The combat mage is no light-weight book-worm of a magician. He craves the excitement of

combat, whether fighting with his guns, sword, or his repertoire of single-target and area-effect spells. He can crack your neck just as easily as he can crackle your brain when he hits you with the full force of his Lightning Bolt spell.

There's more to shadowrunning than killing people, however, so he can take targets down with-

out killing them (sometimes you need info more than another casualty) as well as magically heal wounded comrades afterwards. If spells don't cut it, the combat mage can use intimidation and his street-born skills to get him out of tight spots.



COVERT OPS SPECIALIST

RACE (C): Elf

ATTRIBUTES (D)

B	Q	S	C	I	W	E	M	R
3	5	3	6	4	3	3.22	0	4

ACTIVE SKILLS (A)

Athletics	6
Clubs (Stun Baton)	3 (5)
Computers	4
Electronics (Maglock Systems)	3 (5)
Etiquette (Corporate)	5 (7)
Negotiations (Fast Talking)	5 (7)
Pistols	4
Stealth	6
Unarmed Combat (Kick Attacks)	3 (5)

KNOWLEDGE SKILLS

Corporate Finances	4
Corporate Politics	4
Elven Wines	1
English	4
Read/Write	2
Japanese Culture	4
Japanese	4
Read/Write	2
Modern Jazz	1
Psychology	4

CYBERWARE

- Boosted Reflexes (Rating 1)
- Cybears (Alphaware) [with Dampener, Hearing Amplification, Recorder]
- Cybeyes (Alphaware) [with Camera, Flare Compensation, Low-light, Retinal Duplication (Rating 3) and Thermographic Vision]
- Datajack (Alphaware)
- Headware Memory (Alphaware) [150 MP]
- Headware Radio (Alphaware, Rating 6)
- Smartgun Link (Alphaware)

RESOURCES (B): 400,000¥

PLAYING A COVERT OPS SPECIALIST

The Covert Ops Specialist is a master of infiltration and unauthorized access. Her skills and gear allow her to survey targets and gather intelligence. Using her Electronics Skill, sequencer and retinal duplication, she can bypass security systems and alarms like a megacorp evading a tax.

Physical obstacles are bypassed through the use of athletics, and guards can be fast-talked or taken out physically if necessary. Once inside, she can sneak quietly about, communicate silently via headware radio, and use her cybered senses and radio scanners to keep an eye out for trouble. Anything she sees or hears through her amplified

senses can be recorded and stored in headware memory.

The specialist maintains a strict cover identity which she uses to conceal her true identity and goals, as well as to lure unsuspecting targets into her confidence. She's a valued teammate, either as an information gatherer or as an advance scout.



DRONE RIGGER

RACE (D): Dwarf

ATTRIBUTES (C)

B	Q	S	C	I	W	E	M	R
5	5	5	3	5	5	1.43	0	5 (9)

ACTIVE SKILLS (A)

Car	5
Car B/R	3
Computer	3
Electronics	5
Electronics B/R	4
Etiquette	3
Gunnery	6
Pistols	4
Rotor Aircraft	5
Rotor Aircraft B/R	3
Vector Thrust Aircraft	5
Vector Thrust Aircraft B/R	3

KNOWLEDGE SKILLS

Computer Background	4
English	6
Read/Write	3
Mafia Finances	4
Opera	3
Pirate Trid Broadcasters	5
Safehouse Locations	4
Seattle Junkyards	5

CYBERWARE

Cybereyes (Alphaware) [with Image Link, Thermographic Vision, and Flare Compensation]
 Commlink 5
 2 Datajacks (Alphaware)
 Headware Memory (Alphaware)[100 MP]
 Headware Radio (Alphaware, Rating 5)
 Knowsoft Link (Alphaware)
 Smartlink (Alphaware)
 Vehicle Control Rig (Alphaware, Rating 2)

RESOURCES (B): 400,000¥

PLAYING A DRONE RIGGER

In the paranoid, ultra-security mindset of the mid-twenty-first century, the services of the Drone Rigger are in high demand. With his skills and machines, he provides an anonymous and often undetectable method of surveillance, protection, or attack. Everyone from media snoops and pirate

tridcasters to detectives and shadowrunners need the drone rigger on their side. Even corporate execs looking to get the dirt on a rival will pay good cred for surveillance footage.

But the drone rigger isn't just an information gatherer. He's willing and able to jump into any combat situation. He runs his drones as if they

were extra runners on a mission. He can provide multiple fields of fire and cover the team's back. He can also pilot vehicles for the quick getaway. During downtime, he can be found scouring every known junkyard in the sprawl for replacement parts for his "babies."



THE FACE

RACE (C): Elf

ATTRIBUTES (B)

B	Q	S	C	I	W	E	M	R
3	6	3	8	6	4	4.26	0	6

ACTIVE SKILLS (D)

Car	2
Etiquette	6
Interrogation	6
Negotiation	6
Pistols (Fichetti Security)	2 (4)
Stealth	4
Unarmed Combat (Carromeleg)	2 (4)

KNOWLEDGE SKILLS

Elven Society	4
English	5
Read/Write	2
Esoteric Trivia	4
Literature	3
Megacorporate Politics	5
Modern Art	4
Sperethiel	4
Read/Write	2
Seattle High Society	5
Underworld Politics	5

CYBERWARE

- Datajack (Alphaware)
- Display Link (Alphaware Retinal Mod)
- Ear Recorder (Alphaware)
- Headware Memory (Alphaware)[150 MP]
- Knowsoft Link (Alphaware)
- Retinal Clock (Alphaware Retinal Mod)
- Retinal Duplication (Rating 5)
- Select Sound Filter (Rating 5)
- Voice Modulator with Playback and Secondary Pattern (Rating 6)

RESOURCES (A): 1,000,000¥

PLAYING THE FACE

The Face is the gilded-tongued warrior of the shadows. In her mind, it's not about guns, magic, or even cyberware. It's all about style and charisma. Whether it's negotiating a contract, interrogating a captive, or talking her way past a security checkpoint, she's the social chameleon. There is

nothing that fazes the Face. She is able to hang tough with go-gangers and mingle with high society figures with equal ease.

She can talk at length about politics, literature and art, or bewilder her subjects with bizarre trivia. But make no mistake, she's still a warrior, the thrill of the shadowrun is in her blood. Her

abilities to blend in and impersonate others (enhanced by her voice modulator and retinal duplication) make her ideal for undercover ops. And her endless number of contacts and numerous safehouses mean she can disappear without a trace, which is always helpful if things don't go down just right.



THE INVESTIGATOR

RACE (D): Ork

ATTRIBUTES (B)

B	Q	S	C	I	W	E	M	R
5	5	5	5	5	5	6	0	5

ACTIVE SKILLS (A)

Athletics	3
Biotech	3
Car	3
Computer	5
Electronics	4
Etiquette	5
Interrogation	5
Intimidation	4
Negotiation	5
Pistols	4
Stealth	5
Unarmed Combat	4

KNOWLEDGE SKILLS

Chemistry (Pharmaceuticals)	2 (4)
English (Cityspeak)	4 (6)
Read/Write	2 (NA)
Forensics	4
Gang Identification	4
Magic Background	2
Medicine	4
Police Procedures	4
Spanish	3
Read/Write	1
Underworld Politics	4

RESOURCES (C): 90,000¥

PLAYING THE INVESTIGATOR

The Investigator (or detective, gumshoe, or private eye) is a throwback to the days before the Awakening. His skills are practiced and valued by everyone in the shadows—digging up dirt, chasing down leads and working his contacts. Just because he seems out of place doesn't mean that he is, as he makes sure to stay on top of the latest

advances. Despite a lack of cyber, he's no slouch with his fists, although he'd rather use his street smarts to get out of trouble. His weapon of choice is state-of-the-art surveillance gear—which he's used to take down more than one opponent.

The investigator is in the shadows for the little guy—those who can't stand up for themselves. The investigator takes their jobs even if the pay is

low, and pursues them with a jaded and dogged stubbornness. He walks the thin line of the law, and if justice isn't meted out by those with authority, he'll dispense his own through a quick portfolio download to various shadow databases and media outlets—or worse.



THE MERCENARY

RACE (C): Troll

ATTRIBUTES (A)

B	Q	S	C	I	W	E	M	R
10 (13)	5 (7)	9 (11)	2	4	4	1.02	0	4 (5)

ACTIVE SKILLS (D)

Assault Rifles	5
Etiquette (Mercenary)	1 (3)
Heavy Weapons	6
Launch Weapons	4
Pistols	4
Stealth (Sneaking)	2 (4)
Unarmed Combat	6

KNOWLEDGE SKILLS

Desert Wars	4
Electronics Background	4
English	5
Read/Write	2
Mercenary Groups	4
Mercenary Hot Spots	4
Weightlifting	4

CYBERWARE

- Boosted Reflexes (Alphaware, Rating 2)
- Electronic Vision Magnification (Retinal Mod, Rating 3)
- Flare Compensation (Alphaware Retinal Mod)
- Muscle Replacement (Alphaware, Rating 2)
- Smartlink (Alphaware)
- Titanium Bone Lacing (Alphaware)

RESOURCES (B): 400,000¥

PLAYING A MERCENARY

The Mercenary can be described in two words: “professional warrior.” He has his own beliefs and his own agenda, but the bottom line is that he has the training, the skills and the experience to take on any job at any time—and he will if the price is right. He is a veteran of numerous

wars and conflicts, from guerrilla warfare waged by Yucatan rebels in Aztlan to the Desert Wars, where megacorporations give their troops combat training by pitting them against each other in ravaged regions of Africa. His past work and travels have left him well-connected with access to military gear, information and medical necessities.

His training means that the mercenary is skilled in heavy weaponry—the mil-spec stuff that you don’t find on every street corner. As a fast and stealthy troll, he’s ideal for a team needing mobile firepower.



SPRAWL GANGER

RACE (C): Troll

ATTRIBUTES (A)

B	Q	S	C	I	W	E	M	R
11 (13)	5	10	2	3	3	5.25	0	4

ACTIVE SKILLS (B)

Athletics	4
Bike	3
Clubs	6
Cyber-Implant Combat (Handblade)	3 (5)
Etiquette (Street)	1 (3)
Intimidation (Physical)	3 (5)
Pistols	4
Unarmed Combat	6
Whips (Heavy Chains)	4 (6)

KNOWLEDGE SKILLS

BTL Dealers	3
Cheap Synthahol Guzzling	3
English (Cityspeak)	3 (5)
Read/Write	1 (NA)
Gang Identification	3
Gang Turf	3
Prostitution Rings	3

CYBERWARE

Dermal Plating (Rating 1)
Retractable Handblade

RESOURCES (D): 20,000¥

PLAYING A SPRAWL GANGER

The urban sprawl is the ganger's home—every back alley, booze house, abandoned building and burned-out car. This hombre is pure street muscle and he's got the chummers, the rap sheet and the bruises to prove it. His life is filled with violence and chunks of pure intimidation. As long

as he's the one dishing out the punishment, he stays on top of the heap of street scum—one small misstep and he'll quickly be crushed with the rest of the garbage. Whether enforcing the neighborhood protection racket or going "big time" with some mob-connected soldiers, his strength, skills and terrorizing demeanor are in demand. He

rarely uses his gun—to a ganger, firearms are good back-up; but if you can't crack someone's skull with your bare hands (yeah, implants, chains, or a simple lead pipe count), then you don't belong in the sprawl.



STREET MAGE

RACE (C): Elf

ATTRIBUTES (D)

B	Q	S	C	I	W	E	M	R
2	4	1	6	5	6	6	6	4

ACTIVE SKILLS (E)

Aura Reading	5
Conjuring	6
Etiquette	4
Pistols	3
Sorcery	6
Stealth	3

KNOWLEDGE SKILLS

English	4
Read/Write	2
Magic Background	5
Magical Groups	3
Magical Threats	4
Named Spirits	5
Parapsychology	5
Spereihel	3
Read/Write	1
Tir Tairngire Politics	3

SPELLS

Armor	5
Detect Enemies	4
Influence	5
Heal	5
Levitate	5
Mana Bolt	6
Physical Mask	4

RESOURCES (B): 400,000¥

PLAYING A STREET MAGE

The Street Mage is the most balanced of the shadowrunning magicians. She prefers the thrill of life on the streets, but can easily melt into mainstream society. Her skills and spells reflect this balance and cover a wide range of magical abilities, from offense to illusion to health.

Magic is the center of her life and all aspects of it intrigue her, but this does not get in the way of her working with shadowrunners. She does more than her share of the duty, from astral overwatch and staying alert for any surprises to sustaining disguise spells for an infiltration team. When the going gets tough she can always call on her ele-

mentals to wreak havoc. Magical threats and magicians who practice "black arts" are also interesting to her, and she may take risks to capture a specimen or get a closer look at an astral signature.



STREET SAMURAI

RACE (E): Human

ATTRIBUTES (B)

B	Q	S	C	I	W	E	M	R
4 (6)	6	5 (7)	3	6	3	.01	0	6 (11)

ACTIVE SKILLS (C)

Athletics	4
Cyber-Implant Weaponry (Spurs)	4(6)
Edged Weapons	3
Etiquette (Street)	2 (4)
Leadership	3
Pistols	6
Stealth	4
Submachine Guns	6

KNOWLEDGE SKILLS

Bushido Philosophy	5
English	5
Read/Write	2
Gang Identification	4
Japanese	4
Read/Write	2
Japanese Society	3
Megacorporate Security	4
Security Procedures	4
Shadowrunner Haunts	4
Small-Unit Tactics	6

CYBERWARE

- Cybereyes (Alphaware) [with Flare Compensation, Display Link, Low-light, Protective Covers, and Thermographic Vision]
- Dampener (Alphaware)
- Datajack (Alphaware)
- Dermal Plating (Alphaware, Rating 1)
- Hearing Amplification (Alphaware)
- Two Obvious Cyberarms [with built-in Smartlink, two Retractable Spurs, and Strength Enhancement (Rating 3)]
- Reaction Enhancer (1)
- Wired Reflexes (Alphaware, Rating 2)

RESOURCES (A): 1,000,000¥

PLAYING A STREET SAMURAI

The Street Samurai is more than an urban predator or partial cyborg, he is a freelance operative who follows a strict code of street honor. He is as learned in the ways of the traditional samurai warrior as he is in the practice of security procedures. The samurai tries to stay one step ahead of

the dishonorable scum in the sprawl by upgrading his body with cyberware, always walking the line of insanity as he loses more and more flesh to the surgeon's knife.

He sells his skills, training and cyberware for profit, but he is not an amoral killer and will refuse jobs that he considers dishonorable. His experience

and leadership qualities often place him in charge of shadowrunner groups and operations, as he is perceptive in detailing mission plans and objectives. His cyberware enhancements give him an edge on the competition; those who underestimate him as a lowly street punk soon regret such a lethal mistake.



STREET SHAMAN

RACE (D): Ork

ATTRIBUTES (B)

B	Q	S	C	I	W	E	M	R
5	5	4	5	5	6	6	6	5

ACTIVE SKILLS (C)

Conjuring	6
Electronics B/R	4
Etiquette (Street)	4 (6)
Pistols	3
Sorcery	6
Stealth	6
Unarmed Combat (Bite)	2 (4)

KNOWLEDGE SKILLS

Ecology (Sewers)	3 (5)
English (Cityspeak)	5 (7)
Read/Write	2 (NA)
Magic Background	5
Mechanical Traps	4
Scrounging	5
Seattle Ork Underground	3
Toxic Hazards	4

SPELLS

Analyze Device (F)	4
Chaotic World	5
Detect Life	4
Improved Invisibility	5
Magic Fingers	4
Silence	4

RESOURCES (E): 5,000¥

PLAYING A RAT STREET SHAMAN

The Street Shaman follows Rat, and lives on and among society's castaways, in the sewers and the tunnels of the infamous Ork Underground. The shaman needs little to get by, and can scavenge anything she needs. She guards the sewers, using spells, spirits and stealth to detect intruders, and

harassing them with magic and traps until they leave. (Of course, she'll be sure to use her spells to take anything valuable they have first.)

Sure, the sewers are nothing but sludge, poison and waste to you; but the street shaman knows the balance of the life cycles of the sewers better than any other. From this, she knows much about

the surface dwellers above, including their strengths and weaknesses. Combined with her stealth and magic, such knowledge makes her a natural at penetrating security and accessing installations, and therefore invaluable no matter what kind of shadowrun you are on.



THE TECH-WIZ

RACE (D): Dwarf

ATTRIBUTES (C)

B	Q	S	C	I	W	E	M	R
4	5	5	3	6	5	4.72	0	5

ACTIVE SKILLS (A)

Bike B/R	4
Biotech	3
Car B/R	4
Computer	6
Computer B/R	6
Demolitions	4
Electronics	5
Electronics B/R	6
Etiquette (Matrix)	2 (4)
Heavy Weapons B/R	3
Pistols	3
Stealth	3

KNOWLEDGE SKILLS

Conspiracy Theories	4
Cybertechnology	5
Engineering	4
English	6
Read/Write	3
Japanese	3
Read/Write	1
Matrix Topography	4
Megacorporate Research	4
Metallurgy	4
Physics	5

CYBERWARE

- Chipjack (Alphaware)
- Datajack (Alphaware)
- Headware Memory (Alphaware)[300 MP]
- Image Link (Alphaware Retinal Mod)

RESOURCES (B): 400,000¥

PLAYING A TECH-WIZ

The Tech-Wiz is a new breed of decker, one that can not only access the Matrix but is also the master of all things electronic. He can find a way to splice into the Matrix and aid the team from afar or he can tag along on the run and disable the

latest electronic security devices the corp has just installed. He has the skills, the tools and the tech-savvy to handle all the team's tech needs.

The tech-wiz trusts machines and is probably better able to understand them than the people he's around. He's not anti-social, but he is rather

suspicious of people—and the time he spends in datahaven conspiracy forums doesn't help. But when he finds people he trusts, the tech-wiz can give excellent strategic advice and invent quick solutions to potentially nasty problems, especially if they involve any type of machine.



TRIBAL SHAMAN

RACE (D): Dwarf

ATTRIBUTES (C)

B	Q	S	C	I	W	E	M	R
4	4	4	5	4	7	6	6	4

ACTIVE SKILLS (B)

Athletics	3
Aura Reading	4
Biotech (First Aid)	2 (4)
Conjuring	6
Etiquette (Tribal)	2 (4)
Negotiation (Con)	3 (5)
Projectile Weapons (Bow)	3 (5)
Sorcery	6
Stealth	4
Unarmed Combat	3

KNOWLEDGE SKILLS

Anthropology	4
Cooking	4
English	5
Read/Write	2
Magic Background	4
Tribal Politics	4
Zoology (Wilderness)	3 (5)

SPELLS

Confusion	5
Heal (F)	5
Ignite	4
Influence	4
Lightning Bolt	4
Physical Barrier	4

RESOURCES (E): 5,000¥

PLAYING A TRIBAL SHAMAN

The tribal shaman follows the call of Raven, and lives in the wild under the open sky. Her understanding of the world stems from her experience with the flow of nature. While she can be involved in the politics of her tribe, she prefers to disrupt matters with pranks and mischief rather

than offer any political agenda, for Raven is the trickster and the harbinger of chaos. Her strengths lie under the wide-open skies where moonlight can play tricks on you.

Many runners underestimate the tribal shaman in the sprawl, but her magic revolves around chaos, and what can be more chaotic than

the urban blight of the city? She prefers outdoor runs, of course, especially those in run-down or decaying areas. She can protect and aid wounded team members as well as distract and engage the opposition. She also expects to be well rewarded for her services, preferably with a good meal.



VEHICLE RIGGER

RACE (D): Dwarf

ATTRIBUTES (C)

B	Q	S	C	I	W	E	M	R
4	5	5	3	6	5	0.44	0	5 (11)

ACTIVE SKILLS (B)

Car	5
Car B/R	3
Electronics B/R	4
Etiquette	3
Hovercraft	3
Gunnery	5
Rotor Aircraft	5
Rotor Aircraft B/R	5
Shotguns (Enfield)	3 (5)
Vector Thrust Aircraft	3

KNOWLEDGE SKILLS

Engineering	4
English (Cityspeak)	4 (6)
Read/Write	2 (NA)
Gang Identification (Go-gangs)	4 (6)
Hardcore Punk Bands	3
Military Winged Aircraft	3
NAN Border Patrol Tactics	4
Sioux	4
Read/Write	2
Smuggler Havens	5
Smuggler Routes	5

CYBERWARE

Datajack (Alphaware)
Smartlink (Alphaware)
Vehicle Control Rig (Rating 3)

RESOURCES (A): 1,000,000¥

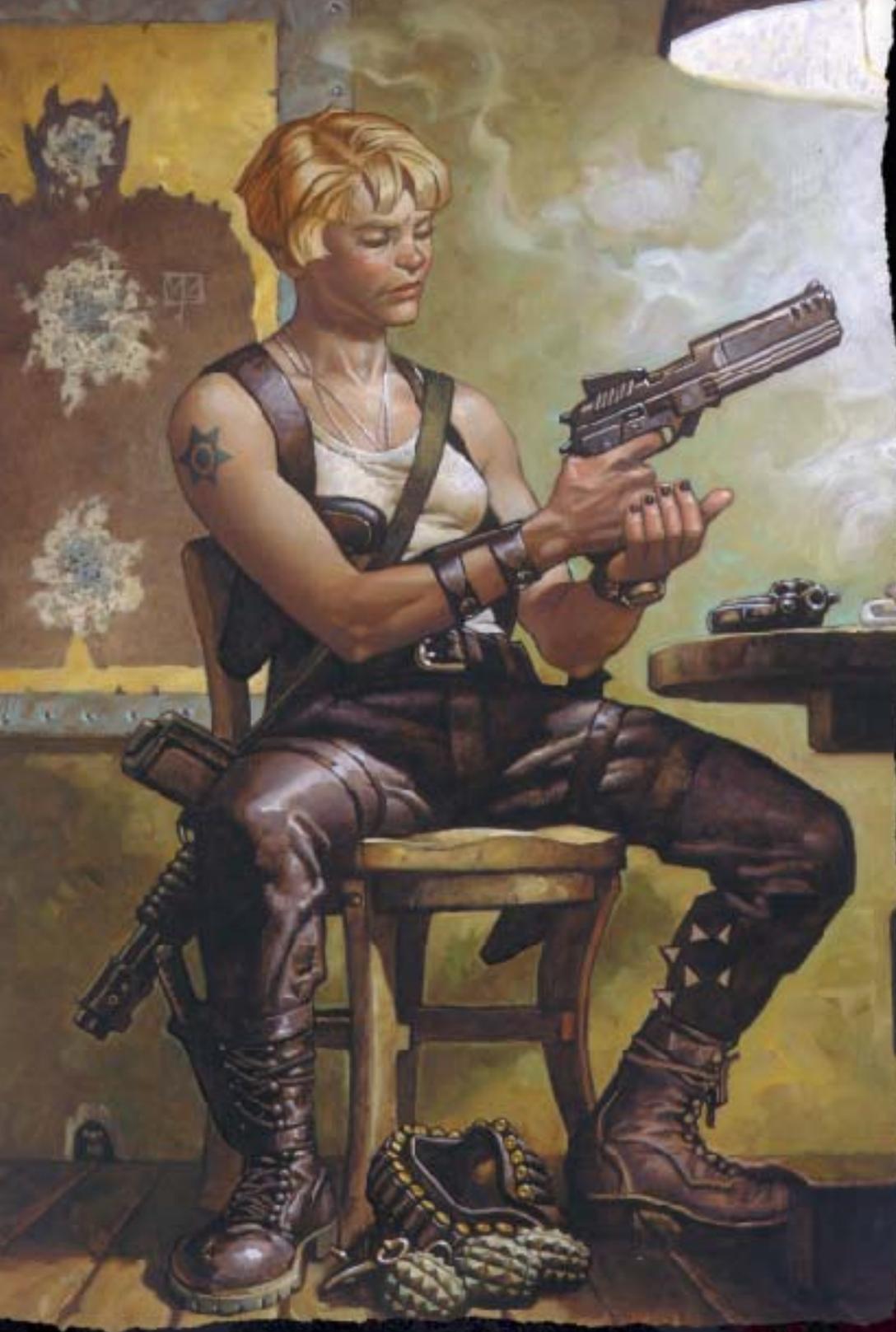
PLAYING A VEHICLE RIGGER

If it can be driven or flown, the Vehicle Rigger can drive or fly it. If he doesn't know how to pilot what you've got, he'll give it a shot anyway. He's part barnstormer, part test pilot, part daredevil and even part mechanic. Even if you don't have a vehicle, it's likely that he just happens

to have a little souped-up number that's armed and armored and ready for a road test. And don't sweat it breaking down—he's got the tools and skills to repair it.

The vehicle rigger excels in vehicle combat, whether it's a high-speed chase through downtown streets, an aerial dogfight, or extracting the team

from a hot LZ. If his heavy guns and missiles don't cut it, he can bring in a drone or two for support. The vehicle rigger is also useful for smuggling runs, as he knows what border spots are hot and where to lie low and make repairs during the run.



WEAPONS SPECIALIST

RACE (E): Human

ATTRIBUTES (B)

B	Q	S	C	I	W	E	M	R
4	6	5	3	6	3	4.15	0	6(7)

ACTIVE SKILLS (A)

Biotech (First Aid)	1 (3)
Edged Weapons	5
Etiquette	3
Gunnery	6
Heavy Weapons	5
Heavy Weapons B/R	3
Pistols	6
Pistols B/R	4
Projectile Weapons	4
Submachine Guns	6
Stealth (Sneaking)	1 (3)
Throwing Weapons	4

KNOWLEDGE SKILLS

Arms Dealers	4
Body Armor Fabrication	3
Demolitions Background	4
English	5
Read/Write	2
Gambling Card Games	4
German	4
Read/Write	2
Gunsmithing	5
Miltech Manufacturers	3
Physics (Ballistics)	2 (4)
SWAT Team Tactics	4

CYBERWARE

Boosted Reflexes (Rating 2)
 Cybereyes [with Display Link, Flare Compensation, Low Light, Electronic Vision Magnification (Rating 3)]
 Smartlink (Alphaware)

RESOURCES (C): 90,000¥

PLAYING A WEAPONS SPECIALIST

The Weapons Specialist is proficient at using and repairing just about any weapon you've ever seen and quite a few you've never even heard of. She is ideal for runs that require variety, skill and improvisation. She instinctively knows what weapons need to be used in every situation. And if

a situation arises where she doesn't have that weapon handy, she can improvise something that's close enough or find a dealer to provide it.

Her skills and collected weaponry combine with lethal precision, but it's her command of the tactical that gives her the advantage. As a veteran of multiple war zones, she doesn't need to become

a cybered street samurai to get the job done. She's unlikely to get involved in any exchange without a plan and a clear advantage. She also stays on top of current developments, and may be a valuable information source on military technology.

SKILLS

When you want your character to be part of the action, to accomplish something beyond breathing, talking or standing, you use skills. Skills represent the abilities and understanding that a character has acquired. In *Shadowrun*, skills are general techniques and bases of knowledge rather than narrow, limited actions. This approach allows players to customize their characters so that even two characters with the same background or occupation may have skills that vary in style. Keeping things general also limits the number of statistics and specifics that players need to keep in mind. To define specific areas of focus or increased knowledge for their characters, players may use specializations (see *Specializations*, p. 82).

BASE SKILLS

Base skills are the fundamental skills in *Shadowrun*. Attributes represent capabilities that an individual is born with; skills are abilities an individual learns over time. Each skill represents the training and methods a character has picked up that enable him to use his natural Attributes in a certain way. To reflect this connection, each skill is linked to an Attribute. A list of skills and their linked Attributes appears in the Skills and Linked Attributes Table, p. 82.

The skill system in *Shadowrun* is open-ended, which allows players, gamemasters and FASA to establish new skills by linking them with an appropriate Attribute. A character can learn any number of base skills, and more will be added in subsequent *Shadowrun* products. Gamemasters and players are encouraged to add their own base skills as they seem needed to cover various areas of the game. The base skills for *SR3* are described in detail beginning on p. 85.

Skills are grouped into three broad categories: Active, Knowledge and Language skills. Characters begin the game with a set of these skills chosen by the player (see *Creating a Shadowrunner*, p. 52). During game play, characters can improve or specialize in skills, or learn new ones as they experience new things. The skill/Attribute link allows character to easily learn and improve skills as long as the skill's rating is equal to or less than the character's rating in the linked Attribute. Once the skill rating rises beyond the character's inborn capacity (his or her Attributes), increasing it further becomes much more difficult. See *Improving Skills*, p. 244.

ACTIVE SKILLS

Active Skills are the skills characters use to take action, to affect something or to somehow make an impact. These skills are the ones that usually matter the most to shadowrunners—fir-



ing a gun, negotiating that new contract, driving a hovercraft and so on. Active Skills include Build/Repair Skills and the Etiquette Skill. For a complete description of base Active Skills and specializations, see p. 85.

KNOWLEDGE SKILLS

Knowledge Skills represent what a character knows about certain subjects. Beginning Knowledge Skills are based on a character's Intelligence Attribute. A character may have any number of Knowledge Skills at any time, limited only by the player's needs and imagination. Knowledge Skills are useful for fleshing out a character by defining his or her background or areas of interest. They can range from fields of knowledge important in the game universe—such as Corporate Finance, Political History, Cyberware Research or Magic—to more esoteric, bizarre or mundane interests such as Sim-Starlets, Troll Thrash Metal Bands in Seattle or Elven Wines.

Knowledge Skills fall into five categories: Street, Academic, Sixth World, Background and Interests. For a complete description of base Knowledge Skills, see *About Knowledge Skills*, p. 89.

LANGUAGE SKILLS

Language Skills represent languages a character knows and his or her ability to speak, read and write them. More information on Language Skills appears in *About Language Skills*, p. 91.

SKILL RATINGS

Skill ratings are the numerical values assigned to skills either at character creation or when the skill is learned during game play. Skill ratings are usually written as the name of the skill, followed by the rating. For example, Stealth 5 means the character has the Stealth Skill at a rating of 5. The skill rating represents the number of dice rolled when making a test using that skill. For example, the character with Stealth 5 would roll five dice when making a Stealth Test.

All skill ratings begin at 1. If a character does not have a rating of 1 or higher in a skill, he or she does not possess the skill in question. The character may still attempt actions which may require that skill, but at a distinct disadvantage (see *Defaulting*, p. 84). Skill ratings have no upper limit, though it becomes more difficult for a character to learn a skill when its rating is much higher than the character's linked Attribute (see *Improving Skills*, p. 244).

Skill ratings represent how good a character is at a task when using that particular skill. The Skill Ratings Table on p. 98 describes the levels of knowledge and ability that accompany different skill ratings.

SPECIALIZATION

Players can choose to have their characters specialize in a particular form, style or subset of a base skill. Specializing means that the character has allocated a large chunk of his or her study and practice time to mastering a specific aspect of a skill rather than the skill as a whole. By narrowing the focus this way, the character becomes much more proficient in the area of the skill in which he or she has specialized.

A specialization is usually listed in parentheses after the skill name. For example, if a character with the Pistols Skill specializes in the use of the Ares Predator, that character's skill and specialization would read Pistols (Ares Predator).

If you wish your character to specialize in a skill at character creation, first choose the specialization. The Active Skills list beginning on p. 85 gives examples of specializations for each base Active Skill. Next, give the specialization a rating 1 point higher than the character's rating in the base skill to which it is con-

SKILLS AND LINKED ATTRIBUTES TABLE

PHYSICAL ATTRIBUTES	MENTAL ATTRIBUTES	
Body	Intelligence	Willpower
Athletics	Aura Reading*	Conjuring*
Diving	Demolitions	Sorcery*
Strength	Gunnery	SPECIAL ATTRIBUTE
Edged Weapons	Launch Weapons	Reaction
Clubs	Computer	Bike
Pole Arms/Staves	Electronics	Car
Cyber-Implant Combat	Biotech	Hovercraft
Unarmed Combat	Build/Repair	Motorboat
Throwing Weapons	Knowledge Skills	Ship
Projectile Weapons	Language Skills	Sailboat
Heavy Weapons	Charisma	Winged Aircraft
Underwater Combat	Etiquette	Rotor Aircraft
Quickness	Instruction	Vector Thrust Aircraft
Pistols	Interrogation	Lighter-Than-Air
Submachine Guns	Intimidation	Aircraft
Rifles	Leadership	Submarine
Assault Rifles	Negotiation	
Shotguns		
Laser Weapons		
Whips		
Stealth		

* Aura Reading, Sorcery and Conjuring have no default. You cannot perform these actions without the actual skill.





nected. Then subtract 1 from the base skill rating. The resulting numbers are the new skill ratings for the base skill and the specialization. Increasing the specialization rating and reducing the base skill rating reflect the fact that, in choosing to focus on one aspect of a skill, the character has improved his or her ability in the specialization at the expense of the skill as a whole. Both ratings can be improved as the game goes on.

Each character can begin the game with only one specialization per base skill. For more information on beginning the game with specializations, see *Creating A Shadowrunner*, p. 52.

Characters may take on additional specializations per base skill during game play. If you wish to specialize during the game, you need only pay the somewhat cheaper Karma Cost for increasing a specialization (see *Improving Skills*, p. 244). Starting a specialization during game play does not reduce the base skill rating. No specialization can have a rating higher than twice the base skill rating, except for a Rating 1 base skill with a Rating 3 specialization. In this case, the character must raise his or her rating in the base skill before he or she can raise the specialization's rating further.

A character cannot have a number of specializations greater than his or her rating in the base skill's linked Attribute.

Sioux City, a rigger, began the game with the Car Skill at Rating 6. Unfortunately, she also started with not much nuyen, and could only afford a Jackrabbit. She specialized in driving a Jackrabbit at character creation so that she could push her vehicle to the limits for her team. This decision gave her the following skill ratings: Car 5 (Jackrabbit 7). After a month of playing time, Sioux's team "liberated" an Ares Roadmaster from some corp stooges, which they prefer to use on shadowruns. Sioux wants to maximize her abilities, so she decides to take an Ares Roadmaster specialization to her Car Skill. Her rating in her new specialization equals 6: her current base Car Skill Rating plus 1 (5 + 1 = 6). Her Car Skill remains at 5.

DEFAULTING

Sometimes a character wants to attempt an action, but does not have the necessary skill. A character in this situation can still act; however, he or she will find it more difficult to succeed than a character who has the needed skill.

Improvising when your character doesn't have the necessary skill is called defaulting. Defaulting allows a character to use an associated skill or Attribute in order to act. The number of dice you roll for the test and any applicable modifiers to the target number will depend on which defaulting method you use.

THE DEFAULTING PROCESS

Characters can default from skill to skill, from skill to specialization, or from skill to Attribute. Each method of defaulting follows the same basic procedure: begin with the skill that your character needs to use but lacks, and then default to a skill the character actually has, or to an Attribute. This skill or Attribute is called the *default skill* or *default Attribute*. The skill you are defaulting *from* determines which skills or Attributes can be the default skill or Attribute. A character may have several options,

and the player may choose whichever route seems most advantageous to him or her. The route taken will determine the modifiers that apply to the base target number. The Default Table, p. 85, summarizes the three default methods, target number modifiers and applicable pool dice.

Characters cannot default to a skill or Attribute outside the category of the one to which the first skill is linked. For example, a skill linked to Strength could not default to any other Physical, Mental or Special Attribute, nor to any skills linked with them. Likewise, characters cannot default *from* an Attribute or a specialization; characters can only default from base skills.

In most cases, the defaulting route with the least number of steps has the smallest number of modifiers and penalties. Use the Defaulting Table on p. 85 to help make your decision.

Using the Skills and Linked Attributes Table

The Skills and Linked Attributes Table on p. 82 lists skills under their linked Attributes, and also groups skills by type. These skill groups are boxed by group. Characters can only default to and from skills within a group. They cannot default to skills outside the boxes; if a character needs to do so, he or she must instead default to that skill's Linked Attribute. See *Active Skill Categories*, p. 85.

From Skill to Skill

To default from one base skill to another within a skill grouping, roll a number of dice equal to your rating in the default skill. Defaulting increases the target number by 2. If the default skill can be augmented with a dice pool (see p. 43), the maximum number of pool dice allowed is equal to half your rating in that skill (round down).

Ratchet has the base skill Shotgun at Rating 5. Unfortunately, he's in trouble, and the only weapon available is an assault rifle. Ratchet doesn't have the Assault Rifle Skill, so he defaults to his Shotgun Skill. His target number is 3; defaulting adds a +2 modifier, raising it to 5. Ratchet is rolling 5 dice (his rating in the default skill), plus up to 2 dice from his Combat Pool (default Skill Rating 5 divided by 2 is 2.5, which is rounded down to 2).

From Skill to Specialization

To default from a base skill to a specialization within a skill grouping, roll a number of dice equal to the specialization's rating. Defaulting increases the target number by 3. If the default skill can be augmented with a dice pool, the maximum number of pool dice allowed is equal to half the character's rating in the specialization's related base skill. Characters cannot default from a base skill to a specialization in that skill.

Ratchet's out of ammo, and now one of his Yakuza opponents is attacking him with a sword. Ratchet defends himself, wielding his assault rifle like a club. He doesn't have the Club Skill, but he does have Edged Weapons 4 (Sword 6), so he decides to default to his sword specialization. His target number is 4, modified by +3 for default-



ing, which raises it to 7. Ratchet is rolling 6 dice for the sword specialization, and can use up to 2 dice from his Combat Pool (half of Edged Weapons 4).

From Skill to Attribute

To default from a base skill to its linked Attribute, roll a number of dice equal to the rating of the default Attribute. Defaulting increases the target number by 4. Players cannot use pool dice to augment this test. Note that characters may not default to any Attribute other than the Linked Attribute.

Ratchet has no Biotech Skill, but he desperately needs to get his wounded chummer on her feet. Tossing aside his weapons, he defaults to Intelligence to apply first aid to his pal. His target number is 7, modified by +4 for defaulting, which raises it to 11. Ratchet has Intelligence 5, and so is rolling five dice. He can't use pool dice to help him out this time. Good luck, Ratchet.

LIMITS ON DEFAULTING

If a skill requires a test with a modified Target Number of 8 or higher before the defaulting modifier is applied, a character cannot default from that skill. Some things you just can't do with no training. This means that a character with a skill at Rating 1 has at least a chance of pulling it off, while a character without the skill may not even be able to attempt the action.

If the default skill requires an Open Test, the defaulting modifier is subtracted from the highest die roll result on the Open Test. See *Open Tests*, p. 39.

Ratchet needs to climb a wall to escape a hail of bullets. The gamemaster determines that the target number to make it over the wall is 8. Ratchet doesn't have Athletics Skill, so he needs to default. However, he can't default to his Body Attribute because of the high target number. Ratchet needs another plan. He decides to hide in the alley instead. He doesn't have the Stealth Skill, so he defaults to his Quickness Attribute. He rolls 6 dice (Quickness 6) and gets 1, 4, 4, 4, 8 and 9. Ratchet receives a -4 penalty for defaulting to an Attribute, but the Stealth Skill requires an Open Test, so the penalty is subtracted from the test's highest result rather than from a target number. Ratchet's Open Test result is 5 (9 - 4). That result is the target number the Yakuza goons need to roll in order to spot him in hiding.

ACTIVE SKILL CATEGORIES

Active Skills are subdivided into several different types: combat, magical, physical, social, technical and vehicle skills. The base skills described below appear in the following format:

General skill name (linked Attribute)

Definition of skill, with the notation (B/R) for a corresponding Build/Repair Skill (see *Build/Repair Skills*, below)

Default skills

Specializations. The designation "by specific weapon type" means that the character can choose to specialize in any specific weapon that skill would plausibly allow him to use. Players can create other specializations, subject to gamemaster approval.

DEFAULT TABLE

Default To:	Target Number Modifier	Dice Pool
Specialization	+3	= to 1/2 specialization's base skill
Skill	+2	= to 1/2 base skill being used
Attribute	+4	No pool dice allowed

BUILD/REPAIR SKILLS

Many Active Skills have a corresponding Build/Repair (B/R) Skill. These B/R counterparts assume that the character has access to the tools and/or equipment commonly used in that area of expertise. For example, Edged Weapons (B/R) allows a character to make or repair swords or axes, while Pistols (B/R) allows a character to repair any pistol. Build/Repair Skills default to the Intelligence Attribute, and characters can specialize in them according to specific weapon or item types.

The character still needs time, tools and materials to build something from scratch. Even a character with a superb level of skill can do little without the proper equipment. If the character is trying to build something new, he or she also needs theoretical knowledge to design the item, unless someone else provides a detailed blueprint for its construction. For target number determination and success results, see *Using Build/Repair Skills* on p. 95 and *Complementary Skills*, p. 97.

COMBAT SKILLS

Assault Rifles (Quickness)

Assault Rifles covers the use of all multi-firing-rate rifles. (B/R)
 Default: Rifles, Shotguns, Submachine Guns, Pistols
 Specializations: By specific weapon type.

Clubs (Strength)

Clubs governs the use of hand-held melee weapons that have no edge or blade and are less than one meter long. This skill allows a character to use any short, weighted item as a weapon, from a baseball bat to a tire iron to a chair leg. (B/R)
 Default: Edged Weapons and Pole Arms/Staves
 Specializations: By specific weapon type.

Cyber-Implant Combat (Strength)

This new combat discipline has developed since the advent of combat-oriented cyberware. Combining the quick strikes of edged-weapon fighting with the in-your-face style of unarmed combat, this skill allows those with the right cyberware to make the most effective use of it. (B/R)
 Default: Unarmed Combat
 Specializations: By specific weapon type.



Edged Weapons (Strength)

Edged Weapons governs the use of hand-held melee weapons that have a sharpened edge or point. This skill allows a character to use various knives, swords and axes effectively, as long as they are less than one meter long. (B/R)

Default: Clubs and Pole Arms/Staffs
Specializations: By specific weapon type.

Gunnery (Intelligence)

Gunnery Skill governs the use of all vehicle-mounted weapons, whether in mounts, pintles or turrets. This skill includes manual and sensor-enhanced gunnery. (B/R)

Default: Launch Weapons
Specializations: By specific weapon type.

Heavy Weapons (Strength)

The Heavy Weapons skill gives the user the know-how to handle anything larger than an assault rifle, including large weapons when they are mounted on tripods, pintles, gyro-mounts or in fixed emplacements (but not in/on vehicles). (B/R)

Default: Strength Attribute only
Specializations: By specific weapon type.

Laser Weapons (Quickness)

This skill allows the user to handle and fire laser weapons. (B/R)

Default: Quickness Attribute
Specializations: By specific weapon type.

Launch Weapons (Intelligence)

This skill covers the use and targeting of any device that fires a missile, rocket, or other explosive projectile (such as grenades), including mortars (but not in or on vehicles). This skill covers manual and sensor-enhanced fire, and also governs the use of both specific grenade-launching weapons and underbarrel grenade-launching mounts. The Spotter Specialization can be used for any targeting tests. (B/R)

Default: Gunnery. Note that if a character has a weapon with an underbarrel grenade launcher, the player can default to that weapon's skill as if defaulting to a base skill within the same grouping (+2 modifier to the target number, 1/2 Combat Pool).

Specializations: By specific missile or rocket type, Grenade Launchers, Spotter

Pistols (Quickness)

Pistols governs the use of all types of hand-held firearms, including hold-out, light and heavy pistols, and tasers. (B/R)

Default: Assault Rifles, Rifles, Shotguns, Submachine Guns
Specializations: By specific weapon type.

Pole Arms/Staffs (Strength)

This skill governs the use of hand-held melee weapons longer than one meter. (B/R)

Default: Edged Weapons and Clubs
Specializations: By specific weapon type.

Projectile Weapons (Strength)

Projectile Weapons governs the use of muscle-powered projectile weapons. (B/R)

Default: Strength Attribute
Specializations: Characters can specialize in pull-bows or crossbows.

Rifles (Quickness)

This skill governs the use of all sport and sniper rifles. (B/R)

Default: Assault Rifles, Pistols, Shotguns, Submachine Guns
Specializations: By specific weapon type.

Shotguns (Quickness)

The Shotguns Skill governs the use of all shotguns. (B/R)

Default: Assault Rifles, Pistols, Rifles, Submachine Guns
Specializations: By specific weapon type.

Submachine Guns (Quickness)

The Submachine Guns Skill governs the use of lightweight semi-automatic and automatic guns fired from the shoulder or hip. (B/R)

Default: Assault Rifles, Pistols, Rifles, Shotguns
Specializations: By specific weapon type.

Throwing Weapons (Strength)

Throwing Weapons governs the use of any item thrown by the user. (B/R)

Default: Strength Attribute
Specializations: By specific weapon type (including but not limited to darts, grenades, knives and shuriken).

Unarmed Combat (Strength)

Unarmed Combat Skill (also known as hand-to-hand combat) governs the use of combat techniques based solely on the use of the individual's own body. In addition to boxing, this skill covers such combat styles as Oriental martial arts and Brazilian capoeira.

Default: Cyber-Implant Combat
Specializations: Subduing Combat, Martial Arts Technique, or by body part (fists, head butts, kicks)

Underwater Combat (Strength)

Combat underwater is exceedingly difficult. The Underwater Combat Skill governs the techniques used to effectively maneuver and strike opponents in underwater melee situations.

Default: Strength Attribute
Specializations: Unarmed Attack, Armed Attack

Whips (Quickness)

This skill governs the use of whips or anything that can be used as a whip. (B/R)

Default: Quickness Attribute Only
Specializations: By specific weapon type.

MAGICAL SKILLS

Aura Reading (Intelligence)

Aura Reading is the skill of psychometry, learning informa-



tion from people's auras, astral forms and signatures. Aura Reading can function as a Complementary Skill for Assensing Tests.

Default: None. Either you have it or you don't.

Specializations: Auras, Signatures, Sorcery, Conjuring

Sorcery (Willpower)

The Sorcery Skill governs the control of magical energy, usually in the form of spells. Only characters with a Magic Attribute of 1 or greater can have this skill.

Default: None. Either you have it or you don't.

Specializations: Spellcasting, Spell Defense, Dispelling, Astral Combat, Spell Category

Conjuring (Willpower)

The Conjuring Skill governs the calling and banishing of spirits. Only characters with a Magic Attribute of 1 or greater can have this skill. Mages can call elementals; shamans can call nature spirits.

Default: None. Either you have it or you don't.

Specializations: Summoning, Banishing, Controlling

PHYSICAL SKILLS

Athletics (Body)

The Athletics Skill reflects the training and honing of the body necessary to perform extreme physical activities. May be used to increase running distance (see p. 108).

Default: Body Attribute

Specializations: Running, Climbing, Lifting, Jumping, Escape Artist, Swimming or by specific sport

Diving (Body)

This skill covers all forms of underwater diving, including underwater swimming techniques and the use of scuba and other underwater gear. (B/R)

Default: Body Attribute

Specializations: Deep-water Diving, Mixed-gas Diving

Stealth (Quickness)

The Stealth Skill governs sneaking around, sleight of hand and eluding a tail. This skill also covers camouflage and disguises. In almost all cases, the Stealth Skill requires an Open Test. See *Using Stealth*, p. 95.

Default: Quickness Attribute

Specializations: Alertness, Hiding, Sneaking, Theft

SOCIAL SKILLS

Etiquette (Charisma)

The Etiquette Skill allows a character to function within a specific subculture without appearing out of place. It also allows the character to recognize prominent figures within the subculture and to have a general idea of their strengths, weaknesses, likes and dislikes. See *Etiquette*, p. 94.

Default: Charisma Attribute

Specializations: Etiquette is a wide-open skill. Characters can specialize in almost any subculture they can imagine, with the gamemaster's approval. Examples include Matrix,

Corporate, Magical Groups, Tribal or any other groups or subcultures in which a player seems interested. While some players might be content with a general Corporate specialization, others might prefer to specialize even further—in Japanese Corporate Etiquette, for example. In almost all situations, Etiquette specializations apply to a character's local environment. For example, Etiquette (Gangs) refers to local urban gangs rather than to all gangs in the world. Gamemasters should adjust target numbers accordingly when using Etiquette specializations.

Instruction (Charisma)

The Instruction Skill allows a character to more efficiently teach something to another character. See *Instruction*, p. 95.

Default: Charisma Attribute

Specializations: By specific subject.

Interrogation (Charisma)

The Interrogation Skill governs the extraction of information from an unwilling subject. This skill uses an Open Test to generate a target number that the victim must meet or exceed using his or her Willpower in order to withstand the interrogation. A character being interrogated who also has this skill can use it as a Complementary Skill for their Willpower Test to resist the interrogation. See *Using Charisma-Linked Skills*, p. 92, for Interrogation Test modifiers.

Default: Intimidation

Specializations: Verbal, Lie Detector, Voice-Stress Analysis, Torture, Drug-Aided

Intimidation (Charisma)

Depending on how you look at it, the Intimidation Skill is either a weaker version of Interrogation or a strong-arm version of the Negotiation Skill. This skill allows a character to make people do what they normally might not, simply out of fear inspired by the character's in-your-face appearance or behavior. This skill uses an Open Test to generate a target number that the victim must meet or exceed using his or her Willpower in order to withstand the intimidation. A character with the Intimidation Skill can use it as a Complementary Skill for the Willpower Test when being intimidated or interrogated. See *Using Charisma-Linked Skills*, p. 92, for Intimidation Test modifiers.

Default: Interrogation

Specializations: Physical, Mental

Leadership (Charisma)

The Leadership Skill governs a character's ability to get others to do his bidding through the exercise of example and authority. It includes an aspect of problem-solving, but is not intended to substitute for clear thinking and good planning on the part of the players. The Leadership Skill uses the subject's Intelligence Attribute as a target number. See *Using Charisma-Linked Skills*, p. 92, for Leadership Test Modifiers.

Default: Charisma Attribute

Specializations: Political, Military, Commercial, Strategy, Tactics, Morale



Negotiation (Charisma)

The Negotiation Skill governs any interaction in which each side seeks to come out ahead, either through careful and deliberate bartering or through fast talk. It uses the adversary's Intelligence Attribute as a target number. In some cases, the gamemaster may wish to use this skill to perform an Open Test in order to generate a target number to see if someone notices a lie or half-truth. See *Using Charisma-Linked Skills*, p. 92, for Negotiation Test modifiers.

Default: Charisma Attribute

Specializations: Bargain, Bribe, Con, Fast Talk

TECHNICAL SKILLS

Biotech (Intelligence)

The Biotech Skill governs basic medicine and first aid. A character with this skill understands basic medicine in a hands-on sense, as a paramedic rather than a physician. Though familiar with the techniques and materials of cyberware, a character with this skill would still need a computer expert to collaborate on the interface systems.

Default: Intelligence Attribute

Specializations: Cybertechnology Implantation, Extended Care, First Aid, Organ Culture & Growth, Surgery, Transplant Surgery

Computer (Intelligence)

The Computer Skill governs the use and understanding of computer technology and programming. This skill is essential to any character who needs to jack into cyberspace and run the Matrix. (B/R)

Default: Electronics

Specializations: Hardware, Decking, Programming, Cybernetics

Demolitions (Intelligence)

The Demolitions Skill governs the preparation, measuring and setting of chemical explosives.

Default: Intelligence Attribute

Specializations: Commercial Explosives, Plastic Explosives, Improvised Explosives

Electronics (Intelligence)

The Electronics Skill governs the use and understanding of electronic devices, which in the 2060s is just about everything in common use in a city. (B/R)

Default: Computer

Specializations: Control Systems, Electronic Warfare, Maglocks, Linking between Devices, Diagnostics, Cybertechnology

VEHICLE SKILLS

Bike (Reaction)

The Bike Skill governs the use of all motorcycles, motor-trikes and bikes with sidecars. (B/R)

Default: Reaction Attribute

Specializations: By specific vehicle type, Remote Operations





Car (Reaction)

The Car Skill covers the operation of motor vehicles with four or more wheels. (B/R)

Default: Reaction Attribute

Specializations: By specific vehicle type, Remote Operations

Hovercraft (Reaction)

The Hovercraft Skill governs all hover vehicles, regardless of their purpose. (B/R)

Default: Reaction Attribute

Specializations: By specific vehicle type, Remote Operations

LTA Aircraft (Reaction)

The LTA (Lighter than Air) Aircraft Skill encompasses the use of all flying vehicles that use gas (mostly helium) to achieve flight. Normally these vehicles are known as zeppelins or blimps. (B/R)

Default: Winged Aircraft, Rotor Aircraft, Vectored Thrust Aircraft

Specializations: By specific vehicle type, Remote Operations

Motorboat (Reaction)

The Motorboat Skill covers the operation of any motorized watercraft. (B/R)

Default: Ship

Specializations: By specific vehicle type, Remote Operations

Rotor Aircraft (Reaction)

The Rotor Aircraft Skill governs the use of fixed- and tilt-rotor aircraft. (B/R)

Default: Winged Aircraft, Vector Thrust Aircraft, LTA Aircraft

Specializations: By specific vehicle type, Remote Operations

Sailboat (Reaction)

The Sailboat Skill governs the use of sail-powered watercraft. (B/R)

Default: Reaction Attribute

Specializations: By specific vehicle type, Remote Operations

Ship (Reaction)

The Ship Skill governs the piloting, navigation and handling of a large surface ship. (B/R)

Default: Motorboat

Specializations: By specific vehicle type, Remote Operations

Submarine (Reaction)

The Submarine Skill governs the use of any boat capable of operating underwater. (B/R)

Default: Reaction Attribute

Specializations: By specific vehicle type, Remote Operations

Vectored Thrust Aircraft (Reaction)

The Vectored Thrust Skill encompasses aircraft that rely on vectored thrust for lift and propulsion. This includes low-altitude vehicles (known colloquially as thunderbirds) and military craft that use this motive power but do not normally operate at altitude because of their heavy loads or armor and armament. (B/R)

Default: Winged Aircraft, Rotor Aircraft, LTA Aircraft

Specializations: By specific vehicle type, Remote Operations

Winged Aircraft (Reaction)

The Winged Aircraft Skill governs the control of fixed- or swing-wing aircraft (jet, prop, or turbo prop) and unpowered aircraft. (B/R)

Default: Rotor Aircraft, Vector Thrust Aircraft, LTA Aircraft

Specializations: By specific vehicle type, Remote Operations

ABOUT KNOWLEDGE SKILLS

Players can choose Knowledge Skills from any of five categories: Street, Academic, Sixth World, Background and Interests. Many Knowledge Skills also provide the character with the theoretical basis of actions related to the field of study and the expertise for new designs in an area. During character creation, each player is given a certain number of points with which to buy Knowledge Skills; afterward, new Knowledge Skills must be purchased like any other skill, even if a character increases his or her Intelligence Attribute.

All Knowledge Skills default to a character's Intelligence Attribute. Though Knowledge Skills are treated as separate skills rather than being grouped with any other skill, some skills may be similar to each other in scope, and so gamemasters may opt to use the standard default method from base skill to base skill. For example, if a character has the Academic Skill Zoology and the shadowrunning team needs to identify a new paracritter (which would normally require the Sixth World Skill of Paranormal Animals), the gamemaster may allow that character to default to his Zoology Skill and apply only a +2 modifier to the target number rather than defaulting to Intelligence (which carries a +4 modifier).

CHOOSING KNOWLEDGE SKILLS

Knowledge Skills are the wild cards of SR3. Various Knowledge Skills are listed as examples below, but players and gamemasters should feel free to invent others that seem appropriate, useful or amusing, tailoring them to fit their campaigns. Knowledge Skills can add levels of detail and familiarity to characters and situations, especially if the gamemaster and players work together. No Knowledge Skill should ever be useless, not even Troll Thrash Metal Bands (to take one example). A runner with that skill might be a groupie, or might always schedule his or her meets at bars featuring that kind of music. Such a player character might even go on a shadowrun to get the nuyen to buy tickets to the big ten-act Trollpalooza show.

Gamemasters should be cautious about allowing Knowledge Skills that are too broad-based. Some skills can be so all-encompassing that they upset game balance, or so generic that their usefulness is limited. Politics is an example of an overly broad Knowledge Skill. Politics, after all, comes in almost endless shapes and sizes. To allow this skill would give a character knowledge of political fields that have little connection, such as Mafia politics, UCAS politics and Tir Tairngire Council politics. However, any of those sub-categories would make a well-balanced Knowledge Skill; for example, Mafia Politics would make an excellent Street Knowledge Skill because it would provide the character with information on who's who and what's going down in the local Mafia hierarchy.



Likewise, overgeneralized Knowledge Skills may overlap into several categories. Corporate Politics might be Academic (the corporate policies within any megacorporate organization) or Street (who do I need to sleep with to get the information I need) or Sixth World (Damien Knight and Richard Villiers were both seen in Seattle yesterday). In this case, the character needs to distinguish the Knowledge Skill category in which his Corporate Politics Skill is based. Each one is interesting in its own right, but radically different in background.

Because Knowledge Skills in *Shadowrun* are open-ended, a skill that one character considers a base skill might be a specialization to another. These differing uses merely indicate a difference in focus and depth of knowledge. For example, Crash has a base skill in Elven Wine; he doesn't know drek about other liquor, but he knows his elven wines. Cheetah, on the other hand, has Alcohol as a base Knowledge Skill with a specialization in Elven Wines. Both are legitimate. Crash likely knows more specific details about vintages and wineries than Cheetah does, but Cheetah will be able to tell anybody who cares how elven wine compares to other wines.

Players should carefully think out their characters' Knowledge Skills and determine why their character would have them. Knowledge Skills may also help provide players with insight into their characters, perhaps fleshing out the character's background and history.

Players may feel free to choose specializations for their Knowledge Skills, if they seem appropriate.

STREET KNOWLEDGE

Street Knowledge Skills are the skills learned on the mean streets of the sprawl. This kind of street savvy can only be learned from living, observing and surviving at the lowest levels of existence. These skills represent a character's ability to use and maintain a level of contact with the street. Street Skills are usually location-specific; the Seattle Sprawl feels very different than the Denver Sprawl or the Berlin Sprawl. If a player wants to have the same skills in different locations, that player's character must either specialize in a location (for example, Safehouse Locations is the base skill, Redmond Barrens is the specialization) or take the skill again for the new location if they have already specialized.

Skill examples: Mafia-Controlled Establishments, Safehouse Locations, Gang Identification, Yakuza Territory, Lone Star Tactics, Criminal Organizations, Smuggling Routes, Prostitution Rackets, Fringe Cults, BTL Production, Police/Security Procedures

ACADEMIC KNOWLEDGE

These Knowledge Skills are mostly learned through schooling and used by professionals and academics. They cover the basics of the natural world, the physical and social sciences, history, philosophy and the arts.

Skill examples: Art, Biology, Zoology, Botany, Literature, Medicine, Parazoology, Parabotany, Engineering, Physics, Chemistry, Geology, Psychology, Anthropology, Archaeology, Politics, Philosophy, Economics, History, Music

SIXTH WORLD KNOWLEDGE

This category covers the unique nature of the world now that magic has returned to it. For practical purposes, this skill covers the base of knowledge found within various *Shadowrun* sourcebooks. Sixth World Skills can cover specific individuals if a player wants to narrow in on someone they just can't stop watching.

Skill examples: Cybertechnology, Paranormal Animals, Elven Society, Megacorporate Policies, Metahumanity, Magic, Dragons, Atlantis Research, Data Havens, Legendary Deckers, Humanis Policlub

BACKGROUND KNOWLEDGE

Background Knowledge Skills are based on Active Skills. Each Active Skill has a corresponding Background Skill. For example, a character might have Electronics as a Background Skill without having ever done any electronics work. Knowledge Skills like this represent an understanding of the basic principles, laws and facts behind any Active Skill. For example, Computer Background might mean you understand the how and why of decking. You may even understand the principles of iconography. However, that doesn't mean you've ever jacked in (especially if you have no Computer Skill). Background Skills are useful for characters who cannot (or don't wish to) perform an Active Skill, but want to know as much as they can about their enemies and how they operate.

Any skill can be taken as a Background Skill. Characters with no Magic Attribute frequently take Background Skills in Conjuring and Sorcery, and characters who have no datajack or never deck often take computer Background Skills.

Knowledge Skills follow the standard specializations of the corresponding Active Skills. For example, a character with a Background Skill in Conjuring can specialize in Banishing.

As a character with an Active Skill becomes more proficient at it, he or she begins to learn theoretical background knowledge in that field. To represent this, gamemasters may allow players to assume, either during character creation or at no cost during play, Background Skills at a rating of 3 less than the rating in each related Active Skill they have. For example, if a character has Demolitions 5, that character would also have Background in Demolitions 2. As long as the Background Skill rating remains 3 less than the Active Skill rating, the player need not improve this Knowledge Skill; it automatically improves along with the Active Skill. If the player wants the Background Knowledge Skill to be higher than the Active Skill rating minus 3, he or she must improve it like any other Knowledge Skill.

INTERESTS

Interests is the fun category, where you choose skills that give your character an inventive background and hobbies. The only limits are your imagination and what type of background you want your character to have.

Skill examples: Opera, Troll Thrash Metal Bands, Elven Wines, Sim Starlets, Sci-Fi Simchips, Poetry, Conspiracy Theories, Combat Biking, Urban Brawl, Woodworking, Role-playing Games of the late 20th Century, Flatvid Movies



ABOUT LANGUAGE SKILLS

Language Skills are neither Active nor Knowledge Skills, but a little of both. Language Skills should be used only when language may cause a problem in communication, such as when a correct translation or message in a secondary language may be particularly important. It won't bode well for the characters if their translator accidentally insults the Yakuza oyabun, or they can't find the address of their safehouse because they didn't quite understand when their contact whispered it to them in German. It is not necessary to roll dice for Language Skills to communicate on an everyday basis. Characters need not make tests to understand each other every time they speak.

At character creation, a character receives a number of points for Language Skills equal to his or her Intelligence times 1.5. These points represent the language(s) they grew up speaking or the language(s) of their main surroundings. In most situations, a character will have the primary language of the game setting as his or her base language. Like all skills, languages can be improved and new languages learned as the game progresses. See *Improving Skills*, p. 244.

All Language Skills default to Intelligence, imposing a +4 defaulting modifier. If the gamemaster feels that certain languages are similar enough in background, he or she can reduce the modifier to +2. For example, defaulting from Spanish to Italian or Portuguese may be +2 because of the strong similarities between those languages. Defaulting from Spanish to German, however, would impose a +4 penalty because Spanish and German come from entirely different sets of linguistic roots.

The only language that stands alone, outside all known language classifications, is Sperediel, the language of the elven race. Sperediel is spoken in the elven nation of Tir Tairngire, near Seattle. Linguists are mystified as to its origins, claiming that its complexity and structure point to years of evolution. Its apparent lack of links to any other known language only adds to the puzzle. Sperediel can be taken at character creation or learned as the game goes on. Despite its label as "the elven language," characters other than elves may speak Sperediel fluently, and elven characters may well not speak a word of it. Trolls, orks and dwarfs do not have race-specific languages.

For information on determining target numbers and interpreting successes in Language Skill Tests, see *Using Language Skills*, p. 97.

LINGOS

Lingos are specializations of existing languages. They exist because a subgroup has created its own language from its specific terminology, phrasings and slang. Lingos can range from rigger-speak to legalese to street jive. Any language can have multiple lingo specializations, which follow all of the rules for Active Skill specializations.

Common examples of lingos are Cityspeak (the language of the gangs and other "street-educated" people), Legalese (the language of lawyers and therefore of the business and political worlds), Netspeak (the language of deckers), Magetalk (the language of the magically active), Trog (the language of the Seattle Ork Underground), Military Jargon (those who have formal military training speak a language all their own), Scientific Jargon (the lingo of research scientists and people

who never leave the lab) and so on. Players and gamemasters can create any lingo they feel enhances game play and makes for interesting character development.

Some lingos, such as Cityspeak and Netspeak, have incorporated a fair number of visual clues, body language and hand signals that denote emphasis, inflection and so on.

READING AND WRITING

Halfway through the twenty-first century, when *Shadowrun* takes place, reading and writing have lost much of their importance as society has become more attuned to icons and images. To reflect this trend, at character creation the ratings for all Reading and Writing Skills (R/W) are set at half the Language Skill on which they are based, rounded down. The reduced R/W rating reflects the fact that the average character can speak a language much better than he or she can read or write it. Like Language Skills, R/W Skills are assigned free at character creation, but can be improved as the game goes on. For purposes of improvement, R/W Skills are considered separate from Language Skills. Improving a Language Skill does not automatically improve the related R/W Skill. See *Improving Skills*, p. 244.

If a character has a starting Language Skill of 1 or less, he or she does not get the associated R/W Skill. The character must learn that skill separately. Because lingos are almost exclusively spoken or visual, they have no corresponding R/W Skill.

As with Language Skills, Reading and Writing Skills are not meant to slow the game down by having players roll dice every time their characters need to read or write. Instead, they are meant to provide the gamemaster with a mechanic for situations when quick or careful reading or writing is important to the plot.

USING SKILLS

As an adventure unfolds, players are going to want to use their characters' skills and Attributes to get things done: to con their way past a guard, fix a broken detonator before the trolls find their hiding place, or try to understand what the corp suit who speaks only Japanese is saying to them. The gamemaster, meanwhile, will want to know things like whether the player characters saw that all-important clue or whether they inadvertently kicked it under the trash.

For many of these situations, gamemasters must rely on their own judgment to decide which skills are needed, to determine the target numbers and situation modifiers, and to interpret what a "success" means. The following guidelines and rules will help resolve some common situations.

SKILL TESTS

As described on p. 38 of *Game Concepts*, making tests is the simplest way to determine whether and how well a character succeeds at something. A test in *Shadowrun* involves rolling a number of six-sided dice equal to the numerical rating of the skill or Attribute in question. The dice roll results determine how well the character succeeded or failed, usually by comparing the individual die rolls to a target number determined by the gamemaster. A test that requires rolling a number of dice equal to the skill rating is often referred to as a Skill



Test. There are four different types of Skill Tests: Success Tests, Opposed Tests, Success Contests and Open Tests.

Determining Target Numbers

Except for predetermined target numbers, like the ones for combat, the gamemaster is solely responsible for determining target numbers. Gamemasters should use the Difficulty Number Table as a guide when determining target numbers on the fly.

Not all tests are created equal, and the gamemaster should be aware of modifiers or changes to any test. Modifiers are the basic method of altering the target number. Most often, they represent some external condition that affects the action: poor visibility, injuries, multiple actions and so on. Such modifiers are usually written as a number with a plus or minus sign, indicating whether the number is to be added or subtracted. For example, the penalty for performing an action in full darkness is +8 to a target number. This means that even the simplest action at the minimum allowable Target Number 2 becomes virtually impossible in full darkness against a Target Number 10 (2 + 8). Target number modifiers applicable to various conditions and situations can be found throughout this book and in other *Shadowrun* products.

Gamemasters should also feel free to manipulate target numbers for different situations. Ultimately, the gamemaster can make tasks as easy or challenging as he or she pleases. If a gamemaster consistently sets target numbers at the same difficulty level, the game will become boring, particularly if the target numbers are low. Gamemasters can manipulate target numbers to spice up the game, often by making certain tasks much easier or harder than expected. A gamemaster can also fiddle with target numbers to maneuver the game in a certain direction. For example, say it's essential to the plotline that the character notice a certain datachip. However, the character didn't fare well in his last fight and has wound penalties that affect all of his tests. The gamemaster can lower the target number for the character's test to notice the chip so that he at least has a chance of doing it in spite of his injuries.

Note that no target number may ever be lower than 2 (even after taking modifiers into account). This is because a rolled die with a result of 1 is always considered a failure.

TAKING THE TIME

Characters sometimes use skills and Attributes for activities that do not have immediate results, such as fixing a car, using a device, building something and so on. The gamemaster determines how long such a task should take, assigning it a *base time*. How long the task actually takes depends on the total successes rolled in the test. The successes are divided into the base time, with fractions rounded to the nearest whole time unit (2.66 hours counts as 3 hours). The result

DIFFICULTY NUMBER TABLE

Difficulty	Target Number
Simple	2
Routine	3
Average	4
Challenging	5
Difficult	6-7
Strenuous	8
Extreme	9
Nearly Impossible	10+

is the actual time spent on the task. For example, if a job typically takes 10 hours (the base time), and the character rolls 3 successes (10 ÷ 3 = 3.3), the task would take three hours.

Fastjack, the legendary decker, has just finished repairing a telecom unit using his Electronics (B/R) Skill, which he has at Rating 7. The gamemaster had assigned a base time of 10 hours for the job, based on his assessment of the modifications Fastjack wanted to include, and a Target Number of 4. The decker rolled successes with 4 of his 7 dice (10 ÷ 4 = 2.5, which rounds

to 3). He finishes the job in three hours.

USING CHARISMA-LINKED SKILLS

Charisma is the gut-reaction Attribute. It influences a non-player character's (NPC's) reaction to a character before any words are spoken or actions taken. It represents the way a character reacts after a first glance across a crowded room, out on the street or in a dark alley. Various factors may affect it, including racism and large amounts of cyberware. These factors and others also influence Charisma-linked skills such as Etiquette, Interrogation, Intimidation and so on.

RACISM

Before a character can interact with an NPC, the gamemaster must determine whether or not the NPC has any racial prejudice. To find out, roll 2D6 and subtract 6 from the roll. If the result is a positive number, then the NPC is prejudiced. The higher the number, the more racist the NPC is, in effect creating Racism Points. For example, a roll of 9 gives a result of 3, meaning the NPC has 3 Racism Points.

Next, determine where the NPC's bias lies. Roll 1D6 and consult the Racism Table.

If the result is the NPC's own race, ignore that result and continue to roll 1D6 until two racial biases are indicated, or the result is all races. Then list the NPC's bias on his or her Character Record Sheet. An NPC with Racism 3 against orks would be listed as Racism (Orks) +3 in the *Notes* section of the record sheet.

This information modifies the interaction numbers between a character and an NPC in the following manner. When making a Charisma-linked Skill Test, add any Racism Points the NPC harbors against the character's racial type to the target number for the test. The character can offset these points by making a Charisma Test against a target number (known only to the gamemaster) equal to twice the NPC's racism. Each success rolled counteracts 1 point of racism. Successes from this test do not directly help the Charisma-linked Skill Test; they are used only to offset Racism Points.

RACISM TABLE

Dice Result	Racial Bias
1	All, except own race
2	Humans
3	Elves
4	Dwarfs
5	Orks
6	Trolls



If a character is defaulting to Charisma for the Skill Test, he may not make a separate Charisma Test to offset racism.

CYBERWARE AND SOCIAL INTERACTION

Heavily chromed individuals tend to suffer social disapproval (when did you last have a fun conversation with someone who looked like a vending machine?). To simulate this reality, the gamemaster may use the following rules in appropriate social situations and when cybered characters are dealing with contacts.

Social Situations

In some social situations, having lots of cybertech is no big deal. The Johnson hiring runners may actually be reassured at the sight of would-be employees who look like they can take care of themselves (he may decide he doesn't like them much as human beings, but that's not the point). Interrogations and other situations where runners are in a position of strength, or dealings with people who are used to heavily chromed individuals (the military, research scientists and so on) also pose few problems.

However, excessive cyberware should be a liability for most casual social interactions. If a runner is trying to get some information from a stranger or a person he knows only slightly at a shop or in a bar, walking in with a look that says "I use metal polish every day" is a real no-no. Gamemasters may reflect this in game play with the following modifier to Charisma or Charisma-linked Skill Tests: +1 to all target numbers for every 2 points of Essence (or portion thereof above .5) below the normal Essence Attribute of 6.

The gamemaster may adapt this modifier based on the visibility of the cyberware or its effects. For cyberware that is invisible to normal senses, such as headware memory, skillssofts, cortex bombs and the like, the +1 modifier may not apply at all. Datajacks should be ignored; these items are so common that they cause no social disapproval (unless the character has them mounted somewhere very strange indeed). Wired reflexes and cyberware that primarily affects movement, such as move-by-wire systems, should have a modifier; even though the actual cyberware may not be visible, its effects are immediately apparent. Disguised cyberware, such as synthetic cyberlimbs, may or may not require a modifier depending on the results of Perception Tests needed to spot it.

The +1 modifier should apply to any cyberware the gamemaster deems flagrant in appearance (luridly colored cybereyes, steely cyberarms over which a character wears nothing but headache-inducing, short-sleeved Hawaiian shirts, and so on).

Additional modifiers are at the gamemaster's discretion, depending on the situation. For example, a runner chatting at the bar with the staff of a newssheet devoted to cutting-edge cybertech is not going to attract anywhere near the negative attention of a street samurai conversing with back-to-nature elves who shudder at the very thought of implanting metal into a living body. However, the gamemaster should always apply a minimum modifier of +1 for a character with Essence loss greater than 2.5, unless the circumstances are exceptional.

ARMOR AND SOCIETY

So what kind of reaction can a character expect if he or she is déclassé enough to wear his or her armor to dinner?

The glitterati of the city will react negatively, with scornful looks, or obvious cold shoulders. In general, if a shaikujin or corp executive who lives the Luxury lifestyle (p. 239) spots a character's armor, add a +2 modifier to the character's target number for using a non-abusive Social Skill. ("Non-abusive" in this case means attempts to fast-talk, befriend, con, seduce, or otherwise influence a target.) On the other hand, visible armor gives the character a -1 modifier to his or her target number for intimidating these people (see below).

Many luxury-class establishments will simply deny entry to a character wearing noticeable armor. (Such places are likely to use detectors more sensitive than the doorman's eyes.) Most high-class establishments will not try to keep out obviously armored characters, but the bouncers may pay the character such an inordinate amount of attention that his or her stay becomes very uncomfortable. These bouncers will stand ready to wade in and stop any trouble in which the characters get involved.

The gamemaster should keep this new attitude in mind, and make a lot of Perception/Intelligence rolls to determine if "polite" society spots the runners' heavy armor. Make enough rolls to convince the runners to change their ways, or just make them nervous enough to reconsider their personal style when running biz.

NEGOTIATION AND LEADERSHIP

To influence a character through Negotiations or Leadership skills, the player uses the opposing character's Intelligence as a target number. If the character is attempting to influence a group of NPCs who have no designated leader, use the average of their ratings. Groups tend to react as a whole, the reluctant members being drawn along by the enthusiastic ones. Alternatively, the gamemaster may appoint a leader or a "ringer in the crowd" and base the success or failure of the endeavor on that character's reaction to the player character.

The base target number for Negotiations or Leadership tests is modified by circumstances according to the Social Modifiers Table, p. 94. Use extra successes as a measure of accomplishment. Judge the exact effects according to the specific circumstance.

In certain circumstances, a character may use the Negotiations Skill to lie or obscure something from another. For example, a character may attempt to use his Fast Talk specialization to talk himself out of a bad situation. In such situations, the gamemaster may wish to have the character make an Open Test. The test result then becomes a target number the gamemaster can use for tests to see if someone notices the lie or misinformation. Gamemasters may wish to make the Open Test roll themselves and keep the result secret, as the character won't necessarily know how readily others believe him.

INTERROGATION AND INTIMIDATION

Interrogation and Intimidation use Open Tests to generate target numbers for other characters or NPCs. Modifiers are applied to the test result. In the case of Interrogation, the Open Test determines a target number for the character resisting the



SOCIAL MODIFIERS TABLE

Social Situation	Target Number Modifier
With respect to the character, the NPC is:	
Friendly	-2
Neutral	+0
Hostile	+4
An enemy	+6
Suspicious	+2
Player's desired result is:	
Advantageous to NPC	-2
Of no value to NPC	+0
Annoying to NPC	+2
Harmful to NPC	+4
Disastrous to NPC	+6
Intimidation/Interrogation Open Test Conditions	
Aggressor's Charisma Rating is 5-6	+1
Aggressor's Charisma Rating is 7 or higher	+2
Control Thoughts/Emotions spell cast on target by aggressor (or teammate)	+1 per success
Aggressor is larger/taller than target	+1
Aggressor has more than twice target's Strength	+1
Aggressors outnumber the target	+2
Aggressor is wearing visible armor, cyberware or weapon	+1 or more
Aggressor performs visible magic or superhuman feat	+2
Target's death imminent (gun to head, for example)	+2
Target is physically tortured	+(GM's option)
Aggressor has personal item/secret from the target	+(GM's option)
Aggressor has street reputation	-Karma Pool
Target has Professional Rating	-Rating
Target has "ace in the hole"	-2
Target is oblivious to danger	-2
Target is intoxicated	-1
Target doesn't think aggressor "would try something so stupid"	-1
Target has superhuman advantages	Negate bonuses (+'s)
Target's Charisma Rating is 5-6	-1
Target's Charisma Rating is 7 or higher	-2

interrogation. That character must make a Willpower Success Test against the Open Test result to determine how effectively he can keep his mouth shut. Likewise, the Open Test for the Intimidation Skill creates a target number for the person being victimized, who must make a Willpower Success Test to withstand the intimidation. Gamemasters can determine how much information an intimidated or interrogated character will reveal or how much fear they exhibit by the size of the gap between the Willpower Test result and the target number. Specifics are left up to the gamemaster and the situation at hand.

ETIQUETTE

The Etiquette Skill allows a character to fit in. More than just the knowledge of customs, rituals and proper behavior patterns, it represents a character's ability to talk the talk and walk the walk without stepping on anyone's toes. Because of the sheer variety of subcultures, social customs and mores in the mid-twenty-first century, the Etiquette Skill also encompasses a character's ingrained ability to feel a situation out, to instinctively know what is proper or what will get the character what he or she wants.

Etiquette can be used to put people at ease, convince someone that you belong, manipulate conversations to get information out of people, judge people's attitudes and convince people to do or allow something. Unlike Negotiation Skill, which involves giving and taking or otherwise making a deal or exchange, Etiquette involves getting something because you look, act and feel like you belong.

When using Etiquette to influence someone, the base target number for the test is the opposing character's Charisma. Apply appropriate modifiers from the Social Modifiers Table. When using Etiquette against a group of characters, the target number is the Charisma of the leader or the most vocal group member.

Dodger wants to do some snooping at a local Mitsuhamas subsidiary. To get in, he tries to waltz past the gate guard with a little Fast Talk (Negotiation Skill specialization) and a somewhat tattered ID card. Dodger has Negotiations 2 (Fast Talk 4). He uses the rent-a-cop's Intelligence Attribute of 3 as his target number. The guard is suspicious (+2 to the target number, because it's his job to be suspicious) and will be in trouble if he allows unauthorized personnel into the compound (a result harmful to him, which adds +4 to the target number). However, Dodger has an ID card (the gamemaster applies a special -1 modifier to the target number for supporting evidence). Also, Dodger decides to lay it on thick; he tells the guard he'll put in a good word to the bosses about the guard's diligence and thoroughness. Dodger writes down his name and claims that he'll put the guard's name up for some private security work. The gamemaster therefore applies the -2 modifier for a situation advantageous to the guard. Applying all the modifiers brings the target number to 6 (3 + 2 + 4 = 9, - 3 = 6)

Dodger has Fast Talk 4, and so rolls 4 dice. He gets 6, 6 and 4, for a total of 3 successes. One success is enough to get him past the guard, temporarily convincing the poor fool that Dodger is a Mitsuhamas employee. Had Dodger rolled 2 successes, the guard would check up on him soon afterward, as holes in his story started becoming apparent. Three successes is enough for the gamemaster to decide that the guard is pretty well convinced; he'll wait until the end of his shift before checking his log book to see whether the ID was valid (and because it wasn't, setting off alarms).



Crazy Mary, by contrast, doesn't go for subtle. She waits outside an Ares Macrotechnology subsidiary for a mid-level exec to leave. With pictures of his family in hand, Mary is going to Intimidate the corp exec to let her inside the complex and lead her to the paydata she needs. Mary has Intimidation 5, and so rolls five dice to determine the corp exec's target number. She gets 2, 3, 3, 4, and 8. The gamemaster takes the highest roll, the 8, and adds the following modifiers: +1 for Mary's Charisma (6), +1 for the gun in her hand, +2 because the gun is pointed at the exec and +2 for the pictures of the exec's family. That makes a total modifier of +6, for a final Target Number of 14. The exec has a Willpower of 3, and so rolls three dice—a 1, 2, and 5, well short of the target number! The gamemaster decides this guy is so afraid of Mary that not only does he escort her into the office complex, but he takes her in through a back entrance to ensure that no guards will see them.

INSTRUCTION

When teaching someone a skill or a spell or some other subject, a good instructor can improve his or her pupil's chances of learning, and learning in less time. A character must possess a skill at Rating 3 or higher in order to teach it to another. The instructor must also have the skill at a rating that equals or exceeds the rating the pupil wants to achieve.

Teaching requires an Instruction (4) Test. For every two successes achieved in this test, the student receives an additional die for making the test to learn the skill. See *Learning New Skills*, p. 245.

Note that numerous "virtual instructor" programs are now available widely, especially through the Matrix. Consider each such program to have a rating in the skill it is providing instruction for, as well as a rating in Instruction Skill. To determine the cost and size of a virtual instructor program, add together the ratings of these two skills and consult the Program Size Table (p. 223). Consider virtual instructors to have a multiplier of 3. Consult the Program Costs and Availability Table (p. 304) for prices, Street Index, and so forth. Note that programs for illegal or restricted skills (such as Demolitions) typically have twice the Street Index and an Availability of 10 or higher.

USING BUILD/REPAIR SKILLS

Using a Build/Repair Skill involves two steps: finding the target number for the test to see if the project succeeds or fails, and determining how long will it take.

To determine the target number, use the Difficulty Number Table on p. 92. Ordinary, everyday equipment should have a Target Number 4, fancy or technical stuff a Target Number of 5 to 7. Exotic items start at Target Number 8 and go up. Apply

BUILD/REPAIR TABLE

Situation	Target Number
Working Conditions:	
Bad	+2
Terrible	+4
Superior	-1
Tools are:	
Unavailable	Usually not allowed
Inadequate	+2
Reference material available	0
Working from memory	+(5 - Intelligence)

any appropriate modifiers from the Build/Repair Table below.

Having chosen the target number, the gamemaster next determines the base time that the task takes (see *Taking the Time*, p. 92). Gamemasters can use the following simple formula to figure out the base time for building or repairing something—find the price of a comparable item in the *Street Gear* chapter, p. 270, and divide that number by 10 for armed-combat items, by 20 for vehicles, and by 50 for electronics, cyber-

ware or other technical gear. The result is the base time in hours for building or fixing a typical item in that category. Success can reduce the base time; the successes rolled in a character's Success Test are divided into the base time, with fractions rounded to the nearest whole time unit.

Dodger's sweating hard, but he can't feel it under the water from the sprinkler system as he fumbles with the soldering iron and probes he scrounged up (inadequate tools, +2 modifier to the target number). He wishes Grinder hadn't blasted the door lock to keep the corp cops from coming through it behind them. The runners need to go through it now, before the whole place blows up in their faces. Between the sprinkler system and the stress, the gamemaster decides that Dodger is working in Terrible Conditions, and the water from the sprinklers splashing on the circuits does not help one bit (+4 to the target number). To override a door control without a lock would normally be a typical task (Target Number 4), but the modifiers raise the Target Number to 10 (4 + 2 + 4 = 10). Dodger has Electronic (B/R) Skill 4, and so he rolls four dice for this test. He gets a 3, 4, 5 and 6. The re-rolled 6 yields a 5, for a total of 11, and Dodger breathes a sigh of relief. If he had rolled more successes, he could have reduced the base time, allowing his team to escape even more quickly.

USING STEALTH

The Stealth Skill governs a wide range of sneaky activities, and its various specializations suggest many different uses. The Sneaking specialization covers moving quietly as well as tailing someone without being spotted. Hiding refers to physically hiding from view, camouflaging your appearance, blending into crowds and even disguising yourself. Alertness covers a character's ability to notice the use of Stealth by others. Theft includes sleight of hand, picking pockets and other such skullduggery. These different specializations function in slightly different ways.

When sneaking or hiding, a character should make an Open Test to determine how well he or she pulls it off. The high number rolled becomes the target number for Perception Tests by anyone who might conceivably notice the sneaking or hiding character.



Because theft is often a more difficult task to accomplish than hiding, using the Stealth Skill to pick pockets or pocket something without an opponent noticing usually requires an Opposed Test, pitting the thief's Stealth Skill against the victim's Intelligence. If the thieving character succeeds, he or she has successfully spirited away the item or picked the victim's pocket.

The Alertness specialization is best treated as a Complementary Skill (see p. 97) for Perception Tests. Characters can use this Complementary Skill only when applicable to stealth in some way: spotting a tail, keeping someone they are tailing in sight, spotting a camouflaged person or item, recognizing that the waiter is really a disguised assassin, and so on.

USING KNOWLEDGE SKILLS

Does the player know the capital of Tir Tairngire? What about the process of making a sim chip? What are the normal operating parameters of a smartlink and why does what this chipped ork whom the player just offed was using seem to work differently? Players may not know this information, but their characters might. The Knowledge Skill Table suggests target numbers and a Success Table for using the various Knowledge Skills.

KNOWLEDGE SKILL TABLE

Situation	Target Number
Character is seeking:	
General knowledge	3
Detailed knowledge	5
Intricate knowledge	8
Obscure knowledge	12

Number of Successes	Result
1	General knowledge, no details
2	Detailed information, with some minor inaccuracies
3	Detailed information, with some minor points obscure or missing
4	Detailed and accurate information

Screaming Eagle has never had much use for magic, but he knows science (Geology Skill 6). He got his hands on a strange, white rock and he wants to know what it is. The gamemaster, who knows that the object is a piece of metamorphosed flesh, secretly sets the Target Number at 12 because the rock is not natural and because magical workings are not common knowledge, especially to Screaming Eagle. Eagle rolls his dice and manages to get 2 successes, which is not enough to learn the whole story. The gamemaster informs Eagle that his analysis tells him the rock is a metamorphic carbonate of unusual structure, possibly a fossil, because of the presence of some apparently biological structures.



USING LANGUAGE SKILLS

Failure to achieve successes in a Language Test usually means that communication never really occurred. Information is misunderstood, usually to the character's detriment. The gamemaster may want to make any required die rolls himself, so that the players will not know whether what they intended to say got across.

A beautiful elven woman comes running up to Switchback, babbling something in Sperethiel. His knowledge of the elven language is minimal (Sperethiel 2). He rolls his two dice and gets two sixes. As it turns out, these are successes, and so he understands that she is looking for help because someone is following her (Complex Subject, Target Number 6). When she tries to explain just who it is and why they want her (Intricate Subject, Target Number 8), the convolutions become too much for Switchback (he rolls a 2 and a 5, neither of which matches the target number). He therefore loses the sense of what she is saying. Still, she is gorgeous and there might be a reward ...

COMPLEMENTARY SKILLS

In *Shadowrun*, each skill represents a wide range of potential game play applications, and so the uses of some skills overlap. While Active Skills tend to have specific game uses, Knowledge Skills can offer benefits and, in some cases, direct support for an Active Skill. Skills that do this are called Complementary Skills.

If a player has a Knowledge Skill that can legitimately support an Active Skill, then the player can roll dice for the Knowledge Skill against the same target number as for the Active Skill. Every 2 successes rolled on the Knowledge Skill Test count as an additional success toward the Active Skill's Success Test. At least one success must have been scored with the Active Skill for the Complementary Skill successes to have had an effect. Gamemasters should use this game mechanic sparingly, as rolling two tests per action may drag games out well beyond the patience of players and gamemasters. Background Skills ARE NOT considered Complementary Skills unless specifically noted in the rules.

In a very few cases, an Active Skill can act as a Complementary Skill—for example, Active Skills serving as complements to the corresponding Build/Repair Skill. For the purpose of reducing the base time to build or repair something, the player can roll dice for the character's Active Skill as a complement to the Build/Repair Skill. Players cannot use the Active Skill to make the initial Build/Repair Success Test; if that test fails, any successes from the Complementary Skill Test do not count. If the B/R Success Test succeeds, however, successes from the Complementary Skill Test help reduce the time it takes to perform the task in question. This rule assumes that the character has the Active Skill being used as a complement; characters cannot default to an Attribute, as they would if using the Active Skill under normal circumstances.)

LANGUAGE SKILL TABLE

Situation	Target Number
Universal concept (hunger, fear, bodily functions)	2
Basic conversation (concerns of daily life)	4
Complex subject (special/ limited-interest topics)	6
Intricate subject (almost any technical subject)	9
Obscure subject (deeply technical/rare knowledge)	11
Speaking lingo (or variation of a particular language)	+2 to the above target numbers

Another Active Skill that can act as a Complementary Skill is the Electronics Skill when making tests using certain Device Ratings. This use reflects the ability of characters skilled in electronics to coax better performance from their devices. The Electronic Warfare Specialization in particular can aid certain devices in tests to defeat jamming and so on. All such uses of Electronics Skill are subject to the gamemaster's discretion.

Cheshire is going into negotiations for her team. Since her last meeting with Mr. Johnson, she has spent some time learning psychology. The gamemaster allows her to use Psychology as a Complementary Skill for her Negotiations Test. Cheshire's Negotiations Skill Rating is still 5 and the Johnson who out-dealt her last time still has the same skill at 7. The target numbers remain the same at 5 (the Intelligence Rating of both characters). Cheshire makes two tests: a Psychology (5) Test and a Negotiations (5) Test. Mr. Johnson makes a Negotiations (5) Test. Cheshire only has the Psychology Skill at 2, but her test yields 2 successes. She rolls 3 successes on the Negotiations Test, for a total of 4 successes ($3 + [2 \div 2 = 1] = 4$). Mr. Johnson gets only 3 successes. Cheshire won this time, using negotiation and psychology to beat her opponent.

CREATING YOUR OWN SKILLS

Shadowrun has an open-ended skill system, which means that you can add any Active Skill that makes sense to your game and campaign. Gamemasters should keep a few requirements in mind when adding new skills, however. Each new skill needs to be linked to a single Attribute, and the gamemaster must decide if it should be grouped with existing skills for defaulting purposes or default back to the linked Attribute. Gamemasters should also take care not to include new Active Skills for a single character or a single effect. A good skill should have at least two specializations and be open to all characters, should they want to use it.



SKILL RATINGS TABLE

Rating Skill Type

1 Active

You have been **Introduced** to the Skill by someone or through research on your own. You have been shown how to perform the skill through a specific set of actions. You have no idea what the actions mean, but you can follow them precisely enough to perform the skill required.

Example: Someone shows you how to load, hold, point and fire a gun.

1 Knowledge

You have a **Scream Sheet** level of knowledge, involving only the most basic facts (and a healthy dose of hype). However, you have no background or context into which you can fit these facts.

Example: A sheep was cloned. Some people fear this development; others think we just saved metahumanity.

2 Active

You actually **Practice** the skill in question. You've gone beyond rote memorization. You still need to think about what you do, but you aren't handcuffed by not knowing why each step is necessary.

Example: You still need to go through the steps of firing the gun in your head ... "pop in clip, chamber a round, safety off, flex arm, pull trigger ..." but you've figured out some short cuts and have seen the process as a single motion rather than a series of disassociated steps.

2 Knowledge

You have become **Interested** in anything that covers the basic topic. Not satisfied with the basic facts, you have sought more information. You've read the entire article, or a magazine or two on the topic. Heck, you may even have watched that vid-documentary.

Example: Now you know how they cloned a sheep, why they did it and what they hope to gain from it. You also have a basic understanding of scientific jargon and introductory biology.

3 Active

You have become **Proficient** at your skill. You aren't great, but you're not too bad. You're average. You perform your skill in a pedestrian way. You don't need to think about every action or question each reason.

Example: You understand what you can and can't do with your gun. You also begin to understand how a gun works and the importance of how you use it. Your mental steps are quicker as your actions become cleaner and crisper.

3 Knowledge

You have become **Dedicated** in pursuing the topic. You are willing to search out even more information, as you discover that what you don't know is greater than what you do know. You pursue information via multiple sources, maintain active libraries and stay current with the latest news.

Example: Once out of the headlines, cloning becomes a subject found only in science-based media. You begin to hunt down those sources. Scientific jargon begins to make sense.

4 Active

You are **Skilled** at what you do. You no longer need to worry about the steps; instead, you can focus on how and why you perform them. You investigate better ways to execute your actions, and with each experiment you gain more insight into the background of your skill.

Example: Firing a gun is easy. It's the mental preparation that still needs work. Firing the gun becomes more than pulling the trigger. You focus on the gun, how you use it and what you must do with it.

4 Knowledge

You have become **Well-rounded** in your search for knowledge. The concept of isolated knowledge falls away as disciplines you never thought were connected suddenly seem intertwined. The new information you're discovering interests you as much as the original topic.

Example: You discover that people other than scientists have opinions on cloning: religions around the globe have ethical issues, politicians have political issues, corporations have issues that affect the bottom line. You begin to research and understand those topics as well.



SKILL RATINGS TABLE (CONTINUED)

Rating Skill Type

5 Active

The skill is so ingrained that you use it in a **Professional** way. You perform the skill because you can. You no longer need to worry about failure. It happens, but the possibility of it no longer affects your actions.

Example: You want to do one thing ... fire the gun easily and effectively. More often than not, you do. You begin to discover new ways to approach firing the gun. Each new discovery increases your understanding of your potential.

5 Knowledge

You have become **Educated**. You now know more than you don't know on a topic. You can discern whether facts, research or trends are accurate. You also begin to keep up with advances made in parallel topics that might affect your knowledge base.

Example: You know the limitations of cloning and what can and can't be done. Rumors of cloned humans and media representations make you mad with their inaccuracies, but you're more occupied with news of advances in gene theory that you'd like to research.

6 Active

The skill becomes **Innate**. You no longer think about using it. Whenever you use the skill, your mind and body are one. The skill is less an action performed and more a triggered reaction. You concern yourself with performance rather than style and effect.

Example: The gun is drawn. The gun is fired. The target is hit. Evaluate. Adjust. The gun is fired. Your body reacts. Your mind evaluates. It's a blink of the eye to others, but you perceive your action as slowed down to the point where it's just you and the skill—an inseparable pair.

6 Knowledge

There is little you don't know about the topic at hand. You have **Mastered** the subject, from its basic principles to its farthest-reaching implications. You begin to concern yourself with future advances and applications and the relevance of parallel topics.

Example: Cloning seems like a closed book to you. You know how and why they did it, but now the tough questions involve what to do with it. The science continues, but while ethics and corporate exploitation concern you, spin-offs like cellular reconstruction seem more interesting.

7 Active

You have become an **Expert** in using this skill. You perform it as a pure blend of reaction and mental preparation. It becomes like breathing; you no longer think of the skill as separate from yourself. The skill defines you. Your knowledge of the skill covers all of its applications.

Example: You don't fire the gun. You are the gun. Your mind and body are in concert.

7 Knowledge

You are an **Expert** in the topic at hand. You not only know what there is to know, but are also current in all trends, research (even the secret stuff behind closed doors), theories and speculation, as well as knowing everything about the men and women behind it all. The subject is as simple to you as the alphabet is to someone else.

Example: Cloning isn't just a topic or a hobby. Cloning and all that it encompasses keeps you going. You cannot imagine life without the thrill of staying on the cutting edge, from Aztechnology's newest research papers to the latest "What Is Life" discussion.

8+ Active

Only two words can describe your use of the skill: **World Class**. Regarded as someone who defines the skill, you perform it perfectly; you also grasp the nuances, adapt and refine it, as if you are recreating the skill every time you use it.

Example: You are the best with a pistol, state-of-the-art. Your name is feared in the streets.

8+ Knowledge

Only one word describes your knowledge in any given topic: **Genius**. Friend and foe alike regard you as someone whose knowledge is unsurpassed and whose ability to theorize and think creatively about a topic is unparalleled.

Example: When people speak of cloning, they use your name!

COMBAT



The world of *Shadowrun* is violent and hostile, and inevitably player characters will be drawn into combat situations. Whether the characters are spraying bullets, slinging spells or engaging in melee, vehicular combat or a Matrix dogfight, the following rules for combat are used.

Combat in *Shadowrun* proceeds in a set sequence known as the Combat Turn. 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, which lasts for roughly three seconds of game time, each player (starting with the fastest) takes turns describing his character's action, and rolling dice to see how well he performs it. The gamemaster describes the actions and reactions of the non-player characters, as well as the final outcome of all actions. The Combat Turn sequence begins on p. 103.

Before combat can occur, the first thing that must be established is the order in which characters act.

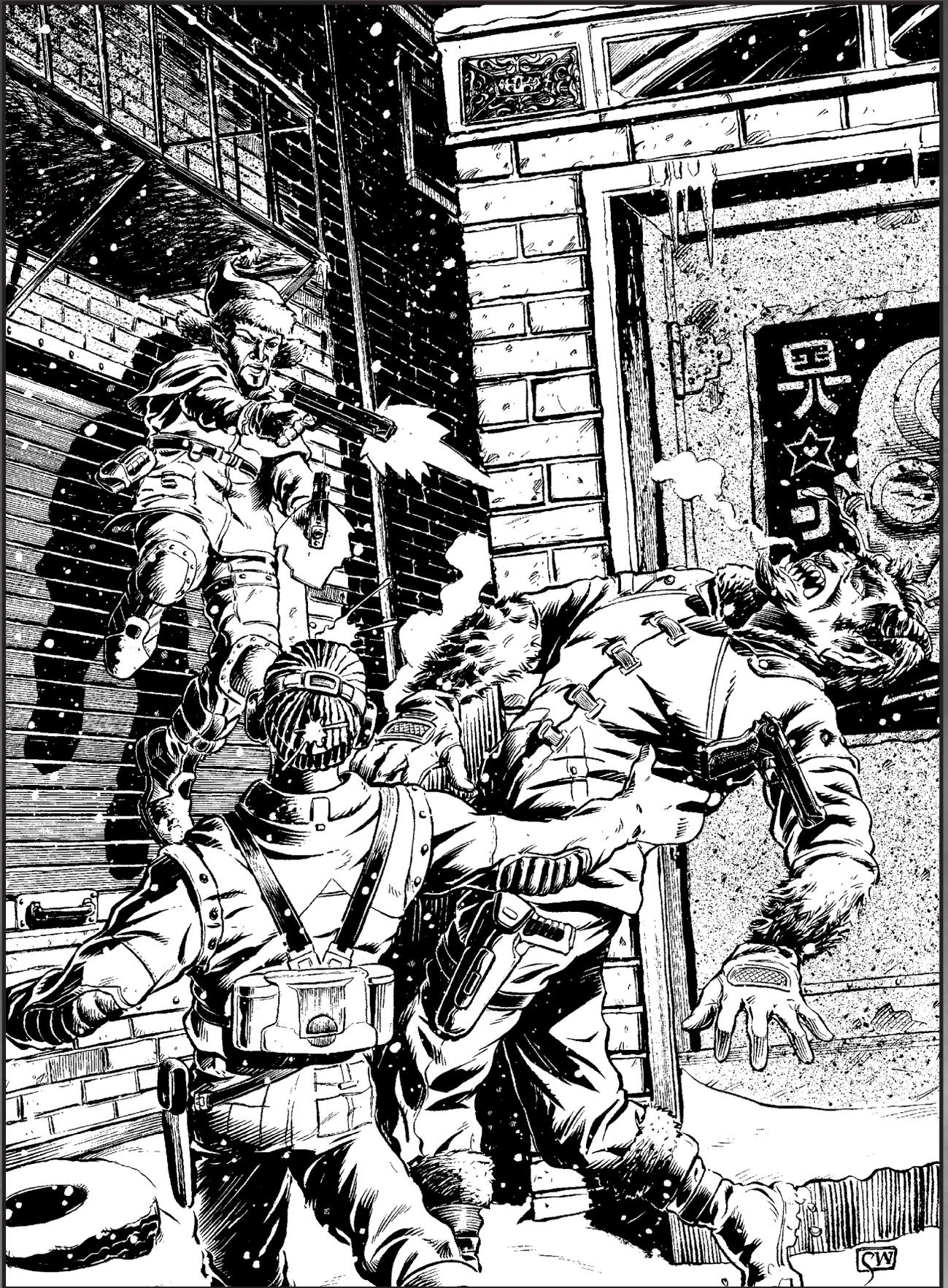
INITIATIVE

Initiative determines the order in which characters act during a single Combat Turn. Initiative is based on two factors: The character's adjusted Reaction Attribute, plus his total Initiative dice. The sum of the two is the character's Initiative Score.

Each character has a base Initiative die of 1D6. Their base Initiative is Reaction + 1D6. Various pieces of cyberware, adept powers and spells may increase a character's Reaction or Initiative dice. The adjusted numbers are written in parentheses following the base number; a character with a base 4 + 1D6 Initiative who has wired reflexes cyberware (level 1) would write his Initiative as 4 (6) + 1D6 (2D6).

To determine the Initiative Score, roll the character's Initiative dice. Add the results of the dice together with the adjusted Reaction to get the Initiative Score. Note that the Rule of Six (p. 38) does not apply to Initiative rolls.

John Longbone, an ork street samurai, has a natural Reaction of 3, and the base 1D6 Initiative die. He also has reaction-enhancing cyberware installed that adds +2 Reaction and +1D6 Initiative dice. That makes his listed Initiative 3 (5) + 1D6 (2D6). Rolling his 2D6



CW



Initiative dice, he gets a 2 and a 6. His Initiative Score is then (2 + 6 + 5 =) 13.

The Initiative Score determines when a character may act, as well as how often he may act in a Combat Turn.

DETERMINING THE ORDER

At the beginning of each Combat Turn the characters roll their Initiative dice. The Initiative Scores are calculated and the results are noted by the gamemaster from highest to lowest. The highest-scoring character will go first.

The Initiative Pass

Once the character with the highest Initiative goes first, each character follows in order from highest Initiative Score to lowest. This is called the Initiative Pass. Each character will go once before any character goes again. The number on which a character acts is called a Combat Phase. (See *The Combat Phase*, p. 104)

Once all players have acted, the gamemaster subtracts 10 from everyone's Initiative Score. If a character has a result above zero, that character can act a second time, from highest to lowest. This is the Second Initiative Pass. After all characters have gone in this pass, the gamemaster again subtracts 10 from all Initiative Scores, and if any character has a score above zero they can go a third time. This process continues until no characters have an Initiative Score above zero. At this point the Combat Turn is over and a new Initiative Score is rolled.

A big combat breaks out and the gamemaster tells everyone to roll Initiative. The players throw some dice and the resulting Initiative Scores look like this:

Player	Initiative Score:
Mike's Character	37
GM Goon #1	26
Dave's Character	22
GM Goon #2	19
Sharon's Character	18
Rich's Character	17
GM Goon #3	15
Carmella's Character	9

The Combat Turn would proceed in the following order (provided no one gets injured):

Player	First Pass Order	Second Pass Order	Third Pass Order	Fourth Pass Order
Mike's Character	37	27	17	7
GM Goon #1	26	16	6	No Actions
Dave's Character	22	12	2	No Actions
GM Goon #2	19	9	No Actions	No Actions
Sharon's Character	18	8	No Actions	No Actions
Rich's Character	17	7	No Actions	No Actions
GM Goon #3	15	5	No Actions	No Actions
Carmella's Character	9	No Actions	No Actions	No Actions

All of the characters get to act in the first Initiative Pass, starting with Mike's character and proceeding in order. In the

second Pass only Carmella's character does not get any actions because her Initiative Score is 0 or less (9 - 10). Everyone else gets a second action, with Mike's character going first and everyone else in order. After the second Initiative Pass only 3 characters have Initiative Scores above zero: Mike's character, GM Goon #1 and Dave's character. After the third Pass only Mike's character still has an Initiative Score above zero. Not only did Mike get to go first this Combat Turn, but he also went last and more often.

Damage and Initiative

If a character is wounded, the damage he has taken will affect his Initiative Score. Each time Initiative is rolled, the Initiative modifiers (see Damage Modifiers Table, p. 126) from the character's damage is subtracted from the Initiative Score. For example, a character with a Serious physical wound and Light Stun damage would subtract 4 from his Initiative Score. If a character's Initiative Score is reduced to zero or less by damage modifiers, that character does not get any actions during that Combat Turn.

When a character takes damage (see *Applying Damage*, p. 125) his Initiative Score is affected immediately. The Initiative modifier determined by the damage level is applied to their Initiative Score immediately upon taking the damage. This means that a character's order within an Initiative Pass can change, possibly more than once if he takes damage multiple times. Note that a character only acts once per Initiative Pass, so if a character's Initiative Score is lowered by damage after he has acted during a pass, he does not get to act again that pass. In addition, a character's Initiative Score may be lowered enough that he loses a complete Initiative Pass.

In the example above, Dave's character has an Initiative of 22. In the first pass, GM Goon #2 (Initiative 19) plugs Dave's character for a Moderate wound. The Moderate wound carries with it a -2 penalty, so Dave's Initiative Score is immediately modified to 20. While this doesn't affect the first pass (Dave already has gone), it means that in the second pass Dave's Initiative Score is 10 (not 12). Furthermore, this means Dave will lose his action in the third pass (10 - 10 = 0, meaning no actions).

If GM Goon #2 had instead plugged Sharon's character, who has an Initiative Score of 18 (and she has not yet acted in the first pass), with the same damage, her Initiative would be modified to 16. She would now act after Rich's character, not before. This would also change the order in the second pass.

Initiative Ties

Sometimes characters will end up having the same Initiative Score. Initiative ties are resolved in the following order.

- The character with the highest Initiative Score in the first Initiative Pass goes first.
- The character with the highest adjusted Reaction goes first.
- The character with the highest unaugmented Reaction goes first.
- Roll 1D6. The highest result goes first (keep rolling if these are ties).



Characters may intentionally choose to go after another character. However, if two or more characters are each seeking to go after the other(s), only a character who would have gone first can choose to act last.

Using the example above, let's say that Rich's character gets plugged for Moderate damage instead of Dave's character. Rich's Initiative Score was 17, modified by the Moderate damage to 15—the same Combat Phase that Goon #3 goes on. However, Rich had rolled a higher Initiative Score for this first pass, so he still goes first, before Goon #3. This will also be the case in the second pass, unless one of them gets hurt again.

If Rich chooses, he can intentionally act after Goon #3 in that Combat Phase. Goon #3 has no choice in the matter.

Delayed Actions

Sometimes players don't want to go when it's their turn. They prefer to wait to see what happens and how others act before they act. This is called a delayed action. A delayed action must be declared when players are declaring their actions. (See *Declaring Actions*, p. 104) A player can declare a delayed action on any of their actions in any pass.

A player character can delay an action until a later Combat Phase in the same Initiative Pass. During the Declare Actions part of that Combat Phase, the character must declare that he is intervening. Characters who have held an action and intervened in this manner go before anyone who is normally taking their action during that Combat Phase. If multiple characters delay their actions until the same Combat Phase, determine which order they act in as if resolving an Initiative tie. Note that characters can choose to intentionally act after another in a Combat Phase, but only if they would normally have gone before.

The character delaying an action in this manner does not lose his original Initiative Score. Once that pass is over, the gamemaster subtracts 10 from the original Initiative Score of that character as usual to determine when they act in the next pass.

Players can also decide to go after the last players' Combat Phase in a pass. The character must act by Combat Phase 1 (there is no Combat Phase zero). If more than one character decides to act last in a pass, resolve who goes first as if resolving an Initiative tie.

Delaying into the next Initiative Pass: Characters can also delay an action until the next pass. In doing so, the player accepts some limitations on his or her actions. Players delaying an action in this manner cannot choose a Combat Phase that is earlier than the highest Initiative Score for that pass. If a character does delay his action and takes it during the next Initiative Pass, he loses the action he would normally get during that pass. Characters cannot use a delayed action to effectively go twice in the same Initiative pass. They still get to act in the pass after that, as normal, if they have an action.

In addition, a character must act *before* the Combat Phase in which he would normally take his next action. If he does not wish to or can't act by that time, then he loses the action he was delaying. He may still take the action he normally gets for that Initiative Pass, and may even delay that one if he wishes. In any case, a character may only act once during an Initiative Pass.

If the character is delaying his last action of the Combat Turn, he may delay it until the very end of the Combat Turn if he wishes (Combat Phase 1 of the last Initiative Pass). If more than one character delays until the end, determine the order in which they act as if resolving an Initiative tie.

Using the Initiative Scores in the example above, Mike decides to wait in the first Initiative Pass until he can fully evaluate the situation. Unless he gets badly hurt, he knows he has an action in the last Initiative Pass as well and so can bail the team out if necessary. He declares a delayed action. Mike can act at any time in the first pass, but since he goes first in the second pass there's no real point in delaying until that pass unless he wants to lose an action. The Goons seem tougher than what the team suspected, so he decides to use his combat skills in back-to-back action to open up some breathing room. He decides to act last, at the very end of Pass 1.

If Mike just wanted to wait until Goon #1 acts, he could have delayed and then declared (after the goon had declared what action he was taking) that he was also acting in Combat Phase 26. In other words, Mike's character waited until he could see what the goon was doing, and then acted to pre-empt the goon.

Timed Items and Initiative

Some items, such as grenades, explosive devices, timed traps and so on, are timed as to exactly when they will explode. In most situations, these items will detonate on the character's Combat Phase during the next Initiative Pass. If there are no more Combat Phases for that character, the item will detonate at the end of the next Initiative Pass. If, for some reason, there are no more Combat Turns, the item will detonate at the gamemaster's discretion.

If an item has a timer set by a player character, that character can decide when it goes off, but he or she must declare the detonation time when the item is activated. In general, it's best to have such items detonate on the character's Combat Phase, either during a predetermined pass or at the beginning or end of a Combat Turn.

Note that timed items always lose Initiative ties.

On Combat Phase 18 of the first Initiative Pass, Sharon's character tosses a grenade at Goon #3. The grenade will detonate during Combat Phase 8 of the second Initiative Pass.

COMBAT TURN SEQUENCE

After determining who acts and in what order, the Combat Turn sequence is used to resolve all forms of combat, including hand-to-hand, ranged combat, firearms, magic, vehicle, critter or Matrix combat. Specific details about specific types of combat appear in the *Magic, Vehicles and Drones, Spirits and Dragons* and *Matrix* sections. All of their specific actions fit within the Combat Turn sequence.

The following combat rules apply to all player characters, non-player characters (NPCs) and critters alike unless otherwise noted.



1. ALL DICE POOLS REFRESH

All the various Dice Pools of all the characters involved refresh. Karma Pools refresh every 24 hours, or at the game-master's discretion (see *Karma Pool*, p. 246).

2. DETERMINE INITIATIVE

Determine Initiative for all the characters, critters, spirits, intrusion countermeasures and anything else involved in the fight. The order of Initiative Scores from high to low determines the order in which the action will take place.

3. CHARACTERS TAKE ACTIONS IN THEIR COMBAT PHASE

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, see *Initiative Ties*, p. 102.

A. Declare Actions

The acting character declares his actions for the Combat Phase. He may make Free, Simple and Complex Actions, in any order. Any character can declare a Free Action even if this is not their Combat Phase, as long as they have already acted in the Combat Turn prior to this Combat Phase.

If a character has delayed an action and wishes to act during this Combat Phase, he must declare it at this point.

B. Resolve Actions

Resolve the actions of the acting character.

C. Declare and Resolve Actions of Remaining Characters

Move on to any other characters acting in that Combat Phase and repeat Step B for them in the proper order. Once all eligible characters have acted in that Combat Phase, move on to the Combat Phase of the character with the next highest Initiative Score and resolve the actions of that Combat Phase, starting with Step A above. Continue repeating steps A through C until the actions of all characters have been resolved for that Initiative Pass.

D. Calculate the Next Initiative Pass

Once all of the characters have acted and the all of the actions have been resolved for that Initiative Pass, the game-master subtracts 10 from each character's Initiative Score and calculates the order for the next Initiative Pass. Step 3 is then repeated. If a character's Initiative Score is equal to or less than zero, the character takes no more actions for that Combat Turn.

Gamemasters must remember to immediately apply to a character's Initiative Score any Initiative modifiers from wound damage.

4. BEGIN A NEW COMBAT TURN

Begin a new Combat Turn, starting again at Step 1. Continue repeating steps 1 through 3 until the combat ends. Any unused dice in a character's dice pools do not carry over to the next Combat Turn (except Karma Pool).

USING DICE POOLS

The first step in the Combat Turn is for all dice pools to refresh. Characters can then draw from them during the Combat Turn. Dice drawn from the pool are no longer available, until the pool refreshes at the beginning of the next Combat Turn. Characters may use more than one die from a pool to augment a test, subject to the limitations of the dice pool in question. Each pool's limitations are discussed in the *Game Concepts* section under *Dice Pools* (p. 43).

When using dice from a pool to augment a test, the player simply adds the pool dice to those normally used for the test. If a player would normally roll four dice for a test and takes three dice from the appropriate pool to augment the test, he rolls a total of seven dice. Pool dice should be a different color than the other dice used in the test.

Unused pool dice do not carry over from Combat Turn to Combat Turn. Dice remaining in the pool at the end of a Combat Turn are simply lost.

COMBAT POOL

Players may allocate dice from the Combat Pool to any offensive or defensive combat-related tests. They may also use dice from the Combat Pool to dodge and help resist damage from normal attacks (see *Dodge Test* and *Damage Resistance Tests*, p. 113).

The Combat Pool and its uses are discussed in detail on p. 43.

THE COMBAT PHASE

When a character's Combat Phase arrives she must decide what she's going to do. Multiple options are open to the acting character during his or her Combat Phase. An action is a character's attempt to do something: fire a gun, cast a spell, activate a computer program and so on. Characters can carry out three types of actions during their Combat Phase: Free, Simple and Complex. A character can take either two Simple Actions or one Complex Action during their Combat Phase. In addition, each character may take one Free Action during *anyone's* Combat Phase (including their own).

Note that the various actions possible in the Matrix and in vehicle combat are detailed in the *Matrix* section (see *Actions*, p. 224) and in the *Vehicles and Drones* section (see *Vehicle Actions*, p. 141).

DECLARING ACTIONS

When it is your character's turn to act, you must declare the actions that he or she is going to perform during the Combat Phase. You may take Free, Simple and Complex Actions in any order during your Combat Phase. If there are multiple characters acting within one Combat Phase, the characters declare their actions in reverse order, moving from the one with the *lowest* beginning Initiative Score (or whatever is used to break an Initiative tie, see *Initiative Ties*, p. 102) to the character with the *highest* Initiative.

At this point, characters can declare their intention to delay their actions (see *Delayed Actions*, p. 103). If a character



has decided to act from a previously delayed action, they also need to declare that they are intervening at this time.

Free Actions must always be declared at the beginning of a Combat Phase.

FREE ACTIONS

Free Actions are relatively simple, nearly automatic actions that require little or no effort to accomplish. Examples are saying a word, dropping an object, dropping prone, or casually looking at something.

A character may take a Free Action during their own Combat Phase *and during the Combat Phase of any other character, as long as it is declared*. Only one Free Action may be made by each character during any given Combat Phase. A character may NOT take a Free Action PRIOR to his first Combat Phase in the first Initiative Pass.

Free Actions taken by characters during Combat Phases other than their own always take place last in the Combat Phase.

Free Actions generally require no Success Test, though special circumstances may warrant one. Following are descriptions of a few of the many possible Free Actions in *Shadowrun* combat.

Activate Cyberware

A character may use a Free Action to activate a piece of cyberware that is not continually turned on. This equipment includes headware radios/telephones, thermographic vision, and so on. See *Cyberware*, p. 296.

Call a Shot

A character may “call a shot” (aim for a vulnerable portion of a target) with this Free Action. See *Called Shots*, p. 114. This action must be immediately followed by a Take Aim, Fire Weapon, Throw Weapon or Melee/Unarmed attack.

Change Smartgun Fire Mode

Characters holding a ready smartgun (with smartlink cyberware) may change their weapon’s fire mode as a Free Action. See *Firearms*, p. 114, and *Smartlink*, p. 301. This would include changing a shotgun’s choke via smartlink. See *Shotguns*, p. 117.

Deactivate Focus

An Awakened character may deactivate a focus that is bound to him as a Free Action, turning the focus off. See *Foci*, p. 189.

Delay Action

A character may delay an eligible action by expending a Free Action. See *Delayed Actions*, p. 103. This Free Action is only possible during a Combat Phase in which a character is eligible for action.

Drop Object

A character may drop a held object as a Free Action. If he is holding objects in both hands, he may drop both objects as a single Free Action.

Drop Prone

A character may drop prone at any time.

A magician sustaining a spell must make a Willpower (Force) Test to avoid losing concentration on the spell when dropping prone.

Drop Sustained Spell

A magician may drop a sustained spell as a Free Action.

Eject Smartgun Clip

A character holding a ready smartgun (with smartlink cyberware) may use a simple cybernetic command to eject the weapon’s clip. It still takes a Simple Action to insert a new, fresh clip. See *Smartlink*, p. 301.

Gesture

A character may execute one gesture as a Free Action. (However ludicrous this may sound, it pertains primarily to the use of gestures as silent communication in combat situations.)

Observe

A character may observe as a Free Action. See *Perception*, p. 231. A character who is observing can see only what is immediately obvious, though active vision enhancements (low-light, thermographic) apply. No actual Perception Test is possible when observing as a Free Action. (See also *Observe In Detail* under *Simple Actions*.)

Speak a Word

Each word spoken is a Free Action, but, for all practical purposes, characters can speak in a coherent phrase or two when necessary. The gamemaster may wish to enforce the single action–single word rule in order to control excessive, unrealistic conversations within the span of a Combat Turn (about three seconds.) Some gamemasters and players may, however, prefer elaborate communication.

Spell Defense

Magicians may allocate Spell Defense dice (see p. 183) as a Free Action.

SIMPLE ACTIONS

A Simple Action is one step more complicated than a Free Action, and requires a bit more concentration to attempt. Only a few require a Success Test to accomplish, however. Simple Actions can only be taken on a character’s Combat Phase.

A Free Action may be taken in place of a Simple Action.

During his Combat Phase, a character may take up to two Simple Actions *or* one Complex Action.

The following are typical Simple Actions occurring in combat in the *Shadowrun* game.

Activate Focus

An Awakened character may take a Simple Action to activate a focus that has been bonded to him. Note that activating a sustaining focus requires the magician to cast a spell, and so is a Complex Action. See *Activation*, p. 190.



Command a Spirit

Using a Simple Action, a magician character may issue a command to a nature or elemental spirit under his control. More than one spirit may be commanded in this manner if they are all given the same command. See also *Elemental Services*, p. 187, and *Nature Spirit Services*, p. 186.

Fire Weapon

A character may fire a ready firearm in single-shot, semi-automatic, or burst-fire mode via a Simple Action. See *Firearms*, p. 114, for more information. If a character has one weapon in each hand, he may fire once with each weapon by expending one Simple Action. See *Using a Second Firearm*, p. 112.

Single-shot weapons may be fired only once per Combat Phase.

Using Fire Weapon, a character may fire a bow-weapon (regular bow or crossbow) that has been previously made ready using the Simple Action of Ready Weapon. See *Projectile Weapons*, p. 117.

Insert Clip

A character may insert a fresh clip into a ready firearm by taking a Simple Action, but only if he has first removed the previous clip. See the Simple Action of Remove Clip, p. 107, and also *Reloading Firearms*, p. 280.

Observe in Detail

A character may make a detailed observation by taking a Simple Action. This allows a Perception Test. See *Perception*, p. 231.

Pick Up/Put Down Object

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

Call Nature Spirit

A shaman can call forth a nature spirit that has been placed on “standby” with a Simple Action. See *Nature Spirit Services*, p. 186.

Change Gun Mode

A character holding a ready firearm can change its fire mode via a Simple Action. If the weapon is a properly linked smartgun, it takes only a Free Action to change the mode. See *Firearms*, p. 114, and *Smartlink*, p. 301. This includes changing a shotgun’s choke if the gun does not have a smartgun link. See *Shotguns*, p. 117.

Change Position

Using a Simple Action, a character may either stand up or lie down (becoming prone). If the character is wounded and attempting to stand up, he must make a Willpower (2) Test to stand up. Remember to add any injury modifiers to the target number. Characters can always fall down without making a test (or by using the Free Action of Drop Prone).



Quick Draw

A character may attempt to quick-draw a pistol or pistol-sized weapon (Concealability 4 or greater, see p. 270) and immediately fire it by expending a Quick Draw action. For the character to successfully draw the weapon, the player must make a Reaction (4) Test. Only 1 success is necessary to clear the weapon. If the pistol is not held in a proper holster, add a +2 target modifier. If the test is successful, the character may draw the pistol and fire normally. If the test fails, he cannot fire the gun this Combat Phase.

Only weapons that can be fired with a Simple Action can be quick-drawn. Two weapons may be quick-drawn and fired, but this adds an additional +2 target modifier to each Reaction Test. See *Using a Second Firearm*, p. 112.

Ready Weapon

A character may ready a weapon by spending a Simple Action. The weapon may be a firearm, melee weapon, throwing weapon, ranged weapon, or mounted or vehicular weapon. Readying entails drawing a firearm from a holster, drawing a throwing or melee weapon from a sheath, picking up any kind of weapon, nocking an arrow in a bow or crossbow, or generally preparing any kind of weapon for use. A weapon must be ready before it can be used.

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

Remove Clip

A character may remove a clip from a ready firearm by taking a Simple Action. See *Insert Clip*, p. 106, and also *Reloading Firearms*, p. 280. It takes another Simple Action to grab a fresh clip and slam it into the weapon.

The wielder of a smartgun with a smartlink may eject the gun's clip by spending a Free Action to make a simple cybernetic command. See *Smartlinks*, p. 301.

Shift Perception

A Simple Action allows a magician to shift perception to or from astral space. Actual astral projection requires a Complex Action. See *Astral Perception*, p. 171.

Take Aim

A character may take aim with a ready ranged weapon (firearm, bow, or throwing weapon) as a Simple Action. Take Aim actions are cumulative, but the benefits are lost if the character takes any other kind of action, including a Free Action at any time. Take Aim actions may be extended over multiple Combat Phases and Initiative Passes, even from Combat Turn to Combat Turn. The maximum number of sequential Take Aim actions a character may take is equal to one-half the character's base skill or specialization (if applicable) with that weapon, rounded down.

Characters who are aiming over multiple Combat Phases may *not* use dice pool dice for any reason without losing the benefits of the Take Aim actions.

Each Take Aim action reduces the base target number by 1. See *Resolving Ranged Combat*, p. 109.

Throw Weapon

A character may throw a ready throwing weapon (see *Ready Weapon*, above) by taking a Simple Action.

Use Simple Object

A character may use a simple object by taking a Simple Action. In this case, simple is defined as being able to operate the device or mechanism via a simple activity such as pushing a button, turning a knob (doors must be unlocked to be opened with a Simple Action), pulling a lever, and so on. The game-master may have to decide on a case by case basis if a device or mechanism is simple or complex. A character can also use objects such as potions, pills, skillsofts, or patches by taking a Simple Action.

COMPLEX ACTIONS

A Complex Action requires the most intense concentration of all the possible action types. Only one Complex Action is possible per Combat Phase. A character who wishes to take a Complex Action may also take a Free Action that Combat Phase, but may not take Simple Actions.

Astral Projection

A magician may project his spirit onto the astral plane by taking a Complex Action. Returning to his physical body also takes a Complex Action. Note that once on the astral, astral projection does not require an action. See *Astral Projection*, p. 172.

Banish Spirit

A magician can attempt to banish a spirit by taking a Complex Action. See *Banishing*, p. 189.

Call Elemental

A mage may call forth an elemental that was previously summoned and placed on "standby" with a Complex Action. More than one elemental may be called at once with the same Complex Action if they are all of the same type (fire elementals, for example). See *Binding Elementals*, p. 186.

Cast Spell

A magician may cast a spell by taking a Complex Action. See *Spellcasting*, p. 181.

Control Spirit

A magician may attempt to seize control of a spirit away from another magician with a Complex Action. See *Controlling*, p. 189.

Erase Astral Signature

A magician using astral perception may take a number of Complex Actions equal to the Force of an astral signature to erase it completely. See *Astral Signatures*, p. 172.

Fire Automatic Weapon

A character may fire a ready firearm in full autofire mode by taking a Complex Action. See *Firearms*, p. 114.



Fire Mounted or Vehicle Weapon

A character may fire a ready mounted or vehicle weapon by taking a Complex Action. See *Vehicle Combat*, p. 138.

Melee/Unarmed Attack

A character may attack with a melee weapon, or unarmed, by taking a Complex Action. See *Melee Combat*, p. 120. A character may attack multiple targets within melee range with a single Complex Action. See *Multiple Targets*, p. 122.

Reload Firearm

Weapons that do not use clips must be reloaded using a Complex Action. See *Reloading Firearms*, p. 280.

Summon Nature Spirit

A shaman may summon a nature spirit by taking a Complex Action. See *Summoning Nature Spirits*, p. 184.

Use Complex Object

A character may operate a complex object, such as a computer, cyberdeck, vehicle and so on, by taking a Complex Action. "Use" entails activating a program, issuing detailed instructions, conducting an internal operation (such as copying files), driving the vehicle, and the like. This cannot be done while running.

Use Skill

A character may use an appropriate skill by taking a Complex Action. See *Using Skills*, p. 91.

MOVEMENT

In addition to the choices of Free, Simple and Complex Actions, characters may also choose to move during their Combat Turn. Movement in no way changes the availability of Free, Simple, or Complex Actions.

There are two types of movement: walking and running. Characters may move at one of the two rates during a Combat Turn. They may also choose to remain stationary. Characters can begin the turn stationary and declare their movement during any subsequent Combat Phase.

MOVEMENT RATE

Each character has a Movement Rate for both walking and running. This rate is the distance the character moves by that method per Combat Turn. A character's maximum Walking Rate is equal to his Quickness in meters. A character's maximum Running rate is equal to Quickness times his running modifier (See Running Table).

Movement during a Combat Turn is divided evenly between the turn's Initiative Passes. The maximum distance a character can move is equal to the character's maximum Movement Rate for the type of movement being used in that turn divided by the total number of Initiative Passes (rounding

RUNNING TABLE

Race	Running Modifier
Human	x 3
Dwarf	x 2
Elf	x 3
Ork	x 3
Troll	x 3

up) in that Combat Turn. The result is the maximum number of meters a character can move during each Initiative Pass. If the character moves at all (even a single meter), he is assumed to be moving at the rate he declared and suffers the appropriate movement modifiers to his actions. If the character does not move, he must still reduce his maximum available movement for the turn by the number of meters allowed in each pass. Characters may con-

tinue to move during passes in which they have no available actions, moving their maximum distance for that pass after all other characters have taken their actions.

Twitch the elf samurai has a Quickness of 6. His maximum Running Rate is 18 meters (6 x 3) and his maximum Walking Rate is 6 meters. There are 3 Initiative Passes in the current Combat Turn, which means that Twitch can run for 6 meters or walk for 2 meters during each Initiative Pass. Because Twitch is standing still and firing his gun for the first pass, the movement mode doesn't matter. But his target decides to run, so on Twitch's Combat Phase of the second Initiative Pass, he declares he will run. He moves 6 meters for this pass, and if he continues to run through the next pass he will run 6 more (for a total of 12 for the entire Combat Turn). Because Twitch did not move in the first pass, he "loses" those 6 meters.

WALKING

When walking, if the character is combining the movement with an action that requires some form of Success Test, the character takes a +1 target modifier. If the movement is over rough terrain or through obstacles, the character takes a +2 target modifier.

RUNNING

Characters who are running take a +4 target modifier to any tests attempted while running (+6 over difficult ground).

Characters with Athletics (Running) Skill may attempt to increase their running distance by spending a Complex Action (Use Skill). Each success against a Target Number 4 increases the character's effective Quickness by 1 point for that Combat Phase.

INTERCEPTION

If movement takes a character within one meter of an opponent, and the character attempts to pass by without attacking the opponent, that opponent can make a free melee attack. If the opponent has a weapon ready, he uses his normal (melee) Combat Skill Rating; otherwise, he uses Unarmed Combat Skill. The attacker's Target Number is 4. The only modifiers are those applied for reach, movement, or the attacker's condition. The defending character is assumed to be in Full Defense (p. 123).

If the character attempting to pass takes damage (see *Melee Combat*, p. 120), he is considered to be intercepted and he cannot continue his movement.

The Combat Pool may be used to augment these rolls.



SURPRISE

Characters sometimes appear unexpectedly. This may be deliberate (a planned ambush) or accidental (two unlucky security guards stumble over a group of shadowrunners breaking into the top-secret research lab). The surprise rules simulate these and similar instances. The following rules apply to critters as well as to characters. Astral barriers, foci, programs and IC cannot be surprised.

When surprised, a character can do little except watch events unfold. As a game concept, surprise occurs on a character-by-character basis. For example, a player character walking into an ambush set by two non-player characters may find himself surprised by Ambusher A, but not by Ambusher B. In this case, the player character can take actions against Ambusher B, but not against Ambusher A, because it was Ambusher A who surprised him.

To resolve surprise situations, all participants must make Reaction Tests. Each character rolls his Reaction dice against Target Number 4. If characters planning an ambush have delayed actions while they lie in wait for the arrival or appearance of their targets, they receive a -2 to their target numbers. Gamemasters may also wish to apply additional target number modifiers for terrain, proper (or improper) camouflage and other extenuating circumstances.

Each character's successes are then compared individually to the successes generated by the opposing characters. If a character rolls more successes than a particular opponent, the character can take actions against the opponent. If a character rolls the same number or fewer successes than a particular opposing character, he cannot take any actions that directly affect, impede or counteract that character.

Tess, Virgil and Winger are lying in wait for three Mitsuhamas security goons. The goons arrive, and our heroes spring their ambush. Tess has a Reaction of 6, Virgil 8 and Winger 9. The three goons all have Reaction 4. All characters make Reaction Tests. Rolling against Target Number 2 (base Target Number 4 minus 2 for being ambushers), Tess gets 3 successes, Virgil gets 4 and Winger 5. Goon A, rolling against the base Target Number 4, gets 4 successes. Goon B gets 2 and Goon C gets none.

Tess, with 3 successes, can take any action she wants against Goon B (who rolled 2 successes) and Goon C (who rolled 0 successes), but can do nothing against Goon A (who rolled 4 successes). Virgil, with 4 successes, can likewise take actions against Goons B and C, but not Goon A because Goon A rolled the same number of successes. With 5 successes, Winger can act against everybody.

The goons are in deep trouble. Goon A can only take actions against Tess, because only Tess rolled fewer successes than he did. Goons B and C can take no action against any of the shadowrunners. (Goon C, with no successes, is caught with his mouth hanging open or admiring a particularly attractive crack in the sidewalk.)

All losses of or limitations on actions pertain to the character's current action or to their next action, if the current

action is not the character's. Resolve surprise before any actions in a Combat Phase.

Characters who are surprised (who cannot take actions against an opponent) cannot use their Combat Pool to defend against attacks from that opponent.

In many combat situations, gamemasters will need to make numerous judgment calls. The main idea in a surprise situation is that characters who roll fewer successes than a particular opponent in the Reaction Test cannot act against or react directly to that opponent because he or she has surprised them. However, the character can carry out other actions that are not specifically directed at the opposing character, such as dropping prone or readying a weapon (but not firing it).

Characters who do not roll more successes than any members of the opposition suffer doubly. If all opponents rolled more successes than that character, the latter is considered completely surprised and cannot take any actions, including Free Actions.

RANGED COMBAT

Shadowrun offers two types of combat: ranged combat and melee (also known as hand-to-hand) combat. All ranged combat, whether it involves firearms, projectile weapons or thrown weapons, is resolved in the same manner. For information on ranged magic combat, see the *Magic* section, starting on p. 158.

RESOLVING RANGED COMBAT

Use the procedure outlined below to resolve ranged combat. The following paragraphs explain each step in greater detail.

1. Determine Range

Count the number of meters to the target and compare the weapon type to the appropriate range column on the Weapon Range Table (p. 111). The number listed above the column is the base target number for the attacker's Success Test.

2. Apply Situational Target Modifiers

Consult the Ranged Combat Modifiers Table (p. 112) and apply appropriate situation modifiers.

3. Make Attacker's Success Test

The attacker makes his or her Success Test using the appropriate Combat Skill, modified by dice from the character's Combat Pool. Count the successes the attacker rolls.

4. Resolve Dodge Test

If the target wishes to attempt to dodge an attack, he may use the Combat Pool against a Target Number 4, with modifiers. Count the successes the target rolls. A clean miss occurs if the number of successes from the target's Combat Pool dice exceeds the attacker's successes.

5. Resolve Target's Damage Resistance Test

The target makes his or her Damage Resistance Test using Body dice and Combat Pool dice against a target number equal to the Power Rating of the weapon used, minus the target's Armor Rating. Count the successes the target rolls.



range. See *Strength Minimum Rating*, p. 117.

Minimum Ranges

Weapons marked with an asterisk cannot be fired at targets closer than the minimum value given under Short Range. See *Grenade Launcher Minimum Range*, p. 118.

Image Modification Systems

These systems change a weapon's range category by a number equal to the device's rating. A Rating 2 targeting scope firing at long range, for example, would shift the weapon's range two places to the left on the Weapon Range Table, changing long range to

6. Determine the Outcome

Compare the attacker's and target's successes (including both Dodge and Damage Resistance successes). Depending on which character rolls the higher number of net successes, the weapon damage is reduced or increased (staged up or down) appropriately. A tie means the attacker inflicts the weapon's base damage.

7. Apply Damage

Stage the weapon's damage accordingly and apply it to the target.

RANGE AND BASE TARGET NUMBER

To determine a weapon's base target number, check the distance to the target in meters and then consult the Weapon Range Table on p. 111. Shots against targets at short range have a base Target Number of 4. Shots against targets at medium range have a base Target Number 5, long range a base Target Number 6 and extreme range a base Target Number 9.

The base target number appears at the top of the appropriate range column. All distances listed in the columns are in meters. Weapons marked with asterisks at short range have minimum range requirements. For impact projectiles, the notes "To STR x 10" and the like mean that the bow's Strength Minimum is used to determine the distance. That is, a bow being wielded by a character with a Strength Rating 5 has a 0- to 5-meter short range, 6- to 50-meter medium range, a 51- to 150-meter long range and a 151- to 300-meter extreme

short range. The base target number, normally 6 for a long-range attack, would drop to 4 for short-range attacks. Because short range is the lowest range possible, the same device used for an attack at medium range could not reduce the range category to less than short range.

SITUATIONAL TARGET MODIFIERS

Using a weapon is not always as easy as it might seem. Weapon accessories, intervening terrain, atmospheric conditions and the movement of the attacker and the target can change the base target number. As with tests for skills or Attributes, the character's physical condition also affects the target number.

To determine the final target number for a ranged attack, add up all the applicable modifiers and apply that sum to the base target number. The result is the final, adjusted target number. No target number can ever be less than 2.

The various ranged combat modifiers are listed on the Ranged Combat Modifiers Table, p. 112. Each condition is described following the table.

Recoil

Weapons that fire more than one round in an action suffer from an escalating recoil modifier as the rounds leave the weapon. Semi-automatic weapons that fire a second shot receive a +1 modifier for the second shot only. Burst-fire weapons receive a +3 recoil modifier for each burst fired in that Combat Phase. Therefore, a character who fires the maximum of two bursts in an



action receives a +3 modifier for the first burst and an additional +3 modifier (total of +6) for the second burst. Full-auto-fire weapons add a cumulative +1 modifier for each round fired that Combat Phase. That is, a character choosing to fire a seven-round, full-autofire burst receives a +7 modifier. If that same character chooses instead to fire two five-round full-auto bursts, he would take a +5 modifier for the first burst and a +10 modifier for the second burst (having fired ten rounds). Characters can only counter a recoil modifier with recoil compensation or gyro stabilization (see p. 280).

For any weapon classified as a Heavy Weapon (Light, Medium, Heavy Machine Guns and all Assault Cannons) double all uncompensated recoil. For example, if a medium machine gun fires 10 rounds and has 6 points of recoil compensation, its final recoil modifier would be +8 (10 for the ten rounds fired, minus 6 for the recoil compensation, equals 4; 4 doubled is 8).

Any shotgun fired in Burst-Fire Mode is also subjected to the double recoil modifier for any uncompensated recoil.

Blind Fire

A +8 modifier applies to attacks against targets that cannot be seen. This modifier normally applies only to attacks through opaque barriers or for indirect fire by grenade or missile launchers against unseen targets. Attacks against normally visible targets that are invisible at the time of the attack—for example, a character protected by an invisibility spell—also suffer this modifier.

Partial Cover

Attacks against targets obscured by intervening terrain such as brush, foliage or various obstacles (crates, windows, doorways, curtains and the like) receive a +4 modifier. For cover provided by environmental conditions such as smoke or darkness, use the modifiers given on the Visibility Table, p. 112.

Visibility Impaired

Environmental conditions such as darkness or smoke occasionally affect combat; how much depends on the type of vision the attacker is using. Consult the Visibility Table for appropriate modifiers.

WEAPON RANGE TABLE

Target Number	Range in Meters			
	4	5	6	9
	Short	Medium	Long	Extreme
Firearms				
Hold-out Pistol	0-5	6-15	16-30	31-50
Light Pistol	0-5	6-15	16-30	31-50
Heavy Pistol	0-5	6-20	21-40	41-60
SMG	0-10	11-40	41-80	81-150
Taser	0-5	6-10	11-12	13-15
Shotgun	0-10	11-20	21-50	51-100
Sporting Rifle	0-100	101-250	251-500	501-750
Sniper Rifle	0-150	151-300	301-700	701-1,000
Assault Rifle	0-50	51-150	151-350	351-550
Heavy Weapons				
Light Machine Guns	0-75	76-200	201-400	401-800
Medium Machine Gun	0-80	81-250	251-750	751-1,200
Heavy Machine Gun	0-80	81-250	251-800	801-1,500
Assault Cannon	0-100	101-300	301-900	901-2,400
Grenade Launcher	5-50*	51-100	101-150**	151-300
Missile Launcher	20-150*	151-450	451-1,200	1,201-3,000
Impact Projectiles				
Bow	0-STR	To STR x 10	To STR x 30	To STR x 60
Light Crossbow	0-STR x 2	To STR x 8	To STR x 20	To STR x 40
Medium Crossbow	0-STR x 3	To STR x 12	To STR x 30	To STR x 50
Heavy Crossbow	0-STR x 5	To STR x 15	To STR x 40	To STR x 60
Thrown Knife	0-STR	To STR x 2	To STR x 3	To STR x 5
Shuriken	0-STR	To STR x 2	To STR x 5	To STR x 7

* Minimum Range ** Target number 8: see page 119

If the number listed is split by a slash, the first modifier applies to cybernetic or electronic vision and the second to natural vision. Modifiers listed singly apply equally to all types of vision.

Full Darkness, a complete absence of light, usually occurs only indoors or underground. *Minimal Light* indicates the presence of a small amount of light (small flashlight, match, leaking light around a closed door, moonlight and so on). *Partial Light* is the most common lighting condition under which shadowrunners are likely to fight; city streets at night or partially lit stairways and hallways are examples of partial light. *Glare* occurs when the attacker is looking directly into a bright light (the sun, a searchlamp or spotlight). *Mist* is light drizzle or blowing snow. *Light Smoke/Fog/Rain* indicates the presence of thin smoke (perhaps from a fire), a light inland fog or light rain. *Heavy Smoke/Fog/Rain* indicates a heavier version of the previous conditions. *Thermal Smoke* is special smoke designed to block thermographic vision, and affects thermographic vision the way normal smoke affects normal vision.

Multiple Targets

If a character is attacking multiple targets within a single Combat Phase, he adds a +2 modifier per additional target. For example, if a character is engaging three targets on full auto-



RANGED COMBAT MODIFIERS TABLE

Situation	Modifier
Recoil, semi-automatic	+1 for second shot that Combat Phase
Recoil, burst-fire	+3 per burst that Combat Phase
Recoil, full-auto	+1 per round fired that Combat Phase
Recoil, heavy weapon	2 x uncompensated recoil
Blind fire	+8
Partial cover	+4
Visibility impaired	See <i>Visibility Table</i>
Multiple targets	+2 per additional target that Combat Phase
Target running	+2
Target stationary	-1
Attacker in melee combat	+2 per opponent
Attacker running	+4
Attacker running (difficult ground)	+6
Attacker walking	+1
Attacker walking (difficult ground)	+2
Attacker wounded	See <i>Damage Modifiers Table</i> , p. 126.
Smartlink (with smartgun)	-2
Smart goggles (with smartgun)	-1
Laser sight	-1
Using a second firearm	+2
Aimed shot	-1 per Simple Action
Called shot	+4
Image magnification	Special
Recoil compensation	Reduces recoil modifier
Gyro stabilization	Reduces recoil or movement modifier

VISIBILITY TABLE

Condition	Type of Vision		
	Normal	Low-Light	Thermographic
Full Darkness	+8	+8/+8	+4/+2
Minimal Light	+6	+4/+2	+4/+2
Partial Light	+2	+1/0	+2/+1
Glare	+2	+4/+2	+4/+2
Mist	+2	+2/0	0
Light Smoke/Fog/Rain	+4	+4/+2	0
Heavy Smoke/Fog/Rain	+6	+6/+4	+1/0
Thermal Smoke	+4	+4	+8/+6

Attacker in Melee Combat

If the attacker is attempting to conduct a ranged attack while engaged in melee combat with another opponent, or if he is aware of another character trying to block his attack within two meters of him, the attack suffers a +2 modifier per opponent.

Attacker Running

If the attacker is running at the time of the attack, the attack suffers a +4 modifier. If the attacker is running over difficult, hazardous or broken ground, the modifier rises to +6. Movement modifiers can be counteracted by gyro-stabilization systems. See also *Movement*, p. 108.

Attacker Walking

A +1 modifier applies if the attacker is walking, rising to +2 for walking over difficult, hazardous or broken ground. See also *Movement*, p. 108.

Attacker Wounded

Modifiers apply if the attacker has taken damage. See *Damage Modifiers Table*, p. 126.

Smartlink

Characters with smartlink cyberware and a properly equipped smart-weapon (see p. 281) receive a -2 modifier to the target number.

Smart Goggles

Characters wearing smart goggles and using a properly equipped smart-weapon (see p. 281) receive a -1 modifier to the target number.

Laser Sight

Attacks using weapons equipped with a laser sight receive a -1 modifier to the target number. Laser sights are only effective out to 50 meters from the

fire, his attack suffers a +2 modifier for the second target and a +4 modifier for the third target.

Target Running

If the target is running at the time of the attack or during his previous action, the attack suffers a +2 modifier.

Target Stationary

Attacks against a stationary target reduce the target number by 1.

weapon; mist, light or heavy smoke, fog or rain all counteract them.

Using a Second Firearm

Characters can use two pistol- or SMG-class weapons, one in each hand. Doing so, however, imposes a +2 target modifier to each weapon and negates any target number reductions from smartlinks, smart goggles or laser sights. Additionally, any uncompensated recoil modifiers applicable to one weapon also apply to the other weapon.



Aimed Shot

Characters who aim receive a -1 modifier per Simple Action spent aiming. See *Take Aim*, p. 107.

Image Magnification

Image magnification equipment reduces the weapon's range to its target and the associated base target number. See *Imaging Scopes*, p. 280.

Recoil Compensation

Recoil compensation systems counteract the effects of recoil on a weapon. The recoil modifier is reduced at a rate of -1 per point of recoil compensation the system provides. See *Firearm Accessories*, p. 280, for the exact degrees of recoil compensation. Recoil compensation does not counter any other situational modifiers.

Gyro-Stabilization

Gyro-stabilization provides portable, stabilized firing platforms that counter the effects of recoil and movement-based modifiers (such as for running or walking). The total recoil and movement modifiers are reduced by -1 for every point of gyro-stabilization the system provides. See *Firearm Accessories*, p. 280, for the exact degrees of gyro-stabilization available. Gyro-stabilization counteracts only recoil and movement modifiers, and is cumulative with recoil compensation.

ATTACKER SUCCESS TEST

To determine the outcome of the attack, the player makes a Success Test using a number of dice equal to his character's appropriate ranged Combat Skill, plus any additional dice from the character's Combat Pool. Compare each die rolled to the modified target number using the Rule of One and the Rule of Six (see p. 38.) Each result that equals or exceeds the target number counts as a success. Write down the number of successes rolled. If there are no successes, the attack has missed.

Liam has Pistols Skill 6 and is using 4 dice from his Combat Pool. His adjusted Target Number is 4. Rolling 10 dice (6 + 4), he gets 3, 4, 3, 2, 5, 5, 1, 2, 6, and 5. This gives him a total of 5 rolls that equal or exceed the target number and therefore count as successes: the one 4, the three 5s and the 6. Had the adjusted target number been 5, Liam would have rolled only 4 successes. Had the target number been as high as 8, then Liam could have re-rolled the 6 to try for the 8, per the Rule of Six. In that case, Liam would have needed to roll a 2 or better to get 1 success.

DODGE TEST

If the defending character so chooses, she can use any number of Combat Pool dice to attempt to dodge the attack. The base target number for this test is 4. The following modifiers apply:

- +1 per 3 rounds fired from a burst-fire or full-auto weapon.
- +1 per meter of shotgun spread at the target's position (see *Shotguns*, p. 117).
- + Damage Modifiers (p. 126).

Roll the dice, using the Rule of One and the Rule of Six. Each result that equals or exceeds the target number is a success. Keep track of the number of successes.

If the number of successes obtained on the Dodge Test are more than the Attacker achieved on his Attack Test, then the attack is completely dodged, and the target takes no damage. Even if you don't dodge completely, the successes still count and are added to the Damage Resistance Successes to determine the final outcome.

DAMAGE RESISTANCE TEST

At this point, the target gets to make a Damage Resistance Test to lessen the effects of the damage. To save his skin, the target rolls a number of dice equal to his adjusted Body Attribute (including any dermal armor; see p. 300), plus any dice he wants to use from his Combat Pool.

The target number for this test is the Power Rating of the attacking weapon, modified by any armor the character is wearing. To determine that adjusted target number, subtract the rating of the armor from the weapon's power. Treat any result less than 2 as 2. Roll the dice, using the Rule of One and the Rule of Six. Each result that equals or exceeds the target number is a success.

Add any successes from this test to any successes generated from a Dodge Test. Keep track of the total number of successes.

Liam's target, an unfortunate by the name of Snot, has Body 5 and is wearing 4 points of ballistic armor. Liam is firing his trusty Ares Predator heavy pistol, which has a Damage Code of 9M.

Snot first decides to attempt a Dodge Test. He rolls his 5 Combat Pool dice against a Target Number 5 (4, plus one from the Light wound he took earlier). He rolls 2, 3, 3, 5, 6—only 2 successes. He fails to completely dodge.

The target number for Snot's Damage Resistance Test is 5 (9 - 4). He is rolling 5 dice for his Body, but has no dice remaining in his Combat Pool with which to increase his odds of survival. Snot gets the following results: 1, 1, 2, 3, and 6. Because only one of the dice rolls are equal to or higher than 5, Snot has gotten only 1 success.

Adding the successes from the two tests, Snot has achieved 3 successes.

DETERMINE OUTCOME

To determine the outcome of an attack, compare the successes rolled by the attacker and the target. If the attacker's successes exceed the target's, the attacker can raise the base damage of the weapon. The base damage increases by one Damage Level for every two successes the attacker rolls over the target's total, up to Deadly damage. If the target's successes exceed the attacker's, the target can stage down the weapon's base Damage Level by one for every two successes the target rolls over the attacker's total. If the level falls below Light, the weapon does no damage. If the attacker's successes equal the target's, the weapon does its base Damage Level. For more information, see *Damage Codes*, p. 125.



Staging

Staging is the process of raising and lowering the Damage Level of a weapon. The attacking character, using the successes generated from his Success Test, can stage the weapon up one Damage Level for every two successes generated. So, if he is using a weapon that has a base Damage Level of M and if he has generated four successes in his Success Test, the attacking character could stage the weapon's damage to D (two successes increase the Damage Level to S and two more increase it to D).

The target or defending character is trying to do just the opposite. The defender wants to stage the weapon damage down. The weapon's Damage Code can be staged down one level for every two successes the defender generates. If, for example, the defender generated four successes against a weapon doing Serious damage, the damage would become Light (two successes stage it down to M, and two more stage it to L).

The successes of the participants are usually compared, and the character with the higher net successes wins and stages the damage accordingly.

If the weapon damage is staged below Light (the level is already at L and at least two more successes remain to be used for staging), then no damage is done. On the other end of the spectrum, Deadly damage is the highest level of damage possible.

Attacker stages up 1 level per 2 successes →
(L)ight - (M)oderate - (S)erious - (D)eadly
← Defender stages down 1 level per 2 successes

Comparing Liam's and Snot's successes, we find that Liam (the attacker, with 5 successes) has rolled 2 more successes than Snot (who only rolled 3). Liam therefore gets to stage up his weapon's Damage Level. His 2 net successes (2 more than Snot) are enough to increase the Damage Level by one, from Moderate to Serious. Poor Snot takes a Serious wound.

If Snot had rolled 2 more successes than Liam, he could have staged the weapon down one level, from Moderate to Light, and only taken a Light wound. In order to avoid damage altogether, Snot would have needed to roll 4 more successes than Liam did (2 successes to stage down to Light and 2 more to eliminate the damage completely). Had both characters' players rolled the same number of successes, Snot would have taken a Moderate wound, the base damage of the weapon (9M).

APPLY DAMAGE

Record the damage on the target's Condition Monitor, according to the rules on p. 125.

CALLED SHOTS

Characters may "call shots" in an attempt to increase the damage their weapons will do. Calling a shot means that the

character is aiming at a vulnerable portion of a target, such as a person's head, the tires or windows of a vehicle and so on. The gamemaster decides if such a vulnerable spot is accessible.

A character can only make a called shot with weapons that fire in single-shot, semi-automatic and burst-fire modes. A character can aim (see *Simple Actions*, p. 106) and then call a shot at the time of the attack. Calling the shot is a Free Action.

When a shot is called, either of the following may occur, at the player's choice and with the gamemaster's agreement.

- The Damage Code is increased by one level (L becomes M, M becomes S, and so on, up to a maximum of D). The character also must apply a +4 modifier to the target number for the shot.
- The character may hit a specific sub-target on something vehicle-sized or larger, such as a vehicle's windows or tires. Normal damage rules apply against the specific part of the vehicle. The character receives a +4 modifier to the target number for this shot. See *Called Shots and External Components*, p. 149.

DAMAGE CODES

All weapons have Damage Codes that indicate how difficult it is to avoid or resist the damage, and how serious are the actual wounds the weapon causes. A weapon's Damage Code consists of a numeral for the Power and a letter for the Damage Level.

Power

A weapon's Power is used as the target for any Success Tests to avoid or resist the damage caused by the weapon. It is often modified by some other value opposing it, such as body armor. For example, if a character is hit by a weapon with a Power of 6, the target number for the character's tests to avoid or resist the damage would be 6, unless the number is modified by the presence of armor.

Damage Level

The Damage Level indicates the severity of the base damage done by the weapon: Light (L), Moderate (M), Serious (S) or Deadly (D). Everything else being equal, a character struck by a weapon with a given Damage Level will take a Light, Moderate, Serious or Deadly wound, as appropriate. Usually, however, the Damage Level is increased or reduced in some manner before the damage is applied to the character.

FIREARMS

Most ranged combat involves firearms that fire in one or more of the following modes: single-shot (SS), semi-automatic (SA), burst-fire (BF) and full-auto mode (FA). Firing modes for different weapons are listed on the Firing Mode Table, p. 117.

SINGLE-SHOT MODE

Most weapons that fire in single-shot mode can fire only in that mode. Firing a single-shot weapon requires only a Simple Action, but that weapon cannot be fired again during the same Combat Phase.



SEMI-AUTOMATIC MODE

Guns that fire in semi-automatic mode can be fired twice in the same Combat Phase. Each shot requires a Simple Action. The first shot is unmodified; the second shot, if fired in that same Combat Phase, takes a +1 recoil modifier. Recoil compensation can cancel out this modifier.

Each shot requires a separate Success Test and a separate allocation of any Combat Pool dice used.

BURST-FIRE MODE

In burst-fire mode, firearms spit out three bullets in rapid succession every time the trigger is pulled. Firing a weapon in burst-fire mode is a Simple Action, which means that a character can fire up to two bursts per Combat Phase.

Firing a weapon in burst-fire mode imposes a +3 recoil modifier per burst fired. Recoil compensation neutralizes this modifier.

Make a Success Test for each separate burst, augmented by dice from the Combat Pool if desired. Each burst requires a separate allocation of Combat Pool dice. For the purposes of resolving burst damage, treat the weapon as having a Power Level 3 points greater than the level listed and raise the Damage Level by one. For example, a 5M weapon firing in burst-fire mode would have a Power Rating of 8 and a Damage Level of S.

Short Bursts

If a burst ends up being a round short because of insufficient ammunition in the clip, the Power Rating increases by +2, but the Damage Level does not increase. A +2 recoil modifier also applies. If a burst consists of only one round due to insufficient ammunition, resolve it as a single-shot attack.

FULL-AUTO MODE

Weapons that can fire in full-auto mode throw bullets for as long as the attacker keeps the trigger pulled. Firing a weapon in full-auto mode is a Complex Action.

The attacker declares how many rounds are fired from the weapon at a specific target. Each round fired imposes a +1 recoil modifier for the entire burst, modified as appropriate by recoil compensation. Make a Success Test, augmented by dice from the Combat Pool if desired, to resolve each full-auto burst. The Power Rating of the weapon increases by 1 point for every round in that full-auto burst. The Damage Level of the weapon also increases by one level for every three full rounds in the full-auto burst, to a maximum of Deadly (D). Weapons capable of full auto can fire up to 10 rounds in one Combat Phase.

At least three rounds must be fired in each burst. If the belt or clip runs short, see *Short Bursts*, above.



Wedge the street samurai has just gotten out of his pick-up truck when he spots six punks from the Halloween gang heading his way. Wedge has had run-ins with the Halloweeners in the past, so he knows he's in trouble. He decides that, even at six-to-one odds, there's no point in running; it's time to settle this now, or he'll never be able to travel Seattle's streets safely again (and that's bad for business). Besides, he has his trusty AK-97 assault rifle—always good for leveling the playing field.

Wedge stands his ground as the Halloweeners rush him with knives and clubs. He pulls his AK-97 from the back of his pick-up and holds down the trigger in full-auto fire. He limits his targets to the first three gangers, hitting each one with full-auto bursts consisting of 3, 3 and 4 rounds, respectively.

The AK-97 has a Damage Code of 8M. This particular weapon is also equipped with a Rating 3 gas vent system



on the barrel and a shock pad on the stock, for a total of 4 points of recoil modification. The punks are all within 20 meters of Wedge, giving Wedge a base Target Number 4 for his attack. The punks are walking, so movement modifiers do not apply. The laser sight on the rifle applies a -1 situational modifier, reducing Wedge's Target Number to 3 ($4 - 1$).

The three-round burst generates 3 points of recoil, for which the weapon compensates; therefore, the Target Number remains 3. Not a problem for Wedge, his rolls are successful and he hits the first punk. The burst increases the Damage Code of the weapon to 11S.

Punk 2 is next in line to get a three-round burst. Wedge has now fired 6 rounds, raising the recoil modifier to 6. The weapon compensates for all but 2 points of recoil, so Wedge's target number goes up by 2. Because Punk 2 is the second target this Combat Phase, an additional $+2$ modifier also applies to Wedge's target number, raising it to 7 ($3 + 2 + 2 = 7$). Wedge is on a roll and is successful in hitting Punk 2. His trusty AK-97 does the same 11S damage to Punk 2.

Wedge's third target, Punk 3, is scheduled to get a four-round burst. Wedge has now fired 10 rounds, giving him 10 points of recoil. The gun compensates for 4 points, leaving Wedge with a $+6$ recoil modification to the target number ($10 - 4 = 6$). Also, because Punk 3 is the third target, a $+4$ modifier also applies to the attack, raising the Target Number to 13 ($3 + 6 + 4 = 13$). Lady Luck smiles on Wedge tonight. He rolls and he hits. Because this attack is a four-round burst the AK-97 does 12S damage. Ouch!

Multiple Targets

When engaging multiple targets in full-auto mode, the attacker must "walk" the fire from one target to the next. This means that one round is wasted for every meter of distance between the two targets. Smartguns never waste rounds.

The attacker also receives a $+2$ modifier to the target number for each new target engaged during that Combat Phase.

AMMUNITION

Most weapons can fire an assortment of ammunition types. The three most common are flechette, explosive and gel (or stun) rounds. Ammunition cannot be mixed in a clip. Each clip must contain only one type of ammo. Clips can be changed during Combat (see p. 106).

Damage codes for weapons are calculated using regular ammunition. If a specialized form of ammunition affects the Damage Code, it is noted within its description, below. The cost for ammo can be found in *Street Gear*, see p. 279. Some weapons such as autocannons and tasers have distinctive ammunition that is already calculated into the power of the weapon.

APDS Rounds

Armor-Piercing Discarding Sabot (APDS) rounds are special ammunition designed to travel at high speeds and defeat standard armor. When used, APDS halves (round down) the Ballistic Rating of armor or the Barrier Rating of an object in any attack. APDS is not anti-vehicular and is therefore treated as

normal ammunition against vehicles and drones. See *Vehicle Damage from Weapons*, p. 149.

Explosive Rounds

Explosive rounds are solid slugs designed to fragment on impact. Increase the Power Rating of any attack made with explosive rounds by 1.

For attempts to fire through a barrier, use twice the material's normal Barrier Rating as the target number for the attack; however, the barrier itself takes damage from a successful attack as if it had half its normal Barrier Rating. For more information, see *Barriers*, p. 124.

Explosive rounds will misfire whenever all the dice rolled for the attack test come up 1. When this occurs, the character firing the weapon is immediately subjected to one "attack," with a Damage Code equal to the normal damage done by the weapon. In this case, the Power Rating does not increase. The character may make a Damage Resistance Test, but may not apply any dice from his Combat Pool. Roll 1D6 to determine the number of successes for the "attack." Any attack that the affected character is making at the time misses.

A state-of-the-art version of Explosive Rounds called EX Explosive rounds adds $+2$ to the power of the weapon. This version is much more expensive and harder to find on the streets. It follows all other standard explosive rounds rules.

Flechette Rounds

Instead of a single, solid slug, guns that use flechette rounds fire several small, sharp metal fragments designed to tear into a target. Flechette rounds are very effective against targets with little or no armor, but almost useless against those with armor protection.

Against unarmored targets, flechette rounds increase their Damage Codes by one level. For example, a heavy pistol (Damage Code 9M) firing a flechette round would have a Damage Code of 9S against unarmored targets. Against armored targets, flechette rounds fare less well. For the target's Armor Rating, use either double its Impact Armor Rating or its normal Ballistic Armor Rating, whichever is higher. Double the Barrier Rating of any barriers fired at or through (see *Barriers*, p. 124). Also double the value of any vehicle armor (p. 132). Dermal armor negates the Damage Level increase of flechette ammunition.

Guns with flechette ammo already figured into their Damage Code have an (f) notation following the Damage Code.

Gel Rounds

Gel rounds are designed to take down a target without seriously damaging it. They are usually semi-rigid slugs that flatten on impact, disbursing their kinetic energy over a larger-than-normal area. Gel rounds have a Power Rating 2 points less than that listed for the weapon's normal round; they have the same Damage Level, except that all damage is Stun rather than Physical. Impact armor, not Ballistic, applies. Gel rounds also have greater chances of knocking a target character down; see *Knockdown*, p. 124. For Knockdown Tests involving gel rounds the character must make a Body Test against a target number equal to the Power of the attack.



Tracer Rounds

This type of ammunition can only be used in full-auto weapons and are actually loaded as every third round in a clip. This is an exception to the restriction of one type of ammunition to a clip. Non-smartgun users receive an additional -1 target number modifier at all ranges beyond Short, cumulative with every third round fired (-1 after first three, -2 after six, -3 after nine, and so on). When calculating burst damage for three round, multiple round, or short bursts, do not add a bonus to the Power for the tracer round, but do increase the Damage Level accordingly. For example, a submachine gun at 5M firing 10 rounds would have a damage code of 12D, instead of the normal 15D.

RELOADING FIREARMS

Most firearms in *Shadowrun* hold ammunition in removable clips that contain many bullets. The method of reloading and the notation involved can be found in the *Street Gear* section, under *Ammunition*, p. 279.

SHOTGUNS

The shotguns described in the *Street Gear* section (beginning on p. 277) fire slug rounds. Characters can load them with shot rounds, but shot rounds have little effect against Twenty-first-century body armor. To determine the damage done by shot rounds, apply the flechette ammunition rules to the Damage Code indicated for the weapon.

Shot rounds spread when fired, creating a cone of shot extending outward from the shotgun's muzzle. This allows the shot to hit multiple targets, but with reduced effectiveness (the same number of shot pellets are spread out over a larger area.) The mechanism that controls this spread is called the choke.

The shotgun user can set his weapon's choke at anywhere from 2 to 10. This number determines how quickly the shot spreads. For every number of meters equal to the choke setting that the shot travels, it will spread one meter (an additional half meter to either side of the center line of fire). For example, a shotgun firing with a choke of 2 would catch targets along a one-meter-wide path for two meters, then a two-meter-wide path for another two meters, then a three-meter-wide path for another two meters, and so on. If the choke were 5, it would catch targets along a one-meter path for five meters, then a two-meter path until the ten-meter point, then a three-meter path until the fifteen-meter point, and then along a four-meter path until the twenty-meter point, and so on.

Every time a shot round increases its spread, it loses 1 point of power. Every time the shot spreads, subtract -1 from the attacker's target number. That means a shot on a choke set-

FIRING MODE TABLE

Firearm Type	Firing Mode
Hold-Out Pistol	Single-shot or semi-automatic (varies by weapon)
Light Pistol	Semi-automatic
Taser	Single-shot
Heavy Pistol	Single-shot or semi-automatic (varies by weapon)
Submachine Gun	Semi-automatic and burst-fire
Shotgun	Semi-automatic or burst-fire (varies by weapon)
Assault Rifle	Semi-automatic, burst-fire and/or full-auto (varies by weapon)
Sporting Rifle	Semi-automatic
Sniper Rifle	Semi-automatic
LMG/ MMG/HMG	Full-auto
Assault Cannon	Single-shot

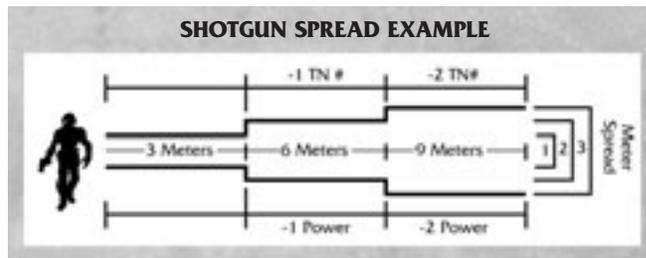
ting of 2 would be -2 Power/-2 target number at the six-meter point, while a choke setting 5 shot would be -2/-2 at fifteen meters, and then -3/-3 at twenty meters. When the Power reaches 0, the shot is considered ineffective and no further effects are determined.

Everything and everyone within the area of spread is considered a valid target. To resolve the actual attack, the attacker makes his Success Test. Then each of the targets makes a Dodge Test and/or Damage Resistance Test, comparing the results against the attacker's successes (see *Resolving Ranged Combat*, p. 109).

Award an additional die to the target's Damage Resistance Test for every other target within the spread in front of the target. If,

for example, a character was standing back a bit and three other targets happened to be between him and the gun, that character gets 3 extra dice for his Damage Resistance Test.

For an extra 10 percent of a weapon's cost, the choke on a smart shotgun can be rigged for cybernetic adjustment. Shotguns equipped with smartlinks that fire shot rounds receive a -1 target number modifier. Shotguns get no benefits from smart goggles or laser sights.



PROJECTILE WEAPONS

The basic ranged combat rules for firearms apply to bows and throwing weapons. Due to their nature, some special rules also apply.

STRENGTH MINIMUM RATING

Bows and crossbows have Strength Minimum Ratings that indicate the minimum Strength a character must have to use that weapon. When attacking with a bow, characters whose Strength is less than the Strength Minimum suffer an additional +1 modifier to their target numbers per point below the minimum; this penalty reflects the difficulty they have in pulling the bow and nocking an arrow. The weapon's Strength Minimum is used to determine the weapon's range and damage.



PROJECTILE WEAPONS TABLE

Type	Strength Minimum	Damage Code
Standard Bow	1+	(STR Min. + 2)M
Arrows	NA	As bow
Light Crossbow	3	6L
Medium Crossbow	4	6M
Heavy Crossbow	5	6S
Throwing Knife	NA	(STR)L
Shuriken	NA	(STR)L

If a character does not have the Strength Minimum for using a particular crossbow, he must spend one additional Ready Weapon action reloading the crossbow for each point of Strength he is below the minimum. A crossbow's Strength Minimum Rating determines its range.

Throwing weapons have no Strength Minimum Rating; the thrower's Strength Attribute determines range and damage.

PROJECTILE WEAPON TYPES

The Projectile Weapons Table offers a representative list of the projectile weapons available in the *Shadowrun* universe. Note that bows are purchased with a specified Strength Minimum.

GRENADES

Grenades are inaccurate and unreliable, but can be extremely effective when used properly. A character can deliver grenades to a target by throwing them or firing them from a grenade launcher. In either case, the number-one priority of the attacker is to land the grenade as near the target as possible. Because of their shape and method of delivery, grenades will scatter, bouncing and skittering across the ground. The better the throw or launch, the less the scatter.

Resolving a grenade attack is a two-step process. The first step determines where the grenade ends up (and where it will explode) in relation to the target. The second step resolves the effect of the grenade's explosion.

Hitting the Target

To determine the grenade's final location, first choose the intended target. Make a Success Test using the attacker's appropriate Combat Skill against a base target number from the Grenade Range Table, p. 119. Combat Pool dice can be used for this test.

Determine the range to the target in meters and cross-reference it with the type of grenade used. The number at the top of the corresponding range column is the base target number. Apply any appropriate situation modifiers for ranged combat (see *Ranged Combat Modifiers*, p. 112). Then make the test against the modified target number and note the number of successes rolled.

Determine Scatter

Next, the gamemaster must determine the grenade's base scatter. Because all grenades scatter to some degree, the number of successes generated in the Scatter Test are used to reduce the distance.

The gamemaster determines the direction of the scatter by rolling 1D6 and consulting the Scatter Diagram below. The large arrow indicates the direction of the throw, so a result of 1 means the grenade continued on past the target, while a result of 4 means the grenade bounced back in the direction of the attacker.

Having determined the direction of the scatter, the gamemaster next calculates the base distance of the scatter. The far right column of the Grenade Range Table indicates the number of dice rolled to find the scatter distance.

After that roll is made, the attacker reduces the scatter distance by 2 meters per success for standard grenades, 4 meters per success for aerodynamic grenades and grenade launchers. If the scatter distance is reduced to 0 or less, the grenade has detonated at the target. Otherwise, the grenade detonates at the remaining distance in the direction indicated.

Grenade Launcher Minimum Range

The shortest possible range for grenade launchers is given as five meters because the minigrenades fired from standard grenade launchers do not actually arm until they have traveled about that distance. They do not detonate if they hit anything before traveling five meters—a safety feature in case of accidental misfire. Disarming this safety feature requires an adjustment to the grenade with an Electronics B/R (6) Test and a base time of five minutes.

Timing Grenades

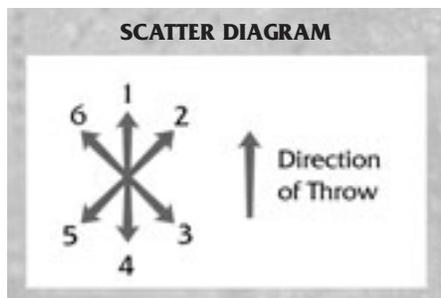
After calculating where the grenade lands, it is important to determine when the grenade will detonate. All grenades go off in the next Combat Phase of the character making the grenade attack. If the character has no more Combat Phases in that Combat Turn, the grenade will detonate at the end of the next Initiative Pass. If the grenade is launched in the last Initiative Pass of a Combat Turn, the grenade will detonate at the end of that Combat Turn.

Blast Effects

The next step is to determine the effects of the grenade's explosion. Grenades are area-effect weapons, meaning that their blast will affect a given area and any targets within it. The farther away the target is from the grenade's final location—the blast point—the less damage it takes, because distance reduces a grenade's blast effect.

Different grenade types lose blast effect at different rates. Consult the Grenade Damage Table to find the grenade's Damage Code and Power reduction rate.

The blast effect—how likely the grenade's blast is to affect the target and how much damage it does—is determined by a grenade's Power Level. Distance reduces





the Power Level, thereby reducing the damage. For example, a target standing 3 meters away from an offensive grenade blast would suffer 7S base damage (normal Damage Code of 10S, minus 3). A target standing 6 meters away from the blast point would suffer 4S base damage. A character standing 3 meters from the blast point of a defensive grenade would be subject to only a base 4S damage (10S - 6), while a target standing 6 meters away would be out of the grenade's blast effect entirely.

To resolve the effects of the grenade blast, roll the target's Body dice against a target number equal to the adjusted Power of the grenade's blast, minus the target's Impact Armor Rating. Combat Pool dice may be used to augment this test. Compare the target's successes against those from the attacker's Success Test. If the attacker rolled more successes, the Damage Level of the blast increases one level for every two successes over the target's success total. If the target rolls more successes, the Damage Level of the blast is reduced one level for every two successes over the attacker's success total.

Anti-Personnel Grenades: AP grenades are offensive or defensive grenades with high fragmentation; they are specifically designed to damage unarmored people. Determine damage from AP grenades according to the flechette rules (p. 116).

Blast against Barriers

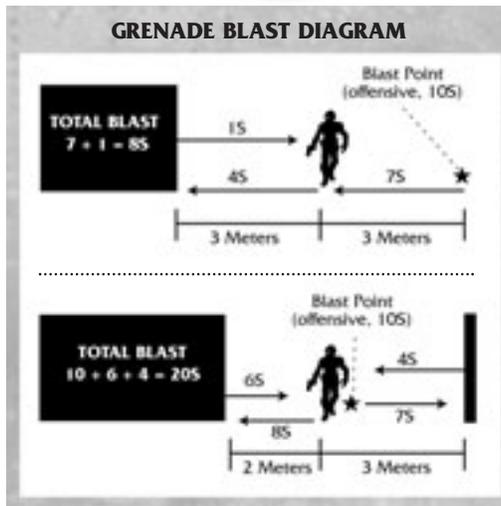
When a grenade's blast hits a barrier such as a wall, door or other similar structure, compare the remaining Power of the blast (reduced by distance) against twice the Barrier Rating of the object (see the Barrier Rating Table, p. 124). To find the blast's effect on the barrier, consult the Barrier Effect Table, p. 124.

If the barrier falls, the blast continues on, but its Power Level is reduced by the original Barrier Rating. If the barrier does not fall, the blast may be channeled; see *Blast in a Confined Space*, below.

Demolitions: If a character uses Demolitions Skill to place explosive charges, treat the barrier as though it had a normal Barrier Rating and make a Demolitions Test against a Target Number 2. Successes from this test add to the effective Power of the explosives.

Blast in a Confined Space

When a grenade detonates in a confined space, such as a hallway or room, the gamemaster must first determine whether any barriers (usually walls) stood firm against the explosion. Consult the *Blast against Barriers* rules above. If the walls or doors hold up, the blast is channeled. Otherwise, determine blast effects normally.



If the walls hold, the shock wave reflects off them, continuing back in the direction from which it originally traveled. If this rebounding shock wave maintains enough Power to reach a character, that character is subject to the appropriate blast effect. If the character is struck a second time by the shock wave (once as it headed out and again as it rebounded), the Power of the blast is equal to the combined Power of the two waves. For example, if the wave had a Power of 6 when it first hit the character and a Power of 2 after rebounding and hitting the character again, the effective Power of the second hit would be 8 (6 + 2). (Theoretically, in a really small, well-built room a detonating grenade

could rebound repeatedly off each of the four walls, raising the effective Power of the blast to a value far higher than the original Power of the grenade. This is known as the chunky salsa effect.)

Consult the diagrams below for some examples of confined blast effects.

Grenade/Explosives Damage (Optional Rule)

Under standard rules, the destructive force of grenades and other explosives is dependent on the Throwing or Demolitions Skill of the attacking character. This arrangement reflects the fact that a better throw or cleaner detonation will improve the destructive force of an explosion.

Under the optional grenade/explosives damage rule, the gamemaster uses the Power of a grenade/explosive to stage the damage it causes. In other words, the gamemaster rolls a number of dice equal to half the grenade/explosive's Power (round up) against a Target Number 4. Then the gamemaster uses the successes from this test to stage up the grenade/explosive's Damage Level.

GRENADE DAMAGE TABLE

Type	Damage Code	Power Reduction
Offensive	10S	-1 per meter
Defensive	10S	-1 per half meter
Concussion	12M (Stun)	-1 per meter

GRENADE RANGE TABLE

Type	Target Number				Scatter
	4	5	8	9	
Standard	Short 0-STR x 3	Medium To STR x 5	Long To STR x 10	Extreme To STR x 20	1D6 meters
Aerodynamic	0-STR x 3	To STR x 5	To STR x 20	To STR x 30	2D6 meters
Grenade Launcher	*5-50	51-100	101-150	151-300	3D6 meters

*See Grenade Launcher Minimum Range, p. 118.



This rule can be especially useful when determining the effects of exploding grenades set as booby traps.

Fenris has left 6 kilos of C-6 plastic explosive laying around (careless of him, isn't it?). Fenris's chummer, O. B. Stein, is standing a few feet away from the C-6 when it unexpectedly detonates.

Using the formula for determining the Damage of plastic explosives (see p. 283 of the Street Gear section), the gamemaster determines that the C-6's Power is 15 and its Damage Level is Deadly. Because Fenris did not detonate the C-6 intentionally, the gamemaster decides that Fenris's Demolitions Skill does not affect the C-6's Power.

To determine the final damage that O. B. suffers, the gamemaster rolls 8D6 (half the C-6 Power, rounded up) against a Target Number 4. The roll generates 4 successes. The C-6's original Damage Level was Deadly, so these successes add 2 points of over-damage (see Deadlier Over-Damage, p. 126).

Unsurprisingly, O. B. generates no successes on his Damage Resistance Test, and he dies instantly.

MISSILE LAUNCHERS

Occasionally, characters get their hands on military-grade missile and rocket launchers. Both use the same kind of launcher, but the two types of attacks have inherent differences.

Rockets are projectiles consisting of a light metal or plastic body with stabilizing fins, a propulsion system (usually solid-chemical) and a warhead. They are considered "dumb" weapons because they go only where they are pointed and have no internal or external guidance capability.

Missiles are rockets that carry internal guidance and tracking systems, and are much more expensive than standard "dumb" rockets. Because of their sophisticated electronics, missiles are considered "smart" weapons. The onboard electronics assist the firer in acquiring and hitting the target.

Rockets and missiles come in three types: high-explosive (HE), anti-personnel (AP) and anti-vehicle (AV) (see *Street Gear*, p. 280). AP weapons use the flechette rules (p. 116). Against barriers, AV weapons halve the Barrier Rating (round down).

RESOLVING ROCKET AND MISSILE FIRE

Rocket fire is resolved in the same manner as for grenade launchers. See *Grenades*, p. 118.

Missile fire works a little differently. Missiles have an Intelligence Rating that reflects the sophistication of their internal electronics. When using the missile's sensing and targeting circuits, the firing character rolls dice equal to the missile's Intelligence Rating for his or her Success Test, in addition to the

character's Launch Weapons Skill and any Combat Pool dice. When a missile is fired against a vehicle, the vehicle's Signature Rating (see p. 133) becomes the target number, regardless of range. An additional +2 target-number modifier applies when the missile is fired in an urban environment such as a major city, industrial park or most non-residential areas of a sprawl.

Missile and Rocket Scatter

Like grenades, missiles and rockets scatter. For both, scatter is reduced by 1 meter per success rolled in the Success Test. Missile scatter is further reduced by 1 meter for every point of Intelligence the missile possesses.

Missile and Rocket Timing

All missiles and rockets arrive at their target at Combat Phase 1 of the last Initiative Pass of the Combat Turn in which they were launched.

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 combat in *Shadowrun* assumes that some maneuvering occurs as part of the fight. Rather than a single blow, each attack is a series of moves and counter-moves executed by those involved. For simplicity, the character who initiates the attack is considered the attacker. His or her opponent is considered the defender.

Melee combat is not "I punch you and then I wait for your turn to punch me." It represents several seconds of feints, jabs, punches, counters, attacks, defends, kicks and bites by both combatants at the same time. There is a chance that your character can get damaged even though the action takes place on his or her Combat Phase. It's the chance you take that your opponent may get a lucky punch in or just be flat-out better than you.

MELEE COMBAT WEAPONS

Melee combat weapons are any weapons wielded by combatants within a few meters of each other. Some of these weapons can also be thrown, but if the weapon is swung, melee combat rules apply. If you throw a melee weapon (a club, for instance), you resolve that action as a ranged projectile attack (see *Projectile Weapons*, p. 117 and *Resolving Ranged Combat*, p. 109). The Melee Weapons Table, p. 122, lists the melee weapons available in *Shadowrun*, along with their statistics.

Damage Codes for melee weapons work slightly differently than those for ranged weapons. Most melee weapons, with the exception of the monofilament whip (whose effect has nothing to do with the force with which it is wielded) have a base Power Rating equal to the Strength of the wielder, plus a given value. This is shown on the table as STR + number—for example, STR + 2, which gives 2 additional points to the wielder's Strength for the Power of the attack. The higher the weapon's Power Rating, the harder it is for the target to resist the damage of the attack. The second part of the Damage Code is the same as for all other weapons.

ROCKET/MISSILE TABLE

Type	Damage Code	Power Level Reduction	Scatter
HER/HEM	16D	-1 per meter	2D6 meters
APR/APM	16D	-1 per half-meter	2D6 meters
AVR/AVM	16D	-8 per meter	2D6 meters



Reach

Reach indicates how long a weapon is and provides a bonus to the wielder. First, calculate the difference between the Reach Ratings of opponents. The character with the longer (higher) Reach can choose to apply this number as either a negative target number modifier to his attack test OR as a positive modifier to his opponent's target number. This reflects the ability of a character to use the reach of his weapon to beat the opponent's defenses or make himself harder to hit. For example, an opponent with a sword (Reach 1) could apply a -1 target modifier to his attack tests against an unarmed opponent. Or, he could choose to add a +1 target number modifier to his opponent's attack test. Trolls have a natural Reach of 1 that is cumulative with weapon Reach.

Hand Razors and Spurs

Hand razors and spurs are purchased individually for a hand or arm. Some players may wish to purchase a set for each hand or arm. Using a set of implants in this manner gives the character an advantage in melee combat. While they get no bonus on the test to succeed, they do get a bonus to damage (if they are able to inflict any). Characters using two cyber-implant melee weapons get to add 1/2 their Strength Attribute, rounded down, to the Power of their attack.

Logan has gone into melee combat with both arm spurs swinging. Winning the combat will be easy for this killing machine. The normal damage for spurs is STR (M)—6M in Logans' case. However, because Logan used two spur-enhanced arms, he adds another 3 (half of his Strength) to the power for a final Damage Code of 9M.

Whips

The monofilament whip, a weapon that can inflict significant damage, consists of a short haft that holds the monofilament line when not in use. The line can extend out to two meters, which gives the weapon its +2 Reach adjustment.

The whip action, the presence of a weighted tip and the danger of the monofilament line all make wielding this weapon difficult at best. If an attack misses solely because the target successfully dodges, using Full Defense (see p. 123), the attacker risks being hit by the whip. When this occurs, make a separate Whip Test against a Target Number 6. If the test yields no successes, the attacker is struck by his own whip.

As the "target" of his own bungled attack, the attacker must make a Damage Resistance Test (Body dice plus Combat Pool dice) against the whip's standard Damage Code. Every two successes from this test stage the damage down one level.



Impact armor protects against the monofilament whip, but its rating is halved (round down). Barrier Ratings are doubled against a monowhip.

Double the Impact Armor Rating against normal whips. Normal whips may snare their victims (see p. 276).

RESOLVING MELEE COMBAT

To resolve a melee combat encounter, follow the procedure outlined below. Detailed explanations follow the list of steps.

1. Make Attacker's Success Test

Roll the attacker's base Combat Skill dice, augmented by dice from his Combat Pool, against a base Target Number 4, modified as appropriate. Count the successes.

2. Make Defender's Success Test

Roll the defender's base Combat Skill dice, augmented by dice from his Combat Pool, against a base Target Number 4, modified as appropriate. Count the successes.

3. Compare Successes

The character who rolls the most successes has hit his or her opponent. A tie goes in favor of the attacker.

4. Determine Damage

The character who hit can increase the Damage Level of his or her attack by one level for every two successes he rolls above his opponent's success total. If the Damage Level has been increased to Deadly, extra successes can be used to stage the Power Rating up. For every two successes the Power Rating increases by one.

5. Resist Damage

Roll the target character's Body dice against a target number equal to the attacker's Power (weapon-modified Strength), minus the target's Impact Armor Rating. For every two successes rolled, reduce the Damage Level by one level.

ATTACKER'S SUCCESS TEST

The attacking player rolls a base number of dice equal to his character's Combat Skill, against a base Target Number 4. The player may add dice from the Combat Pool to this roll. The base target number may be modified by the situation or Reach (see *Melee Modifiers Table*, p. 123).

Every die roll result equal to or greater than the modified target number qualifies as a success. Keep track of the total number of successes.

Called Shots

Characters using melee weapons may call shots; see the *Called Shots* rules on p. 114.

Multiple Opponents and Friends in Melee

Characters may often find themselves outnumbered in a fight. When this occurs, the number of friends on hand becomes extremely important. In such a situation, total up the number of characters within one meter who are fighting in the same fight as the character. If six friends are around, but are all spread out fighting their own combats, they can be of no help against the character's opponent. They count only if they are near the combatant character and fighting against the same opponent(s). Total up the number of "friends" on each side. The side with the greater number of friends gets a -1 target number modifier for each friend more than their opponents have, to a maximum of -4. The side with the lesser number of friends suffers a +1 target number modifier for each additional friend their opponents have, to a maximum of +4.

As characters move away or are taken out of the fight, they no longer count as "friends."

Visibility Impaired

Consult the Visibility Table, p. 112. Apply the modifiers at half their value, rounding down, except for Full Darkness.

Multiple Targets

Characters may attack more than one opponent with a Complex Action. Each attack uses the attacking character's base Combat Skill dice, plus dice from the Combat Pool if

MELEE WEAPONS TABLE

	Reach	Damage
Edged Weapons		
Forearm Snap Blades	0	(STR)M
Katana	1	(STR + 3)M
Knife	0	(STR)L
Survival Knife	0	(STR + 2)L
Sword	1	(STR + 2)M
Pole Arms/Staves		
Combat Axe	2	(STR)S
Thrusting Point	0	(STR + 2)L
Pole Arm	2	(STR + 3)S
Staff	2	(STR + 2)M Stun
Clubs		
Club	1	(STR + 1)M Stun
Sap	0	(STR + 2)M Stun
Stun Baton	1	6S Stun
Cyberware		
Handblade	0	(STR + 3)L
Hand Razor	0	(STR)L
Improved Hand Razors	0	(STR + 2)L
Spurs	0	(STR)M
Other		
Shock Glove	0	(STR - 1)M + 7S Stun
Unarmed	0	(STR)M Stun
Plastic Bone Lacing	0	(STR + 2)M Stun
Aluminum Bone Lacing	0	(STR + 3)M Stun
Titanium Bone Lacing	0	(STR + 4)M Stun
Whips/Flails		
Whip	2	(STR)L
Monofilament Whip	2	10S

For the full table including Cost, Concealability and Weight, see p. 275.



desired. The target number for each attack increases by +2 per additional target struck in that Combat Phase. If a character is attempting to strike two targets, for example, the first attack is at the base target number, the second at the base number +2.

Dice from the Combat Pool must be allocated separately for each attack.

Superior Position

A character has a superior position if he or she is standing on higher ground (by at least half a meter) than his or her opponent, if he is standing on stable ground while the opponent is not, or if the opponent is in a restricted position and the character is not.

Opponent Prone

This modifier applies if the opponent is lying on the ground.

DEFENDER'S SUCCESS TEST

Make the defender's Success Test in the same way as for the attacker, with the same situation modifiers. Keep track of the total number of successes.

COMPARE SUCCESSES

After both sides make their tests, compare the successes rolled by each character. The one who rolls the most successes has hit his or her opponent. Subtract the opponent's successes from the winner's to get the net number of successes. Ties go to the attacker.

The net number of successes determines how much potential damage is done.

Zipperhead and Geist are facing off in a dark alley somewhere in the sprawl. Zipper has Unarmed Combat 5, Body 4, and 4 dice available in his Combat Pool. Geist has Unarmed Combat 4, Body 5, and 5 dice available in her Combat Pool. Both are making tests against a Target Number 4 (no situation modifiers apply). Both will use all their Combat Pool dice to augment their attack tests. It's Geist's Combat Phase, making her the attacker.

Zipperhead rolls 9 dice and gets 1, 2, 2, 2, 3, 4, 5, and 6. Three of those results equal or exceed the target number, so Zip has 3 successes. Geist also rolls 9 dice and gets 1, 3, 4, 4, 5, 5, 5, 6, and 6. Geist ends up with 7 successes.

Because Geist has more successes than Zipperhead, her attack hits. If Zipperhead had rolled more successes, his attack would have hit. If both had rolled the same number of successes, the tie would have gone in Geist's favor because she is the attacker.

DETERMINE DAMAGE

The character who rolls the most successes can use those successes to increase the damage his weapon does. The weapon's Damage Level increases by one level for every two net successes. In the case of a tie, the weapon does its base damage. If the character is able to stage his damage up to Deadly, any extra successes can be used to increase the Power

MELEE MODIFIERS TABLE

Situation	Modifiers
Called Shot	+4
Character has friends in the melee	-1/Friend (max -4)
Opponent has friends in the melee	+1/Friend (max +4)
Visibility impaired	Consult the <i>Visibility Table</i> , p. 112
Character is wounded	Damage Modifier (see p. 126)
Character's weapon has longer Reach*	-1/point longer
Character's weapon has inferior Reach*	+1/point shorter
Character attacking multiple targets	+2/target
Character has superior position	-1
Opponent prone	-2

*Only one of these modifiers may be applied, either to the attacker or defender. See *Reach*, p. 121.

Rating of the attack by one for every two remaining successes achieved by the victor.

Geist rolled 4 more successes more than Zipperhead did, and so she can raise her weapon's Damage Level twice. Geist's unarmed Damage Code is 4M Stun (she has Strength 4), and so she can use her 4 successes to raise the damage two levels, to 4D (Deadly) Stun. If Geist was able to roll 6 successes she would have been able to use the two extra successes to increase the Power rating of her attack by one to 5D (Deadly) Stun.

DAMAGE RESISTANCE TEST

To resist the damage done by the attack, the character who was hit rolls Body dice against a target number equal to the opponent's Power (weapon-modified Strength), minus their Impact Armor Rating. Every two successes reduce the Damage Level of the weapon by one. Any remaining Combat Pool dice may be used.

Zipperhead rolls his five Body dice against a base Target Number 4 (Geist's Strength), minus the 2 points of impact armor he wears. This gives him a final target number of 2. He gets 1, 1, 2, 4, and 6. Three of those results are equal to or higher than 2, so Zipperhead has 3 successes.

Every two successes Zip rolls will stage his damage down one level from Deadly Stun. Because Zipperhead has 3 successes rather than 4, he can only reduce the damage by one level, to Serious Stun. Zipperhead takes a Serious Stun wound.

FULL DEFENSE

Attacked characters may choose to only defend themselves. Characters who choose this option do not do any damage to their opponent, even if they achieve more successes on their Combat Skill Test.

Full Defense works slightly different than standard melee combat. A character on Full Defense still makes a Combat Skill Test, but they may not add any Combat Pool dice to the test. Compare the successes between attacker and defender. If the



defender has achieved more successes, the attack has been blocked. Otherwise, note the attacker's net successes.

The defender may at this point make a Dodge Test, as described under Ranged Combat (see p. 113). Only Combat Pool dice may be used for this test. The target number is 4, and any applicable modifiers from the Melee Modifiers Table, p. 123, are applied. A clean miss occurs if the target's successes from Combat Pool dice alone exceed the attacker's net successes. Otherwise, subtract the Dodge successes from the attacker's and apply any remaining successes to staging up the Damage Level of the attack. The Damage Level is raised one level by every two successes still remaining.

Now the defender makes a Damage Resistance Test, as normal. Any remaining Combat Pool dice may be applied. Each two successes reduce the Damage Level by one.

KNOCKDOWN

Characters struck in ranged or melee combat may be knocked back or possibly down by the blow. When struck, the character must make a Body Test. Against ranged attacks, the target is equal to one-half the Power of the attack, rounding down. Against melee attacks, the target number is the opponent's Strength. Two factors determine the success of this test: the number of success rolled and how severely damaged the character is.

If the character rolls no successes, he falls down (prone). If he rolls successes, but does not generate enough for his wound level, the character remains standing but takes a step or two away from the direction of the attack (approximately one meter). For example, a character who has taken a Moderate wound must roll at least 3 successes in his or her Body Test to remain standing. With 1 or 2 successes, the character staggers or stumbles one meter away from the attack. If for some reason he cannot step backward (for example, he is up against a wall), he fights at a +2 modifier to his target numbers until he is able to move away. Characters who take a Deadly wound are always knocked down.

Note that against weapons firing gel rounds the target number for the Body Test to resist knockdown is against the full Power of the attack (see Gel Rounds, p. 116).

SHOCK WEAPONS

Shock weapons include melee-combat stun batons and ranged-combat tasers. Both work on a similar principle, relying on a contact discharge of electricity rather than kinetic energy. Each causes Stun damage, and combat with a stun baton (melee) or taser gun (ranged) is handled according to the normal rules for that type of weapon.

A successful hit by a stun weapon stuns the target for a number of Combat Turns equal to the Power of the attack, minus one-half (round down) any impact

BARRIER RATING TABLE

Material	Rating
Standard Glass	2
Cheap Material/Regular Tires	3
Average Material/Ballistic Glass	4
Heavy Material	6
Reinforced/Armored Glass	8
Structural Material	12
Heavy Structural Material	16
Armored/Reinforced Material	24
Hardened Material	32

armor worn, and also minus the successes generated from a Body or Willpower Test (whichever is greater) made against a Target Number 4. This state of disorientation imposes an additional +2 target modifier to all tests for as long as it lasts.

Impact armor protects against shock weapons, but its rating is halved (rounding down).

BARRIERS

A character may sometimes wish to attack through a barrier, either to get at a target on the other side or to make a hole through which he can move. The procedure for each is described below.

The Barrier Effect Table lists the Barrier Ratings for various types of materials. Standard doors use the Barrier Rating of their construction material. Security doors have twice the rating of the material. Glass doors have the rating of the glass.

FIRING THROUGH

A character firing a ranged weapon at a target on the other side of a barrier suffers the +8 Blind Fire target-number modifier because he cannot see the intended target. If the intervening barrier is transparent, the modifier does not apply. Either way, the firing character makes the standard Success Test, except that the Power of the attack is reduced by the target's appropriate Armor Rating and the adjusted Barrier Rating of the

KNOCKDOWN TABLE

Wound Level	Minimum Successes Needed To Not Get Knocked Down
Light	2
Moderate	3
Serious	4
Deadly	NA

BARRIER EFFECT TABLE

Power of Attack	Effect
Power less than 1/2 adjusted Barrier Rating	No effect, barrier holds, minor cosmetic damage.
Power equal to or greater than 1/2 adjusted Barrier Rating	Barrier damaged; reduce Barrier Rating by 1.
Power greater than adjusted Barrier Rating	For every increment equal to half the Barrier Rating by which the Power exceeds that rating, a one-half meter hole is opened and the Barrier Rating is reduced by 1.



barrier. For example, a character wearing 3 points of armor and standing on the far side of a Rating 4 barrier would subtract a total of 7 from the Power of the attack.

If the Barrier Rating exceeds the Power of the attack, the barrier stops the attack cold. However, the attack may still damage the barrier by reducing its rating.

Against melee attacks with blunt weapons such as fists, clubs or similar items, a barrier maintains its normal rating. Against melee attacks with edged weapons, such as swords and the like, the barrier has twice its normal rating.

BREAKING THROUGH

Attacks to break through a barrier (most commonly doors) are resolved in a similar manner to the rules for *Blast against Barriers* (p. 119), except that the barrier has twice its normal Barrier Rating against firearm rounds and other ranged attacks. This increase accounts for the fact that even though a bullet is powerful, it punches only a tiny hole.

Against melee attacks, a barrier has twice its normal Barrier Rating. Against combat spells, barriers have twice their normal rating. Against elemental manipulation spells, use the normal Barrier Rating.

A regular door will break open when its Barrier Rating is reduced to one-half. A security door's rating must be reduced to 0 before it will break open.

DAMAGE AND HEALING

Involved as they are in an illegal and often hazardous line of work, *Shadowrun* characters get hurt and get hurt often. The kind of damage, the severity of an injury and how much it affects the character vary greatly depending on the situation.

TYPES OF INJURY

Damage in *Shadowrun* is defined as Physical and Stun. Each type of damage is tracked separately.

Physical Damage

Physical damage, the most dangerous type, is the kind done by guns, explosions, bladed weapons and most magic spells. If the Damage Code of a weapon does not indicate a specific type of damage, the weapon does Physical damage. As one might expect, Physical damage takes the most time to heal.

Stun Damage

Stun damage—bruising, muscle fatigue and the like—is the kind done by fists, kicks, blunt weapons, stun rounds, shock weapons, concussion grenades, some magic spells and spell-casting fatigue. If something does Stun damage, its Damage Code always says so. Stun damage heals fairly quickly, but its immediate effects can be as deadly as Physical damage.

APPLYING DAMAGE

Once the damage has been staged, the target character is subject to any damage that remains. This damage is recorded on

DAMAGE LEVEL TABLE

Damage Type	Number of Boxes Filled In
Light	1
Moderate	3
Serious	6
Deadly	10

the character's Condition Monitor. As shown below, the Condition Monitor has two columns: Physical and Stun. Physical damage is recorded in the Physical column, Stun damage in the Stun column.

The number of boxes filled in on the monitor depends on the final, staged Damage Code of the weapon. As shown on the Damage Level

Table, a previously unharmed character taking either Physical or Stun damage would have 1 box filled in if the weapon does Light damage, 3 boxes for Moderate damage, 6 for Serious and all 10 for Deadly.

Damage is cumulative. For example, a character who already has one Moderate wound (3 boxes filled in) and takes another ends up with 6 boxes filled in—the equivalent of a Serious wound. If the same character had taken a Light wound instead, he would have 4 boxes filled in (3 + 1); if he had taken a Serious wound, he would have 9 boxes filled in.

Exceeding the Condition Monitor

When the total number of filled-in boxes in a column (Physical or Stun) exceeds 10, one of two things happens. If the damage is Stun, it carries over into the Physical column. For example, a character who has already taken a Serious Stun wound (6 boxes) takes another Serious Stun hit. That character's player would fill in the last 4 boxes in the Stun column, and then fill in 2 boxes in the Physical column. If the character has already taken damage in the Physical column, treat the excess Stun damage as additional Physical damage and add it to the existing damage. 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. See *Healing*, p. 126.

If a character takes more Physical damage than there are boxes in the Physical column, the character is in trouble. Overflowing the Physical column means that the character is near death. Instant death occurs only if damage overflows the Physical column by more than the character's Body Rating. Therefore a character can take 10 points plus their Body Rating in damage before they die. One point over that limit and they will be toasted over drinks at their favorite shadowrunner bar.

Characters whose Physical damage has overflowed the Physical column by less than their Body Rating can survive if they

		Light	Moderate	Serious	Deadly
		Stun	Stun	Stun	Stun
Stun	+1TN #	+2 TN #	+3TN #		Unc.
	-1 Init.	-2 Init.	-3 Init.		
Physical	+1TN #	+2 TN #	+3TN #		Unc.
	-1 Init.	-2 Init.	-3 Init.		Maybe Dead
		Light Wound	Moderate Wound	Serious Wound	Deadly Wound
Physical Damage Overflow					<input type="text"/>



receive prompt medical attention. If left untreated, such a character takes an additional box of damage every (Body Rating) in Combat Turns for blood loss, shock and other things that affect a body on the brink of death. If this damage exceeds the character's Body Rating plus 10 before medical help arrives, the character dies. See *Deadly Wounds and First Aid*, p. 127, for the rules governing medical aid to characters in that condition.

Johnny Skeeky was shot real good. He took Deadly damage (10 boxes) and more. His Body Rating is 5, and he took 3 extra boxes of damage. Johnny's teammates are trapped and can't get to him, so on the next Combat Turn after getting his Deadly damage, Johnny loses another box; now he has only five Combat Turns to go before he has reached the maximum damage he can take. In the 5th Combat Turn, if Johnny hasn't received help, his chummers will have to feed him to the rats.

Deadlier Over-Damage

Ideally, the standard damage rules prevent characters from certain death as a result of single, unexpected attacks and thus improve game play. However, the standard rules also can create some ridiculous situations. For example, troll characters have such high Body Attributes that they can theoretically survive for a very long time even after taking a shot from a Panther assault cannon square in the head! To remedy this problem, gamemasters can apply the Deadlier Over-Damage rule.

Under this rule, over-damage applies whenever the Power of an attack is greater than the target's Body multiplied by 1.5. (For an even deadlier game, apply over-damage whenever the Power of an attack is greater than the target's Body.)

Over-damage is simply damage created by extra successes after a weapon's Damage Level has been staged up to D. Every two extra successes translate into 1 additional Damage Point, which is applied against the target's Physical Condition Monitor (if the attack caused Deadly Stun damage) or Body Overflow (if the attack caused Deadly Physical damage).

CONDITION LEVELS

As the damage a character has taken exceeds certain levels on the Condition Monitor, the character suffers certain effects that simulate the effects of real-life injuries. Condition Levels within a column are not cumulative; the highest level reached applies. Condition Levels are cumulative across columns, how-

WOUND TABLE

Wound Level	Target Number
Light	2
Moderate	4
Serious	6

ever; a character who is Moderately wounded in the Stun column and Lightly wounded in the Physical column receives modifiers for both (+2/-2 for the Stun damage and +1/-1 for the Physical damage, for a total of +3/-3).

The Damage Modifiers Table shows the effects of injury on a character's attempts to use skills and abilities, and also on his or her Initiative total. The **Injury Modifier** is a uni-

versal target number modifier that applies to nearly all Success Tests the injured character may attempt, except those for resisting or avoiding damage. The **Initiative Modifier** is applied to the character's Initiative total after Initiative dice have been rolled. If the modifier reduces the Initiative total to 0 or less, the character cannot take any actions that Combat Turn.

HEALING

Healing takes time, depending on the severity of the injury. Stun and Physical damage heal differently, and at different rates.

Healing Stun Damage

Technically, overcoming Stun damage is more a process of recovery than healing. The time it takes to recover from Stun damage is based on the amount of damage taken and the results of a Body or Willpower Test. To recover from Stun damage, the affected character rolls dice equal to either his Body or his Willpower (whichever is higher) against a base Target Number 2. This target number is modified by any appropriate Stun or Physical injury modifiers.

Recovering from a box of Stun damage takes a base time of 60 minutes. The actual time it takes to recover 1 box of Stun damage is equal to the base time, divided by the number of successes rolled. After this period has elapsed, the recovered damage is erased from the Condition Monitor. A character who has been knocked unconscious from Deadly Stun damage will not wake up until his or her Stun damage is reduced to Serious.

To recover from Stun damage, the character must be resting completely. If this resting time is interrupted, the recovery process aborts and the character must make the Body or Willpower Test again, using his current condition. The result can never be better than the result of the first roll, however.

No medical treatment really helps to recover Stun damage, nor does any magical spell currently known to man. Stim patches provide a temporary solution, but with definite long-term drawbacks. See *Stimulant Patches*, p. 305 of the *Street Gear* chapter.

Healing Physical Damage

Physical damage takes much longer to heal than Stun damage. Though Physical damage often heals without the benefit of medical attention, that is not always the case. Have each physically damaged character make a Body Test against a target number set by his or her overall wound level as noted on the Wound Table. Use only the character's natural Body Rating; cyberware offers no benefits for this test. The character can make this test at any time. If they do it during Combat they lose their entire next Combat Turn. This allows characters to assess their own damage immediately.

DAMAGE MODIFIERS TABLE

Damage Level	Injury Modifier	Initiative Modifier
Uninjured	None	None
Light	+1	-1
Moderate	+2	-2
Serious	+3	-3



If the test yields any successes, the character will be able to heal without medical attention. If the test results in no successes, medical attention is required for healing to occur. Deadly wounds always require medical attention.

The effects of first aid (see *Using Biotech*, p. 129) and magical healing (see *Magical Healing*, below) should be applied before making the test for medical attention.

Stages of Healing

Physical healing occurs in stages, with each stage reducing the character's damage by one level. After one stage of healing, Deadly damage becomes Serious, Serious becomes Moderate, and so on. When one Damage Level is healed, the damage on the Condition Monitor drops to the lowest point for the next Damage Level. For example, a character whose Serious wound is reduced to a Moderate wound should have only three boxes of damage filled in when his condition improves, no matter how many boxes of Serious damage had been filled in previously.

To determine how long it takes a character to heal one Damage Level, consult the Healing Table for the appropriate target number. Then make a Body Test against that number and apply any appropriate modifiers. Divide the successes from the Body Test into the base time listed on the table; the result is the actual healing time. Regardless of the results of the test or the quality of care, the actual time can never be lower than the minimum time given on the table.

Various modifiers may apply, depending on the situation. If a doctor is involved (one with a real medical degree, not just Biotech Skill), consult the Doctoring Table, p. 128. If the injured character cannot support the minimum lifestyle required for healing, he suffers additional modifiers based on his condition (at the gamemaster's discretion). Lifestyle cost can be paid for daily; simply divide the cost for the month by 30. For more information, see *Lifestyles*, p. 239.

Various medical costs may also be involved, ranging from paramedic treatment to doctor fees to intensive-care bills. Consult the Medical Costs Table, p. 128, to determine the fiscal damage.

Magical Healing

Treat and Heal spells can also heal Physical damage. The Treat spell must be applied within one hour of the injury to have any effect. The Heal spell can be administered at any time. Successful use of either spell precludes the use of additional healing or treating spells, or of first aid (see *Using Biotech*, p. 129).



Deadly Wounds and Permanent Damage

When a character suffers a Deadly wound, he or she may take permanent damage to a vital organ, limb or biological system. Make a Body Test against a Target Number 4. If a trauma patch was used, apply a +2 modifier. Dermal armor also counts for this test.

0 Successes: Some vital organ, body part or system has been gravely damaged. The patient must be kept under continuous treatment by another character with Biotech Skill even if the wounded character has been stabilized. Double the time for the entire healing process. A replacement organ of

HEALING TABLE

Damage Level	Base Time	Min. Time	Target Number	Min. Lifestyle
Deadly	30 days	3 days	10	Hospitalized
Seriously	20 days	2 days	8	High
Moderately	10 days	1 day	6	Middle
Lightly	24 hours	2 hours	4	Low



DOCTORING TABLE

Situation	Modifier
Intensive care (hospital only)	-2
Long-term magical care	-2
Conditions (only one applies)	
Not in hospital or clinic	+2
Bad conditions	+3
Terrible conditions	+4
Patient is magician	+2
Patient's natural Body Attribute is*	
1-3	+0
4-6	-1
7-9	-2
10 or more	-3
Patient's natural Willpower Attribute is*	
1-3	+0
4-6	-1
7-9	-2
10 or more	-3

*Not including magical spell-based or cybernetic modifications.

MEDICAL COSTS TABLE

Service	Cost
Paramedic first aid for:	
Deadly wound	400¥
Serious wound	200¥
Moderate wound	100¥
Light wound	50¥
Doctor's services for:	
Deadly wound	400¥ per day
Serious wound	200¥ per day
Moderate wound	100¥ per day
Light wound	50¥ per day
Hospitalization Lifestyle (Includes doctor's services)	500¥ per day
Intensive Care (Deadly wounds only)	1,000¥ per day

BODY PART TYPES TABLE

Body Part	Base Time To Grow	Cost
Eye or Small Organ	3 weeks	7,500¥
Large Organ	5 weeks	15,000¥
Hand/Foot	6 weeks	15,000¥
Limb	8 weeks	25,000¥

one kind or another must be transplanted (gamemaster choice). This requires major drastic invasive surgery and a new organ (see *Pieces and Parts*, below).

Roll 1D6 for the actual damage result and consult the following table.

Die Roll	Result
1	Lose 1 point of Body
2	Lose 1 point of Strength
3	Lose 1 point of Quickness
4	Lose 1 point of Intelligence
5	Lose 1 point of Willpower
6	Lose 1 point of Reaction

Attribute points lost in this manner cannot be recovered, though they can be replaced by cybernetic or other means. The loss of an Attribute point to Deadly damage drops the character's Racial Modified Limit (see p. 245) for that Attribute by 1 point.

1 Success: An eye or limb has been mangled beyond its ability to heal. A replacement is required, either natural or cyber. This adds to the normal healing costs and may mean having to wait to get the replacement before healing can begin. Increase the base healing time by 50 percent. Replacing the damaged part requires major invasive surgery and a replacement eye or limb. Roll 1D6 for the actual damage result:

Die Roll	Result
1	Lose right arm
2	Lose left arm
3	Lose right leg
4	Lose left leg
5	Lose an ear (Roll 1D6: 1-3 Right ear, 4-6 Left ear)
6	Lose an eye (Roll 1D6: 1-3 Right eye, 4-6 Left eye)

2 or More Successes: The character takes no limb or organ damage.

Pieces and Parts

When a character loses a body part and needs a replacement, the part might not be immediately available. Those who want a complete DNA match will have to have the part grown. (A DocWagon™ platinum service contract includes a "donor counterpart" who can provide material for immediate transplant starting three months into the contract.)

Transplants have varying degrees of compatibility with the recipient. Over time or when subjected to severe stress (like more Deadly damage, for example), the transplant may fail, requiring another replacement. The gamemaster decides when to invoke the possibility of failure.

Cyber Replacements

Characters may also install cyberware to replace a damaged or lost body part. The gamemaster must determine how much time and nuyen the surgery will cost the character, and what chance there is of the surgery going badly.



USING BIOTECH

For the times when you need medical attention and you just can't wait for the DocWagon team, a professional doctor or even a trip to the local pharmacy, the Biotech Skill is your best friend. (Actually, the teammate who has Biotech is your best friend.) Using Biotech Skill means applying first aid to possibly reduce the damage level of Light, Moderate and Serious wounds, or stabilize Deadly wounds until the character can be taken to a doctor. Biotech Skill only helps heal Physical damage. Stun damage can only be recovered by taking the night off and sleeping in.

In order to be effective, the character must use Biotech on the injured character within one hour following an injury. Regardless of its success, Biotech cannot help once magical healing has been applied.

To use Biotech, make a Biotech Success Test against a target number that corresponds to the injured character's current Damage Level from the First Aid Table. Apply the appropriate target number modifiers before rolling the dice. If the test results in at least 1 success, the Damage Level is reduced by one. Biotech can never reduce the damage by more than one level.

To determine how long the first-aid treatment takes, divide the treatment time by the successes from the Biotech Test. The result is the number of uninterrupted Combat Turns the treatment takes. Any serious interruption aborts the treatment process, and the character administering first aid must repeat the test. Bad conditions are defined as any non-medical or controllable environment. Terrible conditions are defined as any place where further damage or infection can occur. A city street is a Bad Condition. A city street in the middle of a driving rainstorm while two gangs fight all around you is a Terrible Condition.

Deadly Wounds and First Aid

The following special rules come into play when using Biotech Skill on a character with a Deadly wound. Because the character is suffering terrible wounds, Biotech can stabilize the patient, but cannot heal him. Even with prompt first aid, the character may die while being treated.

As with first aid for less severe wounds, make a Biotech Test. With at least 1 success, the character stabilizes; he or she stops taking an additional box of damage every (Body Rating) Combat Turns (see *Exceeding the Condition Monitor*, p. 125). If the test fails, make a Body Test for the wounded character against a Target Number 10. Use the character's natural Body only; cyberware or other enhancements do not apply. If the test succeeds, the character self-stabilizes. If this test also fails, the character will die once the damage taken exceeds his or her Body Rating.

FIRST AID TABLE

Damage Level	Target Number	Treatment Time
Light	4	5 Combat Turns
Moderate	6	10 Combat Turns
Serious	8	15 Combat Turns
Deadly	10	Special

Target Number Modifiers

Situation	Modifier
Patient is Awakened	+2
Bad conditions	+1
Terrible conditions	+3
Patient's Body Attribute	
1-3	+0
4-6	-1
7-9	-2
10 or more	-3
No medkit available	+4

Once professional help reaches the character, make another Biotech Test and Body Test. Professional help is a source of medical attention better equipped than the wounded character's fellow runners (such as a hospital or clinic) or with a better Biotech Skill Rating (such as a DocWagon™ paramedic) than that offered by the character who initially administered the first aid.

Trauma Patches

Trauma patches are a last-ditch alternative for stabilizing characters in danger of imminent death. These adhesive patches are placed against the patient's skin directly over the heart. The patch administers controlled doses of high-powered medicines designed to stabilize an injured body. When a trauma patch is applied, the wounded character may make an additional Body Test to stabilize. The Target

Number for this test is 4, plus the rating of any dermal armor or blood filters present (both of these restrict the flow of medicine). Success leaves the character stabilized, and stops the accumulation of additional boxes of overflow damage.

The trauma patch increases the likelihood of lasting ill effects on the patient (see *Deadly Wounds and Permanent Damage*, p. 127), and so should be used only as a last resort.

MAGICAL CHARACTERS AND DAMAGE

Awakened characters have it rough when they get hurt. Doctors and medics have a harder time treating them because they cannot use their high-tech gear and high-powered medicines without risking damage to the character's Magic Rating. When an Awakened character suffers a Deadly wound or is treated without the +2 modifier for an Awakened character (see *First Aid Table*), the character risks a loss of magic. The character's player rolls 2D6. If the result is less than or equal to the magician's current Magic Rating, that character permanently loses 1 point of magic. If the Awakened character is being treated for a Deadly wound *and* the +2 modifier is not applied, roll 2D6 twice for magic loss (see p.160).

An Awakened character who requires a replacement limb or organ must have it cloned from the original tissue or risk similar magic loss. Any other DNA pattern, even that of another Awakened, decreases the character's power-handling capability and thereby automatically reduces the character's Magic Rating by 1. This reduction can be temporary; for example, a non-cyber substitute part can later be replaced with a limb or organ cloned from the character's own tissue. Doing so restores the lost magic points; however, organ implants require major invasive surgery, and may pose the risk of even greater magic loss.

VEHICLES AND DRONES



This section covers the use of vehicles, by riggers and other characters. Unless otherwise noted, these rules apply equally to all characters, including riggers. This section also includes rules for the use of drones by riggers.

ABOUT RIGGERS

Riggers are characters who have special cyberware, known as vehicle control rigs, surgically implanted into their bodies. The control rig allows a rigger to command vehicles via neural link through a datajack. When jacked into a vehicle modified to interface with a vehicle control rig, riggers can make their vehicles perform exceptional feats that normal characters, driving through steering wheels and other manual controls, cannot.

Riggers can also jack into remote control decks, which allow them to command multiple drones simultaneously. When working together under the rigger's control, drones allow him or her to exert influence over a large area, as well as significantly increasing the rigger's combat power. (Few things are more frightening to witness than an army of drones bearing down on an unfortunate soul.)

VEHICLE ATTRIBUTES

Much like characters, vehicles have Attribute Ratings that describe their significant characteristics and key measures of performance. The basic vehicle Attributes are Handling, Speed, Acceleration, Body, Armor, Signature, Autonav, Pilot, Sensor, Cargo Factor, Load, Seating and Entry Points. Each of these is described below.

HANDLING

Handling refers to a vehicle's maneuverability and how easily a character can control it. The higher the rating, the more difficult a vehicle is to control.

The Handling Rating functions as the base target number for all Driving Tests that use a Vehicle Skill. Most ground vehicles have two separate Handling Ratings; the first represents the vehicle's Handling on a road, the second its Handling in off-road terrain.

Ground vehicles are considered to be traveling off-road whenever they drive across anything other than a paved surface. Off-road terrain is a subcategory of the standard terrain types





(Open, Normal, Restricted and Tight). Any ground vehicle moving in off-road terrain reduces its Speed Rating by half, unless the vehicle possesses off-road suspension.

SPEED

The Speed Rating represents the maximum safe speed at which a vehicle can travel for a sustained distance. This speed is expressed as meters per Combat Turn.

Fixed-wing aircraft have two Speed Ratings. The higher number is its maximum safe speed; the lower represents the aircraft's stall speed, the minimum speed it must maintain to keep flying.

Under exceptional circumstances, a vehicle may travel faster than its Speed Rating, but with unpleasant side effects. Vehicles may exceed their Speed Ratings by up to 1.5 times the rating, but doing so increases the difficulty for most Success Tests during Vehicle Combat (see *Vehicle Combat*, p. 138).

To convert a vehicle's Speed Rating from meters per Combat Turn into kilometers per hour, multiply the rating by 1.2. To convert a Speed Rating to miles per hour, multiply the rating by 0.75.

ACCELERATION

The Acceleration Rating measures how quickly a vehicle can increase its speed within a given period. This Attribute is used when vehicles are fleeing from or pursuing other vehicles during vehicle combat. In such cases, a character can make a Driving Test to boost his vehicle's Speed. Each success rolled increases the vehicle's Speed by its Acceleration Rating.

Chazz the Spazz is flying along on his Yamaha Rapier, trying to escape from some Lone Star goons chasing him. He's going along at 50 mpt (meters per turn), but the goons are getting closer. He decides to accelerate (the Rapier has an Acceleration Rating of 10). Chazz has Bike Skill 4, so he rolls four dice for his Driving Test against the Rapier's Handling 3. He gets 2 successes, which allow him to increase his bike's Speed Rating by 20 (10 x 2). That means the Rapier accelerates from 50 mpt to 70 mpt as play enters the next Initiative Pass.

Decelerating

According to the way things work in the real world, objects take a certain amount of time to stop moving, based on their speed and mass. To reflect this, a vehicle can brake or otherwise decelerate safely as long as its deceleration within a single Combat Turn does not exceed its Acceleration Rating multiplied by 4.

If the vehicle's rate of deceleration exceeds this limit, the controlling character must make a Crash Test (see p. 147). The base target number for the test is the vehicle's Handling Rating. For every 20 meters per turn (or portion thereof) by which the vehicle exceeds the safe deceleration limit, increase the target number by 1.

Chazz the Spazz is whizzing along at 70 mpt when the gamemaster tells him that the bridge directly ahead of him is out.

Chazz slams on the brakes. The Rapier has a safe deceleration limit of 40 mpt (Acceleration Rating 10 multiplied by 4); if Chazz stays within that limit, the Rapier will still be traveling at 30 mpt when it hits the space where the bridge used to be.

A fall from the bridge would hurt Chazz much more than hard braking will hurt the bike, so Chazz decides to decelerate to 0 mpt. Doing so requires a Crash Test, which Chazz makes against a Target Number 5 (base Target Number 3 plus 2 because the Rapier is traveling 30 mpt above its safe deceleration limit).

BODY

A vehicle's Body Rating represents its mass and measures how much punishment it can take, whether from weapons fire or just plain hard driving. For rules on using the Body Rating in game play, see *Vehicle Damage*, p. 145.

Body Rating and Weapon Mounts

A vehicle's Body Rating also indicates how many weapons can be mounted on it. Every hardpoint mount installed on the vehicle takes up 2 Body Rating points. Every firmpoint installed takes up 1 point. For example, a vehicle with a Body Rating 3 can have a single hardpoint mount and a single firmpoint mount, or it can have 3 firmpoints. For more information on weapon mounts, see *Vehicle Weapon Mounts*, p. 307.

Damage Reduction

A vehicle's solidity and heaviness when compared to other targets (people, for example) reduces the Power of all weapon attacks by half (round down) and the Damage Level of all weapon attacks by one (except for weapons that fire anti-vehicle munitions). For example, an attack from an Ares Predator, which normally does 9M damage, would do 4L to a vehicle. Weapons that normally inflict Light damage do not affect vehicles. For more information, see *Vehicle Damage from Weapons*, p. 149.

ARMOR

The Armor Rating represents composite armor that protects the vehicle against all weapons fire (see *Vehicle Combat*, p. 138). Vehicle armor is hardened armor, meaning that it can deflect all damage from weapons with a Power (modified by the vehicle's Body, but not by burst or autofire) equal to or less than the Armor Rating. For example, if a vehicle has Armor Rating 3, no weapon with a Power Rating of 6 or lower can penetrate it; firing at the vehicle with a Uzi III (6M Damage) gets you a bunch of sparks for your efforts.

Against fire from a weapon with a Power Rating that exceeds the Armor Rating, the armor reduces the Power of the attack like standard ballistic or impact armor. For example, Rating 3 Armor reduces the Power of fire from an Ares Predator (normally 9M, reduced to 4L by the vehicle's Body) to 1L.

Vehicle armor provides no protection against impact damage from collisions. See *Vehicle Damage from Impact*, p. 145.



SIGNATURE

The Signature Rating indicates a vehicle's vulnerability to electromagnetic or thermal detection and serves as the target number for sensor and missile to-hit tests made against the vehicle. Signature does *not* represent the vehicle's vulnerability to target designators, such as laser and microwave targeting devices (laser sights, for example). Characters use standard ranged combat rules when targeting vehicles with such devices. Note that the Signature of a human-sized biological form is 6.

AUTONAV

The Autonav Rating represents the vehicle's collision-detection and navigation system. The autonav system serves as a driver's assistant. It can make minor control adjustments to avoid collisions and can navigate a course, but it cannot perform other autonomous functions such as firing vehicle weapons.

During game play, a vehicle's Autonav Rating provides extra dice a character can add to Driving Tests made while performing non-combat maneuvers. A vehicle's autonav system impedes the controlling character's ability to perform combat maneuvers; see *Vehicle Actions*, p. 141.

Rating 1 autonav consists of basic radar and ultrasound proximity detectors. Rating 2 autonav is capable of self-navigation and communication with traffic-control grid systems. Ratings 3 and 4 come with GPS systems (see p. 294) and can navigate off-road areas if provided with map chips. Rating 4 systems can also program their own routes.

PILOT

The Pilot Rating indicates a drone's autonomous decision-making capability (more commonly known as the "dog brain"). Drones with high Pilot Ratings can "understand" and execute more complex commands than those with lower ratings. For more information about how drones work, see *Issuing Commands*, p. 157.

A drone's Pilot Rating applies when no rigger is controlling the drone. In such circumstances, substitute the drone's Pilot Rating for the rigger's relevant skill for any required test.

SENSOR

The Sensor Rating represents the vehicle's target-detection (knowing a target exists), target-identification (knowing what the target is), and targeting (locking weapons on to a target) systems, as well as the vehicle's radio transponders for position-locating systems such as GPS. If a vehicle has an autonavigation system, it automatically has a Sensor Rating of 0 or higher. The Sensor Rating determines the base number of dice used for the vehicle's Perception Tests (see *Sensor Tests*, p. 135). It may also add dice to Gunnery Tests for attacks with certain types of vehicle weapons (see *Sensor-Enhanced Gunnery*, p. 152).

CARGO FACTOR

A vehicle's Cargo Factor (CF) indicates how much space is available for cargo such as baggage, vehicle modifications or other material. One point of CF is equivalent to a cube of space half a meter long on each side (0.125 cubic meters).

LOAD

Load represents the amount of cargo weight (in kilograms) a vehicle can lift, pull or carry. Load does not include the weight of passengers, except in unusual circumstances (such as sasquatches).

SEATING

The Seating Code denotes a vehicle's seating capacity. The order of numerals in the Seating Code indicates the arrangement of seats in the vehicle. For example, a Seating Code of "2 bucket + 2 bucket + 2 bench" indicates that the front of the vehicle contains two bucket seats, the middle contains two bucket seats and the back contains two bench seats.

Seats can also provide extra Load-carrying space when not occupied by passengers. Each unoccupied bucket seat can carry up to 100 kilograms; each unoccupied bench seat can carry up to 150 kilograms.

ENTRY POINTS

A vehicle's Entry Points Code indicates the number and arrangement of entry/exit points in the standard model of that vehicle. The order of numerals indicates the location of the entry points. For example, an Entry Point Code of "2 + 1" indicates two entry points in the front or top of the vehicle and one entry point in the rear or bottom.

SPECIAL VEHICLE RATINGS

The following vehicle ratings apply to vehicle operations, but do not appear in standard vehicle statistic profiles.

ECM/ECCM

Electronic countermeasures (ECM) systems "attack" remote-control networks and sensors by jamming their frequencies and degrading the quality of their transmission signals. However, a vehicle's ECM systems also increase its Signature for certain Gunnery Tests made against the vehicle.

Electronic counter-countermeasures (ECCM) systems counteract the effects of ECM systems for the purposes of Gunnery Tests. A drone may also use ECCM to reduce the Power of ECM jamming attempts made against it. For more information on ECM and ECCM systems, see *Sensors*, page 135.

Flux Rating

A vehicle's Flux Rating represents the raw electrical power available for its remote control decks, sensors and electronic warfare systems. The Flux Rating determines the effective range of each system, as well as the number of dice used to resist the effects of electronic warfare.

Maneuver Score

The Maneuver Score is a variable rating used during vehicle combat. It reflects the abstract tactical position occupied by a vehicle in relation to other vehicles, and is based on the following factors: the vehicle type, its current speed, the terrain and the results of an Open Test made by the driver. For more information, see *The Maneuver Score*, page 138.



THE DRIVING TEST

For convenience, *Shadowrun* assumes that characters can automatically accomplish basic vehicle maneuvers, such as driving to the local Stuffer Shack or taking the old helicopter for a little sightseeing hop. Any time a character attempts a difficult maneuver, however—such as negotiating a hairpin turn at 100 kph or jumping a Yamaha Rapiere over four lanes of rush-hour traffic—he or she must make a Driving Test to determine success or failure. The Driving Test is a Complex Action. (For actions that rigger characters can take during a Combat Turn, see *Vehicle Combat*, p. 138.)

To make a Driving Test, the player character uses his or her most appropriate Vehicle Skill. In addition, because every autonav system contains collision-avoidance and defensive-driving programs, the player can add a number of dice equal to the vehicle's Autonav Rating (assuming the autonav is turned on and the vehicle is not in combat). If the vehicle is rigged, the character can add a number of Control Pool dice equal to his or her Vehicle Skill Rating.

The base target number for the test is the vehicle's Handling Rating. Apply all appropriate modifiers from the Driving Test Modifiers Table to determine the final target number.

DRIVING TEST MODIFIERS TABLE KEY

Unfamiliar vehicle: If a character is operating a type of vehicle that he does not regularly operate, the unfamiliar vehicle modifier applies. The gamemaster determines whether a character is unfamiliar with a particular vehicle type.

Stressful situation: Certain situations are more stressful than others, including combat, pursuit, being outgunned and so on. Because of the variable nature of stressful situations, the gamemaster decides how large a modifier to apply, usually between +1 and +3.

Large/very large vehicle of type: If a character is operating a vehicle that is heavier or larger than the average vehicle of its type, the large/very large vehicle modifier applies. For example, the large vehicle modifier would apply if a character is using the Car Skill for a Driving Test when driving a van. If the character uses the Car Skill to operate a truck, the very large vehicle modifier would apply. The gamemaster determines which modifier is appropriate.

Weather conditions: Rain, snow, heavy winds and other common adverse weather constitute bad conditions. Hurricanes, blizzards, thunderstorms (for aircraft) and other severe weather (including storms caused by nature spirits) constitute terrible conditions.

DRIVING TEST MODIFIERS TABLE

Condition	Target Number Modifier
Unfamiliar Vehicle	+1
Non-Stressful Situation	-1
Stressful Situation	GM discretion
Large Vehicle of Type	+2
Very Large Vehicle of Type	+3
Weather Conditions	
Bad	+2
Terrible	+4
Terrain	
Open	-1
Normal	0
Restricted	+1
Tight	+3
Action Performed During Combat	+2
Non-Rigger Driving Using Datajack	-1
Rigger in Control	-VCR Rating

Terrain: The terrain modifier reflects the type of terrain in which the character is operating the vehicle, according to the following definitions. *Open* terrain refers to flat areas without buildings, trees or other significant features; this type of terrain includes highways. *Open* terrain for aircraft is cloudless skies; for boats, smooth water. *Normal* terrain refers to typical countryside and winding roads that offer only a few obstacles. *Normal* terrain for aircraft is partly cloudy skies; for boats, light seas. *Restricted* terrain refers to suburban streets, light woods, hilly areas and so on. Fog, rain or total darkness

can change *Normal* terrain to *Restricted*. *Restricted* terrain for aircraft is overcast skies and rain; for boats, high seas. *Tight* terrain refers to urban mazes, badlands and dense woods. Mist, glare or low light changes *Restricted* terrain to *Tight*; smoke, heavy fog or total darkness change *Normal* terrain to *Tight*. High winds constitute *Tight* terrain for aircraft and boats.

Actions performed during combat: This modifier applies if the character is performing a standard vehicle action (such as landing an aircraft, turning a car at a certain location and so on) under gunfire or in combat. A successful Driving Test does *not* guarantee that the vehicle evades weapons fire while performing the action. In addition, Control Pool dice allocated for the Driving Test cannot be used to resist damage. This modifier does not apply if the vehicle is performing vehicle combat actions (see p. 141).

Non-rigger driving using a datajack: This modifier applies if the character is driving via a datajack but does not have a vehicle control rig. The modifier also applies if a rigger is driving a vehicle not adapted for rigger control. If a vehicle is not rigged, Control Pool dice cannot be used for tests.

Rigger in control: This modifier applies if the driving character has VCR cyberware and the vehicle is adapted for rigger control. In this case, reduce the target number by an amount equal to the VCR Rating. If the rigger is driving in a combat situation, reduce the target number by an amount equal to the VCR Rating.

Whiz Kid is a rigger with a Rating 1 vehicle control rig. He's also into helicopters, with Rotorcraft Skill 4 and a specialization in Ares Dragons 6. That means he can operate an Ares Dragon—whether jacked in, via remote or by manual control—at a Skill Rating of 6.

When Whiz Kid's Ares Dragon helicopter (Handling 5, Autonav 3) hits a sudden squall, he decides to land before the weather gets worse. Based on the conditions, the



gamemaster decides that Whiz Kid needs to make a Driving Test to land the chopper.

The target number for the test is calculated as follows:

Base Target Number = vehicle's Handling Rating	5
Large vehicle (the Ares Dragon is big)	+2
Bad conditions (the squall)	+2
Rigger in control (VCR Rating 1)	-1
Final Target Number	8

Whiz Kid uses 9 dice for the Driving Test (6 for his specialization and 3 for the Dragon's autonav). He gets a 1, 1, 2, 3, 3, 5, 6, 6 and 6. Rolling the 6's again, he gets 7, 8, and 11. This gives him 2 successes, so Whiz Kid puts the Dragon down safely.

SENSORS

Sensors are the primary—heck, the *only*—method a rigger has of perceiving the world beyond his or her vehicle. A character uses them to see, hear and feel; through them, the character is aware of and can identify various elements in the environment surrounding the vehicle, from the pedestrian at the crosswalk to the security guard on patrol to the cop car screaming down the street. A rigger can use sensors to identify and attack targets kilometers away, visually monitor two different locations at the same time, or catch a crooked corp operator on chip.

SYSTEM COMPONENTS AND SENSOR RATINGS

Sensor systems include numerous components, depending on the vehicle's overall sensor rating. Rating 0 sensors include rangefinders, as well as ultrasound and laser proximity detectors. Rating 1 sensors include proximity detectors, rangefinders, video (but not trideo) cameras, basic radar, signature-recognition software, and low-light and telescopic magnification. Sensors rated 2, 3 and 4 include all of those components plus thermographic imaging. Rating 5 or higher sensors include all components previously mentioned, plus flare compensation.

All sensors include magnification power equal to 50 times the sensor rating.

Image Transmissions

All sensor systems with Rating 1 or higher can transmit and record audiovisual footage. Footage can be stored as data files (which requires onboard memory or a computer), recorded on chips (which requires a video-recording unit) or transmitted to a remote station (which requires a remote-control linkup). Onboard vehicle computers and video recorders must be hooked into electronics ports that interface with sensors and draw power from the vehicle.

Audio/video clips take up 2 megapulses of memory per minute of recording. Audio-only or video-only recordings consume 1 megapulse per minute. Recorded footage may be enlarged up to Sensor Rating x 20 magnification before the chip image loses image quality. Sensor systems transmit in two-dimensional video images, not trideo images.

Ace, a shadowsnoop reporter, has hired a rigger to conduct surveillance on Mr. Bigg, a crooked politico Ace hopes to expose in a big story. Ace's rigger uses a roto-drone with Level 2 sensors and an onboard palmtop-sized microcomputer unit to monitor Bigg through a hotel window.

Ace wants both audio and video proof, and the microcomputer unit has 150 Mp of memory. Each minute of audio/video footage consumes 2 megapulses of memory, so the microcomputer can record up to 75 minutes of audiovisual footage.

Several hours later, Ace meets with the rigger to see what he's captured. While reviewing the footage, Ace notices a small object lying atop the dresser in Bigg's room. He enlarges the video. The maximum enlargement Ace can get of the object is 40x the size of the image before the image loses quality.

Had Ace been with the rigger and noticed the object during real-time surveillance, the rigger could have used the sensors' 100x magnification power. That would have enabled Ace to reveal the 500,000¥ bribe on Mr. Bigg's cred reader—which just goes to prove that reporters who don't slog through stakeouts miss out on the big stories.

Active and Passive Sensors

Sensor components may be either *passive* or *active*. The classification of the sensor component a rigger uses determines the type of Sensor Test used when trying to monitor her immediate surroundings (see below).

Passive sensor components are generally useful for image and pattern recognition, and have a limited field of vision (120–180 degrees). The effectiveness of passive sensors depends heavily on the attentiveness of the rigger. Active sensor components are more useful for object detection and cover a 360-degree field. Thermographic imaging can be used in either capacity, depending upon the mode chosen by the player and the gamemaster's discretion.

Passive Components: Listening devices; video cameras; thermographic imaging; enhancement accessories such as low light, magnification, and noise filtering; protective measures such as audio dampening and flare compensation.

Active Components: Rangefinders, proximity detectors, radar and thermographic imaging.

SENSOR TESTS

To determine if a rigger notices something or detects another vehicle or object within the sensors' range, the controlling player makes a Sensor Test. (See *Sensor and Remote Deck Ranges*, p. 137, for rules on determining sensor ranges.) The nature of the situation and the type of sensor component being used—passive or active—determines what dice are rolled.

A rigger makes a Passive Sensor Test when she attempts to notice something based on image or pattern recognition. For example, a rigger character would make a Passive Sensor Test if she were looking through a video feed to determine whether the person approaching her car was a friend, or if she hears the devil rats swarming underneath through microphones, or if she recognizes the car chasing her as the one that ran over her buddy. When making a Passive Sensor Test, the



SENSOR TEST MODIFIERS TABLE

Condition	Target Number Modifier
ECM in use	Variable (see <i>Electronic Countermeasures</i> , p. 138)
ECCM in use	Variable (see <i>Electronic Countermeasures</i> , p. 138)
Direct LOS	-2
Urban Setting	+1
Fog/Smog/Precipitation	+1
Restricted Terrain	+1
Concealed by Spirit	+ Force
Tight Terrain	+2
Sensing Vehicle Damaged	+ Damage Modifier
Concealed by Spell	Variable (see spell description)

SENSOR TESTS RESULTS TABLE

Number of Successes	Result
0	No contact. The sensors do not detect the target.
1	Basic contact. The sensors detect the target object and determine its distance, direction of travel and speed. The sensors also identify the target's general type (a building, an aircraft, a ground vehicle, a biological life form and so on) but cannot provide further identification.
2	General contact. The sensors identify the target's general subtype (for example, a radar dish, a helicopter, a hovercraft, a dragon and so on).
3	Positive contact. The sensors identify the target's specific type (for example, a XQ-137 Air Search Radar, a Hughes WQ-2 Stallion, a Chrysler-Nissan G12A, a feathered serpent and so on).
4+	The sensors identify features that distinguish the target from others of its type.

rigger rolls dice equal to her Intelligence in the same manner as a standard Perception Test, using any appropriate modifiers (see *Perception*, p. 231 of *Running the Shadows*).

Active Sensor Tests are made to determine if a vehicle's active sensors detect another vehicle or object. For example, an Active Sensor Test would alert an unaware rigger to the approach of a helicopter strike unit, or to the wendigo sneaking up behind the van, or even to detect if any of the cars in traffic behind him have the same "signature" as the car that was following him earlier. Active Sensor Tests are made with a number of dice equal to the vehicle's Sensor Rating, against a target number equal to the Signature of the object being detected. Apply any appropriate modifiers from the Sensor Test Modifiers Table.

Drones can also make both Active and Passive Sensor Tests. When making a Passive Sensor Test, use the drone's Pilot Rating in place of the Intelligence Attribute. Drones still use their Sensor Rating when making Active Sensor Tests.

The gamemaster decides whether to call for an Active or Passive Sensors Test. The number of successes rolled determines what information the Sensor Test produces, as described in the Sensor Test Results Table.

Sensor Test Modifiers Table Key

Direct LOS: LOS stands for line of sight. This modifier applies if an uninterrupted line of sight exists between the vehicle's sensors and the target object.

Urban setting: The urban setting modifier applies if the sensor or the target is located inside a built-up urban area. The modifier reflects the noise, heat and electromagnetic distortion that can hinder detection.

Fog/smog/precipitation: The presence of natural fog, smog or precipitation increases the difficulty of detecting objects.

Restricted terrain: If the sensing vehicle or target is navigating through Restricted terrain, detecting becomes more difficult.

Concealed by spirit: If a nature spirit is concealing the target using the Concealment power, the target number increases by an amount equal to the spirit's Force Rating.

Tight terrain: The Tight terrain modifier applies if the sensor or target is traveling through Tight terrain. The modifier reflects the fact that solid objects hinder sensor readings.

Sensing vehicle damaged: This modifier applies if the sensing vehicle has suffered damage. The modifier is equal to the vehicle's current injury

modifier, as shown on the Damage Modifiers Table (p. 147).

Concealed by spell: Certain physical illusion spells, such as Improved Invisibility or Trid Phantasm, require a Resistance Test to pierce the illusion. Consult individual spell descriptions for details (see *Magic*, p. 158).

FLUX RATING TABLE

Device	Flux Rating
Remote-control deck	2
Sensors and ECM	Device Rating x 1.5 (round up)
Other electronic transmitters (such as radios)	Device Rating
Cyberware	0



SENSOR AND REMOTE DECK RANGES

Unlike firing ranges for weapons, which extend outward in a straight line, ranges for sensors and remote control decks work more like radar. They cover a 360-degree area of effect with the sensor or deck at the center.

The ranges of sensor systems and remote control decks are determined by the power output of the system's transmitter. The greater the transmitter power, the greater the system's effective range. At the same time, however, a higher power output produces a higher electronic footprint and increases the vulnerability of a vehicle or remote control deck to detection.

The power output of a vehicle's sensor system or a remote control deck is measured by the system's Flux Rating.

The Flux Rating

The Flux Rating (short for electromagnetic power flux) reflects the power output of transmitters used in communications gear, remote-control networks, sensors systems, jammers and ECM. The Flux Rating Table shows the Flux Ratings for most electronic devices. The Flux Rating can be increased or decreased to boost the signal strength of a transmitter or decrease its electronic signature.

Changing Flux Ratings

Any electronic device can operate at a lower Flux Rating than its standard rating, down to a minimum of 0. Increasing the Flux Rating to greater than its standard rating, however, requires external modifications.

Electronic devices that are connected to a vehicle via an electronics port may draw extra electrical power from the vehicle's engine to boost their Flux Ratings. The maximum number of points a device's Flux Rating can be raised in this manner is equal to half the vehicle's Body Rating, rounded down. A vehicle engine can provide boosts to multiple devices, but the total Flux Points of all simultaneous boosts may not exceed the vehicle's Body Rating.

Josie Cruise likes to use her van, Rough Rider, as a command-and-control center. The van is outfitted with a remote-control deck (Flux 2), a radio (Flux 3), a sensor system (Flux 8) and ECM (Flux 2).

The van has a Body Rating of 4, so it can provide no more than 4 Flux Points at any one time, and it cannot boost any single system by more than 2 points. For example, Josie could use the van to provide a 2-point boost to the remote-control deck and 1-point increases to

FLUX RANGE TABLE

Flux Rating	Range
0	250 meters
1	1 km
2	2 km
3	4 km
4	6 km
5	9 km
6	12 km
7	16 km
8	20 km
9	25 km
10+	(2 x Flux) + 10 km

the van's sensor system and ECM. However, she could not provide 2-point boosts to all four systems.

Flux Rating and Range

The range for any electronic transmitter (communications gear, remote control equipment, sensors, and ECM) is based on the transmitter's Flux Rating, as shown on the Flux Range Table.

Situational Range Modifiers

External circumstances can temporarily increase or decrease the range created by a standard Flux Rating. The modifiers in the Situational Range Modifiers Table are applied to a transmitter's Flux Rating

before calculating the transmitter's effective range. After determining the modified Flux Rating, round the result down to the nearest *half*, instead of to the nearest whole number.

SITUATIONAL RANGE MODIFIERS TABLE KEY

High elevation refers to any situation in which an uninterrupted line of sight exists between the transmitter and its receiver or target. This modifier usually applies to aircraft in flight or land-based transmitters perched atop high elevations such as hills or skyscraper roofs.

ECCM in use refers to electronic counter-countermeasures, which defeat ECM by filtering out electronic garbage and boosting the signal strength of meaningful signals. Because ECCM also draws electrical power from the transmitter, subtract half the ECCM Level when determining the modified Flux Rating.

Electrical storm applies whenever a thunderstorm or solar flares are active in the transmitter's area.

Encryption in use applies only to radios and remote-control decks that are operating under encryption. In these cases, reduce the device's Flux Rating by half a point.

Humid air applies to any transmitter operating during a particularly hot and muggy day. This modifier may also apply to transmitters operating in areas that have an excessively high smog content (Los Angeles is a particularly good example). Do not use this modifier in conjunction with the electrical storm modifier.

Urban environment applies to transmitters used in heavily built-up areas, such as downtown districts, industrial parks or any major non-residential area of a mega-sprawl. The modifier

also applies if the transmitter is within 1 kilometer of a high-voltage power line.

SITUATIONAL RANGE MODIFIERS TABLE

Condition	Modifier
High elevation	+4
ECCM in use	-Rating of transmitter/2
Electrical storm	-2
Encryption in use	-0.5
Humid air	-0.5
Urban environment	-1

Josie Cruise is using a CyberSpace Dalmatian recon drone to conduct some long-range snooping. She's operating the drone via a remote-control deck augmented with a Rating 4 signal amplifier (Flux 6, 12



km range), located on the roof of a fourteen-story parking garage. Josie is using a crypto-circuit encryption device on her deck, as well as Level 3 ECCM (her target really hates unwanted snoopers).

The effective Flux Rating for determining the range of her deck transmitter is 8, calculated as follows.

Deck Flux Rating	6
High Elevation	+4
Encryption	-0.5
ECCM	-1.5
Effective Flux Rating	8

This effective Flux Rating gives Josie's Dalmatian an 8-kilometer increase in range, to 20 kilometers (see Flux Range Table).

ELECTRONIC COUNTERMEASURES (ECM)

Electronic countermeasures (ECM) generate a field of electromagnetic noise that jams radio and sensor electronic wave bands. In game terms, ECM increases the difficulty of targeting and locking on to an ECM-equipped vehicle. However, ECM does not hinder the ability of individual characters to fire weapons directly at a vehicle.

To determine the effectiveness of ECM, the targeted vehicle's character and the jamming vehicle's character engage in a Success Contest. The jamming character rolls a number of dice equal to the Flux Rating of his vehicle's ECM suite; the test target number is equal to the Sensor Rating of the opposing vehicle. The targeted vehicle's character rolls a number of dice equal to the Flux Rating of his vehicle's sensors; the test target number is equal to the ECM rating of the targeted vehicle.

If the targeted character wins the contest, no jamming occurs and the player can proceed with a Sensor Test. If the jamming character wins, increase the Signature of his vehicle by the number of net successes rolled on his test.

Because the ECM Test represents the interaction of electronic devices, it does not constitute an action by either character, and is performed outside of the Combat Turn sequence. Turning ECM and ECCM on or off is a Simple Action.

If a single vehicle attempts to use ECM, only the highest die roll result applies. The effects are not cumulative. If one jammer is using its ECM against many different vehicles, make one ECM Test and compare the number of successes against the Sensor Ratings of each of the other vehicles involved.

Riggers may use electronic counter-countermeasures (ECCM) to counteract ECM jamming. To do so, the two players make an Opposed Test pitting ECM against ECCM. The counterjammer rolls a number of dice equal to his vehicle's ECCM Rating against a target number equal to the ECM Rating of his opponent's vehicle. The jammer rolls a number of dice equal to his vehicle's ECM Rating against a target number equal to the ECCM Rating of his opponent's vehicle. Each net success rolled by the counterjammer negates 1 success rolled by the jammer in the prior ECM Success Contest.

M.C. Jammer is running a shipment of arms across the border. As he nears it in his t-bird (Signature 4), he turns

on his ECM (Rating 3, Flux 10) because a Federated Boeing Eagle (Sensor 8, Flux 8) is closing in.

Jammer's player rolls 10 dice (the t-bird's Flux) against a Target Number 8 (the Eagle's Sensor Rating) and generates 4 successes. The gamemaster rolls 8 dice (the Eagle's Flux) against a Target Number 3 (the t-bird's ECM Rating) and generates 2 successes. Jammer wins; the Signature Rating of the t-bird increases by 2, from 4 to 6.

In response to the cloud of snowy static surrounding his field of vision, the Eagle pilot switches on his ECCM (Rating 4) to counter the ECM. The gamemaster rolls 4 dice (the Eagle's ECCM Rating) against a Target Number 3 (Jammer's ECM Rating). Jammer's player rolls 3 dice (ECM Rating) against a Target Number 4 (the Eagle's ECCM Rating). This time, the gamemaster generates 3 successes, while M.C. Jammer gets 2. The Eagle's ECCM wins. Its single net success counters one of M.C. Jammer's successes from his ECM Test, reducing Jammer's Signature from 6 to 5.

VEHICLE COMBAT

Vehicle combat in *Shadowrun* is not intended to be an accurate, detailed simulation. Instead, the vehicle combat rules provide a simple, mapless system for resolving vehicle combat and individual character actions simultaneously.

This section lays the foundation for the vehicle combat system. It also provides rules for resolving vehicle damage caused by weapons fire, crashes and collisions with objects such as walls, passengers and other vehicles; rules for firing vehicle weapons; and rules for magic in vehicle combat. (For drone rules, see *Using Drones*, p. 154.)

THE MANEUVER SCORE

The Maneuver Score is the cornerstone of the vehicle combat system. This rating measures the relative tactical advantage of a vehicle engaged in combat and is used when resolving nearly all vehicle combat maneuvers. Generally, a character receives bonuses or penalties for his vehicle combat maneuvers based on his vehicle's current Maneuver Score. Specific applications of the Maneuver Score are described in the rules for each vehicle combat maneuver.

The Maneuver Score consists of four components: Vehicle Points, Terrain Points, Speed Points and Driver Points. During each Combat Turn, these components—and the Maneuver Score itself—change to reflect the shifting conditions of combat. Players or gamemasters may monitor these changing scores, depending on the preferences of the group.

If a pedestrian and a vehicle interact, resolve the situation by assigning the pedestrian a Maneuver Score equal to his Quickness.

Determining the Maneuver Score

The Maneuver Score is determined by adding together a vehicle's Vehicle Points, Terrain Points, Speed Points and Driver Points during a Combat Turn. Once determined, that score is used throughout the turn. The four components and the Maneuver Score are re-calculated when the next Combat Turn begins.

Vehicle Points: The Vehicle Points for a turn may be positive or negative, depending on the type of vehicle a character

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is driving. The Vehicle Points Table lists Vehicle Points for the various vehicle types.

Terrain Points: Terrain Points reduce a vehicle's Maneuver Score. Point values for the four basic types of terrain are listed in the Terrain Points Table.

Speed Points: To determine a vehicle's Speed Points, divide the vehicle's speed by 10 and round down the result.

Driver Points: The player makes an Open Test using the relevant Vehicle Skill to generate his Driver Points. He gets a number of points equal to the highest die roll result (see *Open Tests*, p. 39).

VEHICLE COMBAT TURN SEQUENCE

The Vehicle Combat Turn uses the following sequence.

1. Determine starting distance and speeds (first Combat Turn only).
2. Determine Vehicle, Terrain and Speed Points for each vehicle.
3. Allocate Control Pool dice.
4. Determine Driver Points and calculate the final vehicle Maneuver Scores for the Combat Turn.
5. Determine Initiative.
6. Characters take actions and resolve results.
7. Determine changes in speed, distance or terrain.
8. Begin a new Combat Turn.

1. Determine starting distances and speeds (first Combat Turn only).

Before vehicle combat begins, the gamemaster determines the starting speeds of NPC vehicles and distances between each vehicle. Vehicles that are stopped, parked or idling begin with starting speeds of 0. Players may declare the starting speeds of their vehicles, though the gamemaster chooses the starting speed of any vehicle whose driver is incapacitated or unconscious.

All Dice Pools for drivers, passengers and pedestrians also refresh, per standard Combat Turn rules (see *Combat*, p. 100).

2. Determine Vehicle, Terrain and Speed Points for each vehicle.

After determining the Vehicle, Terrain and Speed Points for each vehicle, combine these values to produce a partial Maneuver Score for each vehicle.

VEHICLE POINTS TABLE

Vehicle Type	Vehicle Points
Car/Pickup Truck	0
Fighter Jet	+20
Heavy Truck	-5
Helicopter	+5
Hovercraft	+2
HSCT/Suborbital	-15
Large Airplane	-5
LAV/T-bird	+10
Limousine/Light Truck/Van	-3
LTA/Zeppelin	-10
Motorcycle	+5
Racing Boat	+5
Semiballistic	-25
Small Airplane	0
Small Motorboat	0
Sports Car	+3
Tracked Vehicle	-3
Tractor Trailer	-7
Train/Monorail	-10
Ultra-light Aircraft	+10
Yacht	-10

TERRAIN POINTS TABLE

Terrain	Terrain Points
Open	0
Normal	-2
Restricted	-4
Tight	-10

3. Allocate Control Pool dice.

Each player may allocate Control Pool dice for the Open Test used to determine his Driver Points for the turn. Dice allocated for this test are not available for any other purpose during the turn. These dice refresh at the end of the Combat Turn. Remaining Control Pool dice may be used for Driving Tests throughout the Combat Turn.

4. Determine Driver Points and finalize vehicle Maneuver Scores for the Combat Turn.

Each player makes an Open Test to determine each vehicle's Driver Points. Gamemasters make this test for NPC vehicles. Add the Driver Points to the partial Maneuver Scores generated in Step 2. The results are the Maneuver Scores for each vehicle.

5. Determine Initiative.

Every player rolls Initiative for his character at this time, whether the character is driving a vehicle, riding as a passenger or standing around as a pedestrian.

Reaction and Initiative dice bonuses from a vehicle control rig apply only to characters who are jacked into and driving a rigger-equipped vehicle. Bonuses for boosted and wired reflexes, physical-adept increases in abilities, and magic do NOT apply for drivers when determining Initiative. However, characters with a datajack who are driving a vehicle equipped with a datajack port

receive a +1 Reaction bonus.

Passenger characters must hold their actions until after the driver's first Initiative Pass (see *Passenger Actions During Vehicle Combat*, p. 145).

6. Characters take actions and resolve results.

All characters (drivers, passengers and pedestrians) take their actions. The order in which characters act is determined by their Initiative results, per standard combat rules (*Combat*, p. 100).

Resolve all character actions.

7. Determine changes in speed, distance and terrain.

After resolving all actions, the gamemaster determines if any vehicles have changed speed, based on their actions during the turn. If necessary, the gamemaster calculates changes in distances between vehicles, based on the new speeds.

The gamemaster also decides if any vehicles have moved into a different terrain type during the Combat Turn. If so, terrain changes take effect during this phase.



8. Begin a new Combat Turn.

Begin a new Combat Turn. Distances and speeds have already been determined for the new turn, so start with Step 2. Control Pool dice refresh at this time.

Rigger X is trying to make a fast getaway from two Lone Star cruisers hot on his tail. At the beginning of the chase, Rigger X's Mach 6 (his souped-up Westwind 2000) is burning rubber at a speed of 250 meters per Combat Turn, while the pursuing cops are doing 275 meters per turn and are a few blocks behind him. X and his pursuers are roaring down Central Avenue, a five-lane city street. Fortunately, traffic is light.

The starting distance and speeds have already been set, so Rigger X's player and the gamemaster determine the Vehicle, Terrain and Speed Points for each vehicle. Their calculations might look like this:

Mach 6	
Sports car	+3 Vehicle Pts.
Normal terrain	-2 Terrain Pts.
250 m/turn	25 Speed Pts.

Partial Maneuver Score 26

Lone Star Cruisers	
Regular car	0 Vehicle Pts.
Normal terrain	-2 Terrain Pts.
275 m/turn	27 Speed Pts.

Partial Maneuver Score 25

Allocating Control Pool dice is the next step. Rigger X decides to allocate 4 of his 7 Control Pool dice for the Driver Test. That leaves him with only 3 Control Pool dice available for other actions during the Combat Turn. The cops driving the Lone Star Cruisers are not rigged, so they get no Control Pool dice. At least they are good drivers (Car Skill 5).

Now the player and gamemaster make Open Tests to determine the Driver Points for their characters. Rigger X has Car Skill 5 and has allocated 4 Control Pool dice for the test, so he rolls 9 dice and gets a 1, 2, 2, 3, 3, 3, 3, 5 and 6. Re-rolling the 6, he gets a result of 5, which makes his highest die result 11. That gives Rigger X 11 Driver Points.

The gamemaster makes the Open Tests for the two cops, rolling Car Skill 5 for each cop car. The first (Cruiser #1) gets a 2, 3, 5, 6 and 6. Re-rolling the two sixes, the gamemaster gets a 1 and 2, so the final tally is 2, 3, 5, 7 and 8. That gives Cruiser #1 8 Driver Points.

On the Open Test for Cruiser #2, the gamemaster rolls a 3, 4, 5, 6 and 6. Re-rolling the two sixes produces a 4 and another 6. Re-rolling the 6 again, the gamemaster gets a 3, so the highest die result is 15. That gives Cruiser #2 15 Driver Points.

Now the player and gamemaster add the Driver Points to their characters' partial Maneuver Scores. That gives the characters the following Maneuver Scores for the turn:

Character	Maneuver Score
Rigger X	11 + 26 = 37
Cruiser #1	8 + 25 = 33
Cruiser #2	15 + 25 = 40

At this point, all the player characters involved—including Rigger X's passengers and the other cops riding shotgun in the two cruisers—make Initiative Tests, and the standard Combat Turn begins.

VEHICLE ACTIONS

In addition to standard character actions (see *Declaring Actions*, p. 104), such as activating cyberware, observing in detail, non-combat Driving Tests and so on, drivers can perform the following vehicle actions. All are considered Complex Actions.

- **Accelerating/Braking:** The driver attempts to change his vehicle's speed, either to close with another vehicle or increase his distance from other vehicles.
- **Positioning:** The driver attempts to maneuver his vehicle into a better tactical position for fighting.
- **Ramming:** The driver attempts to ram another vehicle.
- **Hiding:** The driver attempts to break contact with another vehicle.
- **Performing a Non-Driving Action:** Non-driving actions include firing personal weapons, using onboard electronics, activating cyberware and so on.

ACCELERATING/BRAKING TARGET MODIFIERS TABLE

Speed Conditions	Target Modifier
Vehicle's Maneuver Score	
exceeds opponent's score by 10 or less	-2
Vehicle's Maneuver Score exceeds	
opponent's score by more than 10	-4
Opponent's Maneuver Score	
exceeds vehicle's score by 10 or less	+2
Opponent's Maneuver Score	
exceeds vehicle's score by more than 10	+4
Vehicle is fleeing from more than one pursuing vehicle	+1 per additional vehicle
Vehicle exceeds its Speed Rating	+1
Vehicle's autonav is active	+ Autonav Rating
Terrain	
Open	-1
Normal	0
Restricted	+1
Tight	+3
Driver has VCR implant	-(VCR Rating x 2)



Accelerating/Braking

Accelerating and braking are two related actions. In both cases, the driver is trying to change his vehicle's speed. To resolve either action, the driver makes a Driving Test against the vehicle's Handling. Apply any appropriate modifiers from the Accelerating/Braking Target Modifiers Table.

If the Accelerating/Braking Test succeeds, the vehicle increases or decreases its current speed. The increase or decrease is equal to the vehicle's Acceleration Rating, multiplied by the number of successes generated on the test. However, no vehicle can exceed its Speed Rating by more than 50 percent of the rating (Speed Rating times 1.5). If a vehicle decelerates more than its Acceleration Rating x 4, it must make a Crash Test.

If a pursuing vehicle's speed increase is equal to or greater than the distance between the vehicle and its target, multiplied by 2, the vehicle can ram the targeted vehicle or pedestrian during the controlling player's next available action.

ACCELERATING/BRAKING TARGET MODIFIERS TABLE KEY

Higher/Lower Maneuver Score: If the Maneuver Score of the driver's vehicle exceeds the Maneuver Score of the vehicle he is chasing or fleeing from, the target number for his Driving Test is reduced. If the Maneuver Score of the opposing vehicle exceeds the score of the driver's vehicle, the target number is increased. If a vehicle is fleeing from or chasing more than one vehicle, use the highest Maneuver Score of the opposing vehicles when determining this modifier.

Fleeing from more than one vehicle: If the driver is attempting to flee from two or more vehicles, apply a +1 target modifier for each additional vehicle. For example, a vehicle fleeing two opposing vehicles receives a +1 target number modifier, while a vehicle fleeing three opposing vehicles receives a +2 modifier.

Autonav is active: An active autonavigation system hinders combat maneuvers because it will attempt to decrease the vehicle's speed to a safe limit. If a vehicle's autonav system is active, apply a target number modifier equal to the vehicle's Autonav Rating. Turning the autonavigation system on or off is a Simple Action; if the driver is jacked into a vehicle, these are Free Actions.

VCR implant: If the driver is a rigger jacked into a rigged vehicle, reduce the target number by an amount equal to twice the rigger's VCR Rating.

Cruiser #1 and Cruiser #2 are only 300 meters behind Rigger X, who decides to accelerate in an attempt to lose the two Lone Star cars. The base target number for the Accelerating Test is the Mach 6's Handling Rating of 3. The following target number modifiers also apply:

<i>Cruiser #2's Maneuver Score of 40 exceeds Mach 6's score by 10 or less</i>	+2
<i>Rigger X is fleeing two vehicles</i>	+1
<i>The Mach 6's current speed of 250 m/turn exceeds its Speed Rating of 210</i>	+1
<i>Normal terrain</i>	0
<i>Rigger X has a Level 2 VCR and is jacked into the Mach 6</i>	-4
Final modifier	0

The various modifiers cancel each other out, leaving Rigger X with a Target Number 3 for the test.

Rigger X, who has Car Skill 5, rolls five dice and gets 2 successes. Multiplying the 2 successes by the Mach 6's Acceleration Rating of 18 gives a result of 36. This makes the Mach 6's current speed 286, well below the car's limit of 315 meters per turn (210 x 1.5).

Cruiser #2 acts next and decides to close in on Rigger X. His vehicle has a Handling Rating 4, so the target number for the Driving Test is 4. The following target number modifiers apply:

<i>Cruiser #2's Maneuver Score exceeds Rigger X's score by 10 or less</i>	-2
<i>The car's current speed of 275 m/turn exceeds the car's Speed Rating of 240</i>	+1
<i>Normal terrain</i>	0
<i>The cruiser's Level 3 Autonav is active</i>	+3
Final modifier	+2

That gives Cruiser #2 a Target Number 6 for the test. The gamemaster rolls five dice for the test (the driver's Car Skill). The test yields 3 successes, so Cruiser #2's speed increases by 42 (Acceleration Rating of 14 x 3 successes = 42). That means Cruiser #2 speeds up to 317 meters per turn.

Let's skip to the end of the turn and assume that no other driving actions take place. The Mach 6's new speed is 286, while Cruiser #2's new speed is 317. 317 minus 286 equals 31, so Cruiser #2 closes 31 meters on the Mach 6 during the turn. The starting distance at the beginning of the turn was 300 meters, so at the start of the next turn, Cruiser #2 is 269 meters behind Rigger X.

Positioning

Positioning enables a driver to place his vehicle in a better tactical position for subsequent actions. In game terms, a successful positioning attempt gives a vehicle a higher Maneuver Score for the next Combat Turn, which puts the vehicle at a tactical advantage and gives its passengers more opportunities to act.

A driver can also make a positioning attempt to bring his vehicle to a stop at a particular point in order to provide a covering position for characters to enter, exit, mount or dismount from the vehicle.

To position a vehicle, the driver makes a Positioning Test, using his Driving Skill against a target number equal to his vehicle's Handling Rating. Apply all appropriate modifiers from the Positioning Modifiers Table. Record the number of successes generated on the test and add this value to the driver's Driver Points at the start of the next Combat Turn. These additional Driver Points increase the vehicle's Maneuver Score.

Cruiser #1's driver decides to position his vehicle for better tactical advantage against the Mach 6. The base target number for the Positioning Test is the car's Handling Rating of 3, with the following modifiers:

<i>Cruiser's speed of 275 m/turn exceeds its Speed Rating of 240</i>	+1
<i>Normal terrain</i>	0
<i>The cruiser's Autonav is off</i>	0
Final modifier	+1



The +1 modifier produces a final Target Number 4 for the test. The gamemaster rolls five dice for the driver (Car Skill 5), but gets only one success. At the start of the next turn, the driver of Cruiser #1 can add 1 to the result of the Open Test to determine his Driver Points.

If the driver is attempting to position his vehicle to stop at a particular point, the gamemaster determines how far the vehicle must travel to reach the desired spot. The result of the Positioning Test is multiplied by the vehicle's Acceleration Rating to determine how much of the distance the vehicle can cover. If the final result equals or exceeds the required distance, the driver pulls off the maneuver. Otherwise, the positioning attempt fails.

Josie Cruise is transporting a runner team in her helicopter Angelfire (Acceleration 14) to a designated landing zone outside a Seretech research compound, 60 meters from Angelfire's current location.

Josie makes a positioning attempt to bring Angelfire to a hover right above the landing zone. She gets 4 successes on her Positioning Test, however, which means that Angelfire only travels 56 meters (4 x 14) during the attempt. This leaves Josie 4 meters short of the landing zone.

Ramming

In a ramming maneuver, the driver attempts to hit another vehicle or a pedestrian, or break down a barrier, with his own vehicle. To do this, the distance between the vehicle and its target must be less than the vehicle's Acceleration Rating. If the distance is greater, the vehicle driver can accelerate to close the distance (see *Accelerating/Braking*, p. 142). If the Acceleration Test produces a speed change greater than twice the distance, the driver may attempt to ram the target on his next available action.

To resolve a ramming attempt, the controlling player makes a Ramming Test using his Driving Skill against a target number equal to his vehicle's Handling Rating. Apply all appropriate modifiers from the Ramming Modifiers Table. If the test succeeds, the vehicle collides with the target.

Both the ramming vehicle and the target make Damage Resistance Tests for collision damage (see *Vehicle Damage from Impact*, p. 145). To determine the Power of the Damage Code, calculate the difference in speed between the two vehicles; then divide the result by 10 and round that number up to the nearest whole number. The attacker reduces the Power of the collision damage by his vehicle's Body Rating, multiplied by the number of successes on his test. For the Damage Level, use the level corresponding to the difference in speed between the two vehicles, as shown on the Impact Damage Levels Table (p. 147). Both players may add available Control Pool dice to their Damage Resistance Tests.

If either vehicle sustains damage from the ram, the controlling player must make a Crash Test (see *Crashing*, p. 147).

POSITIONING MODIFIERS TABLE

Condition	Modifier
Vehicle exceeds its Speed Rating	+1
Vehicle's autonav is active	+ Autonav Rating
Terrain	
Open	-1
Normal	0
Restricted	+1
Tight	+3
Driver has VCR implant	-(VCR Rating x 2)

A desperate Rigger X decides to take out one of the Lone Star cruisers by ramming it. His Mach 6 has a Maneuver Score of 46, versus Cruiser #2's Maneuver Score of 35, so he figures the tactic will work.

Too much distance separates the Mach 6 from the cruisers, so Rigger X makes a Braking Test. The test nets a speed change of 110 meters per turn, which slows the Mach 6 down to 176 meters per turn. That figure still exceeds the 50 meters that separate the Mach 6 and the nearest cruiser (Cruiser #2), so Rigger X must wait until the next phase before he can ram the cruiser.

Having nothing to lose, Rigger X attempts to ram the cop car on his next action. The base Target Number for the Ramming Test is 3 (the Mach 6's Handling Rating), with the following modifiers:

Attacker's Maneuver Score exceeds target's by more than 10	-4
Normal terrain	0
Attacker has a Level 2 VCR	-4
Final modifier	-8

RAMMING MODIFIERS TABLE

Condition	Modifier
Ramming vehicle's Maneuver Score exceeds target's score by 10 or less	-2
Ramming vehicle's Maneuver Score exceeds target's score by more than 10	-4
Target's Maneuver Score exceeds ramming vehicle's score by 10 or less	+2
Target's Maneuver Score exceeds ramming vehicle's score by more than 10	+4
Vehicle exceeds its Speed Rating	+1
Vehicle's autonav is active	+(Rating + 2)
Terrain	
Open	-1
Normal	0
Restricted	+1
Tight	+2
VCR implant	-(VCR Rating x 2)



The final Target Number is 3 – 8, or –5, which rounds up to 2 (because no target number can be lower than 2).

Rigger X decides not to use any Control Pool dice, so he rolls five dice for the test (Car Skill 5). He gets 5 successes, so the Mach 6 collides with Cruiser #2.

Hiding

To hide from or break contact with another vehicle, the controlling player makes a Hiding Test using his Driving Skill against a base target number equal to his vehicle's Handling

Rating. Apply all appropriate modifiers from the Hiding Modifiers Table.

If the test succeeds, the vehicle breaks contact with the other vehicles and also receives an Escape Bonus equal to the number of successes generated in the test. At the start of the next Combat Turn, the driver may add the Escape Bonus to his Driver Points. The Escape Bonus applies each Combat Turn until the other vehicle relocates the hiding vehicle (see *Relocating*) or gives up trying.

In addition, a vehicle attempting to relocate the hiding vehicle must add the number of successes in the Hiding Test to the target number for the Relocating Test.

HIDING TARGET MODIFIERS TABLE

Condition	Modifier
Hiding vehicle's Maneuver Score exceeds opponent's score by 10 or less	–2
Hiding vehicle's Maneuver Score exceeds opponent's score by more than 10	–4
Opponent's Maneuver Score exceeds hiding vehicle's score by 10 or less	+3
Opponent's Maneuver Score exceeds hiding vehicle's score by more than 10	+6
Vehicle exceeds its Speed Rating	+2
Vehicle's autonav is active	+ Rating
Escaping from more than one vehicle	+1 per additional vehicle
Terrain	
Open	+4
Normal	+2
Restricted	0
Tight	–2
VCR implant	– (VCR Rating x 2)

Enough positioning! Rigger X decides it's time to give Cruiser #1 the slip. The Mach 6's Maneuver Score is 46, while Cruiser #1's score is 36. Both vehicles are now roaring down more restricted King Street at 250 meters/turn.

The base target number for Rigger X's Hiding Test is 3 (the Mach 6's Handling Rating), with the following modifiers:

Hiding vehicle's Maneuver Score exceeds opponent's by 10 or less	–2
The Mach 6 is exceeding its Speed Rating	+2
Restricted terrain	0
Rigger X has a Level 2 VCR	–4
Final modifier	–4

The –4 modifier gives Rigger X a final Target Number of –1, which rounds up to 2 (because no target number can have a value less than 2). Rigger X rolls five dice for the test and gets 4 successes, so the Mach 6 gives Cruiser #1 the slip for the rest of the Combat Turn. In addition, Rigger X receives a 4-point Escape Bonus on his Driver Tests until the pursuing vehicle relocates the Mach 6 or gives up the attempt.

Relocating

Any time a vehicle successfully hides or breaks contact, the pursuing vehicle's character can attempt to relocate the hiding vehicle by making a Relocating Test. To make a Relocating Test, the player first makes a Sensor Test (most likely an Active Sensor Test against a target number equal to the hiding vehicle's Signature) or a Perception Test (if the vehicle is not rigged). Apply all appropriate target number modifiers from the Relocating Modifiers Table.

RELOCATING TARGET MODIFIERS TABLE

Condition	Modifier
Relocating vehicle's Maneuver Score hiding vehicle's score by 10 or less	–2
Relocating vehicle's Maneuver Score exceeds hiding vehicle's score by more than 10	–4
Hiding vehicle's Maneuver Score exceeds relocating vehicle's score by 10 or less	+2
Hiding vehicle's Maneuver Score exceeds relocating vehicle's score by more than 10	+4
Vehicle exceeds its Speed Rating	+4
Vehicle's autonav is active	– Rating
Hiding Vehicle	+ successes generated on Hiding Test
Terrain*	
Open	–3
Normal	–1
Restricted	0
Tight	+3

*Terrain modifiers are based on the terrain type occupied by the hiding vehicle.



If the test succeeds, the pursuer re-establishes contact with or spots the hiding vehicle. The pursuing vehicle's driver and passengers may take action against the target vehicle on their next available actions.

Player characters may attempt to relocate hiding vehicles for as long as they wish. NPC drivers attempt to relocate hiding vehicles for up to 5 Combat Turns before giving up.

Cruiser #1 isn't going to let Racer X simply run off, so on the next Combat Turn the Lone Star driver attempts to relocate the Mach 6. The cop isn't rigged, so he makes a standard Perception Test. He has Perception 4 and a Maneuver Score of 29, and makes his test against a base Target Number 4 plus the following modifiers:

<i>Perceiver is distracted (he's driving)</i>	+2
<i>Partial Light (it's getting dark out)</i>	+2
<i>Racer X's Maneuver Score exceeds the cruiser's by more than 10</i>	+4
<i>The cruiser's speed of 250 exceeds its Speed Rating of 240</i>	+4
<i>Cruiser's autonav is off</i>	0
<i>Rigger X achieved 4 successes on his Hiding Test</i>	+4
<i>Restricted terrain</i>	0
Final modifier	+16

Cruiser #1 is rolling four dice against a Target Number 20 (4 + 16). The gamemaster makes the test and gets a 1, 2, 2 and 4—not even close! Looks like Rigger X has gotten away!

MULTIPLE VEHICLE COMBAT

Though the preceding rules work for more than two vehicles, gamemasters may want to group two or more NPC vehicles together if they are cooperating to achieve the same goal (for example, two Lone Star cruisers chasing down a suspected perpetrator). In this case, the gamemaster can make single die rolls for the entire vehicle group. Use the statistics of the fastest vehicle in the group when determining the Maneuver Score, and modify all Vehicle Test target numbers by 1 for each additional vehicle. The modifier may be a bonus or a penalty, depending on who is making the test. For example, a vehicle group of three cars making a Positioning Test against one car would get -2 to the target number, whereas the single vehicle would get a +2 target number modifier on its tests because it is outnumbered.

PASSENGER ACTIONS DURING VEHICLE COMBAT

During vehicle combat, passengers can use vehicle electronics, fire vehicle weapons, hang on, and shoot or cast spells at other vehicles. If passengers choose to perform any of these actions, they must deal with certain restrictions, covered by the following rules.

Because of the chaotic movements of the vehicle during combat, characters may not always be able to act as quickly as they might like. During the first Initiative Pass of each Combat Turn, no passenger character may act before the rigger does. If passengers have Initiative scores higher than the rigger driving the vehicle, they must hold their actions until the rigger's first Ini-

tiative Pass. After the first pass, they act on Initiative as normal, until the next Combat Turn. (Passengers have no control over their surroundings; they are pretty much at the rigger's mercy.)

Blade is riding shotgun in the Mach 6 next to Rigger X as the two try to give the slip to two Lone Star cruisers. Doing his own little part to discourage the cops from following so closely, Blade leans out the window to pop off a few shots with his Ares Predator.

Blade, who has wired reflexes, rolled an Initiative of 17 for the turn. Normally, he would receive an action on Phase 17 in his first Initiative Pass. Rigger X, however, only rolled a 12 for Initiative, so Blade must wait until Phase 12 to take his first action.

VEHICLE DAMAGE

Vehicles take damage when they are hit by weapons fire and spells and when they collide with objects such as other vehicles, pedestrians, walls and so on.

Condition Monitors are used to track damage to vehicles, in the same way as tracking damage to characters. Vehicles do not take Stun damage, so they have only a physical damage track (see the Vehicle Condition Monitor). Vehicle damage may be Light, Moderate, Serious or Destroyed (equivalent to Deadly). Vehicles receive target number modifiers, Initiative penalties and Speed Rating reductions based on their damage status, as shown on the Vehicle Damage Modifiers Table, p. 147.

The damage modifier to the target number applies to all tests that involve the vehicle. The Initiative penalty reduces Initiative results generated for the vehicle's driver. The Speed Rating Reduction reduces the vehicle's Speed Rating. Because the vehicle's maximum speed is equal to its Speed Rating multiplied by 1.5, this reduction also applies to a vehicle's maximum speed.

VEHICLE CONDITION MONITOR							
Light Damage	Moderate Damage	Serious Damage		Destroyed			

RIGGER DAMAGE

Whenever a vehicle sustains Serious damage or is destroyed, damage transfers to the rigger jacked into the vehicle. When a vehicle takes Serious damage, the controlling rigger must make a Damage Resistance Test against 6M Physical damage; if the vehicle is destroyed, the rigger must resist 6S Physical damage. This Damage Resistance Test is made with Willpower and includes any effects from dump shock (see *Dump Shock*, p. 156). Neither Combat nor Control Pool dice can be used for this test.

VEHICLE DAMAGE FROM IMPACT

Impact damage occurs when a vehicle fails a Crash Test (see *Crashing*, p. 147) or is rammed by another vehicle. The level of





impact damage is based on the vehicle's speed at the time of impact, as shown on the Impact Damage Levels Table. For a rammed vehicle (see *Ramming*, p. 143), the Damage Level is based on the difference in speed between the two vehicles. The Power of a crash is equal to the vehicle's speed divided by 10 and rounded up; the Power of a ramming attack is equal to the difference in speeds, also divided by 10 and rounded up.

When making tests to resist impact damage, a vehicle's controlling player can use a number of dice equal to the vehicle's Body Rating, as well as any available Control Pool dice up to the rigger's Vehicle Skill Rating. The target number for the test is the Power of the attack. No armor or other factor can reduce the Power. For every 2 successes rolled on the test, reduce the Damage Level by one.

Rigger X's Mach 6 is traveling at 152 meters per turn when it rams Lone Star Cruiser #2, which is traveling at 300 meters per turn. The calculation for the Power of the attack looks like this:

$$300 - 152 = 148$$

$$148 \div 10 = 14.8, \text{ rounded up to } 15$$

As shown on the Impact Damage Levels Table, a collision at 148 meters per turn rates a Damage Level of Serious. Therefore, both the Mach 6 and Cruiser #2 must make tests to resist 15S Damage from the collision.

First, let's look at the Mach 6's test. The Mach 6 has a Body Rating of 3, so Rigger X must roll three dice against a Base Target Number of 15. However, Rigger X's Ramming Test yielded 5 successes, which reduces the Power of the ramming attack by 15 (vehicle Body Rating x number of successes).

Target numbers cannot be reduced below 2, so the Damage Code is 2S. Rigger X adds five dice from his Control Pool, so he rolls a total of eight dice against a Target Number 2 for his Damage Resistance Test. He gets 6 successes, which stages the damage down to nothing. The Mach 6 pulls away with nothing more than a scratch or two.

Now let's look at Cruiser #2. The cruiser was the target of the ramming attempt, so the Damage Code of 15S is not reduced. The cruiser has a Body Rating of 3, and the gamemaster adds two more dice from the cop's Karma Pool. Rolling five dice against a Target Number 15, the

VEHICLE DAMAGE MODIFIERS TABLE

Vehicle Damage Level	Target Number Modifier	Initiative Penalty	Speed Rating Reduction
Light	+1	-1	No reduction
Moderate	+2	-2	25 percent
Serious	+3	-3	50 percent

gamemaster gets no successes. Consequently, the cruiser takes Serious damage and must now make a Crash Test.

Passengers

Passengers may also take damage during vehicle collisions. If the vehicle takes damage, the driver and passengers must make the same Damage Resistance Test as the vehicle. Apply all vehicle-related Damage Level reductions before making these tests. In other words, the characters resist damage from an attack with a Power equal to what the vehicle faced, but at the level of damage that the vehicle actually took. For example, if a vehicle faced 10S damage, but staged the Damage Level down to Moderate, the characters on board would face 10M damage. If a character is wearing a seat belt or other safety restraint during the collision, stage down the damage by an additional level.

Passengers cannot use Combat Pool dice to assist in the Damage Resistance Test, but Control Pool dice used by the rigger in the Crash Test also add to the dice rolled for passengers' Damage Resistance Tests. Only impact armor protects against crash damage.

The Damage Resistance Test for Cruiser #2 didn't stage down the damage, so the two cops riding in the car must make Damage Resistance Tests. The initial Damage Code is 15S, but is reduced as follows:

Cops are wearing seat belts

Reduce Damage Level by one [15M]

Cops are wearing armor vests (4/3 Rating)

Reduce Power by 3 [12M]

The reductions produce a final Damage Code of 12M.

Both cops have Body 4, so the gamemaster rolls four dice for their Damage Resistance Tests. The tests do not succeed, and so the two Lone Star boys take Moderate damage.

Crashing

Crashing is a specific type of impact that usually occurs when the driver or rigger has lost control of a vehicle due to unique circumstances. Crash Tests are required in the following situations:

- Vehicle takes damage during a ramming action
- Vehicle takes Serious damage in a single attack (including weapon and spell attacks)
- Vehicle's Condition Monitor reaches "Destroyed"
- Vehicle decelerates more than its Acceleration Rating x 4

The Crash Test consists of a Driving Test against a base target number equal to the vehicle's Handling Rating. Apply all appropriate target modifiers from the Crash Test Modifiers Table, p. 148. The driving character may use both Autonav and Control Pool dice for a Crash Test—a number of dice equal to the Autonav Rating, plus a number of Control Pool dice up to the rating of the Driving Skill used for the test.

IMPACT DAMAGE LEVELS TABLE

Vehicle Speed (in m/turn)	Damage Level
1-20	Light (L)
21-60	Moderate (M)
61-200	Serious (S)
201+	Destroyed (D)



If the test fails, the vehicle crashes. It comes to a complete stop and the controlling player must make another Damage Resistance Test to resist impact damage.

Cruiser #2 spins wildly out of control after Rigger X's Mach 6 rams it. Time to see if the Lone Star officer can get his vehicle back under control before it crashes into the side of a building.

The base target number for the Crash Test equals the Cruiser's Handling Rating of 4, with the following modifiers:

<i>Cruiser has taken Serious damage</i>	<i>+3</i>
<i>Cruiser's speed (300 m/turn) exceeds the driver's Reaction Rating x 40</i>	<i>+4</i>
<i>Driver has taken a Moderate wound</i>	<i>+2</i>
Final modifier	+9

That gives Cruiser #2 a final target number of 13 (4 + 9). The gamemaster rolls five dice (the driver's Car Skill) for the test, but gets no successes. The vehicle crashes into the side of a building.

How much more damage can the cruiser withstand? Let's find out.

The cruiser was traveling at 300 meters/turn before it crashed, so the Power for the damage is $300 \div 10$, or 30 (see Vehicle Damage from Impact, p. 145). Consulting the Impact Table, we see that crashing at 300 meters per turn results in a damage level of D. The Damage Code for this crash is 30D.

The gamemaster rolls three dice for the cruiser's Body Rating 3. (The cruiser has an Armor Rating 6, but that rating does not apply because armor does not affect collision damage.) Not surprisingly, the test generates no successes, so the cop car bursts into a ball of flames as it slams into the nearest wall.

COLLIDING WITH OBJECTS

When vehicles crash, they sometimes collide with other objects, such as walls or pedestrians. Other times, drivers may deliberately ram objects. In either case, the targeted object also takes collision damage.

CRASH TEST MODIFIERS TABLE

Condition	Modifier
Driver wounded	+ Damage Modifier
Vehicle damaged	+ Damage Modifier
Terrain	
Open	-1
Normal	0
Restricted	+2
Tight	+4
Vehicle Speed	
Less than driver's Reaction x 20	0
Less than Reaction x 30	+1
Less than Reaction x 40	+2
More than Reaction x 40	+4

Individual gamemasters determine exactly which objects crashing vehicles strike, based on the immediate environment, terrain type, time of day and so on.

Walls and Barriers

Walls and barriers are the most common objects with which vehicles collide. In some instances, a vehicle collision may cause enough damage to collapse a structure. Other times, a vehicle will travel right through a barrier, collapsing it and then continuing on its path of destruction.

To determine what happens in such collisions, compare the Barrier Rating of the wall or barrier with the vehicle's speed at the time of the collision. (Barrier Ratings are listed on p. 124.) If the vehicle's speed is less than or equal to the Barrier Rating multiplied by 20, the vehicle comes to a halt. Use the standard crash rules to resolve vehicle and passenger damage in such cases.

If the vehicle's speed is greater than the Barrier Rating multiplied by 20, the barrier collapses and the vehicle continues traveling through it. The vehicle loses speed after such a collision, however, equal to the Barrier Rating multiplied by 20.

The Power of the collision damage equals the Barrier Rating of the wall or barrier. Use the loss in speed on the Impact Damage Levels Table (p. 147) to determine the Damage Level.

If a vehicle breaks through a wall or barrier, passengers do not take damage if they are restrained by some kind of safety gear. If they are not restrained, but the vehicle breaks through, they make a standard Damage Resistance Test as a passenger in a vehicle impact, but stage the Damage Level down by one.

Cruiser #2 is traveling 300 meters per turn when it crashes and strikes a factory wall. The wall is Heavy Structural Material with a Barrier Rating 16. The Barrier Rating multiplied by 20 equals 320, which exceeds the cruiser's speed. Therefore, the cruiser crumples and stops dead against the intact wall.

Vehicle-Pedestrian Collisions

Whenever a vehicle collides with a person or critter, the pedestrian must make a Damage Resistance Test against the impact damage. The Power of the collision is equal to the vehicle's speed divided by 10, and the Damage Level is one stage higher than that listed for the vehicle's speed on the Impact Damage Levels Table. (For example, a vehicle moving between 1 and 20 meters per turn would inflict Moderate damage on an unlucky pedestrian.) If the corresponding Damage Level on the Impact Damage Levels Table is Destroyed, the Power of the collision increases by half of its original value, rounded down.

Pedestrians make standard Damage Resistance Tests to resist this damage and may use available Combat Pool dice on the test. Impact armor reduces the damage.

At the same time, the vehicle must resist damage incurred from hitting the pedestrian. Determine damage as collision damage; the Damage Level is one stage lower than that listed on the Impact Damage Levels Table for the vehicle's speed. (For example, a vehicle moving between 1 and 20 meters per turn would take no damage from the collision, while one moving between 21 and 60 meters per turn would resist only Light damage.)



It's Saturday night, and Rex Karz and his pals are out joyriding through the sprawl. Rex is having such a good time that he's not paying enough attention to the road, and suddenly his car is making a wide turn—smack into a group of pedestrians standing on the sidewalk.

The car is traveling at 60 meters per turn, so the collision would normally cause Moderate damage according to the Impact Damage Levels Table. But this is a vehicle-pedestrian collision, so the pedestrians take Serious damage. The Power of the collision is 6 ($60 \div 10$), for a final Damage Code of 6S.

Seems that cars ain't the only things Rex wrecks.

VEHICLE DAMAGE FROM WEAPONS

Whenever a player character fires a weapon at a vehicle, he must specify whether he is shooting at the vehicle itself or at passengers inside it. The process for resolving damage from the attack depends on the character's declared action.

Attacks Against a Vehicle

If a character is shooting at a vehicle, the weapon's Power is reduced by half (round down) and the Damage Level is reduced by one (D to S, S to M, and M to L) to reflect the vehicle's mass and structural integrity. Weapons that do Light Damage cannot affect the vehicle unless the attacker uses special ammunition. Grenades and other explosives face the same Damage Level reduction, but anti-vehicle munitions (missiles, rockets, mortar shells and so on) do not.

Vehicle armor reduces the Power of all attacks by its rating, except for anti-vehicle (AV) munitions. If a weapon's reduced Power (unaugmented by burst or full-auto fire rates) does not exceed the armor's rating, the weapons fire does no damage to the vehicle.

Against AV munitions (weapons that use a shaped-charge, penetrating warhead specifically designed to take out vehicles), vehicle armor does not reduce the Power by half and does not reduce the Damage Level. The Power of the AV munitions is reduced by half the Armor Rating (round down the Armor Rating before calculating the Power of the AV munitions attack). If the AV weapon Power does not exceed the reduced Armor Rating, the weapon does no damage.

The vehicle's controlling player makes a Damage Resistance Test for the vehicle, rolling a number of dice equal to the vehicle's Body Rating, plus any available Control Pool dice up to the character's Driving Skill Rating. The test target number equals the modified Power of the weapons attack.

Compare the number of successes generated by the attacker and the vehicle, and determine the damage. Standard staging rules apply. Riggers may attempt to dodge any ranged combat attack using Control Pool instead of Combat Pool dice (see *Dodge Test*, p. 113). The target number for dodging is the vehicle's Handling Rating, plus any standard modifiers for Driving Tests and Dodging Tests.

Whenever a vehicle sustains Serious damage from a single attack or all the boxes on a vehicle's Condition Monitor are filled, the driver must make a Crash Test (see *Crashing*, p. 147). Vehicles that reach Destroyed are no longer operable.

If a vehicle has a Body Rating of 0 (as in the case of very small drones), any success rolled by the attacker automatically destroys the vehicle.

Called Shots and External Components

To fire at a vehicle's external components (such as a tire, antenna or vehicle weapon), a character must make a Called Shot against the component. Do not change the Damage Code of the attack; this standard effect of staging up a Called Shot is negated by the vehicle's Damage Level reduction. Certain components, such as external fuel tanks, may have separate Body and Armor ratings.

Normally, an attack must cause Moderate or higher damage to the vehicle in order to destroy an external component. However, the gamemaster may reduce this damage threshold to Light for fragile components, such as antennas, or increase it to Serious for reinforced ones, such as weapon turrets.

Attacks Against Passengers

If a character is shooting at passengers inside a vehicle, the passengers receive protection from the vehicle. Subtract either the vehicle's Armor or Body Rating, whichever is higher, from the Power of the attack, but do not reduce the weapon's Damage Level. Because vehicle armor is considered hardened armor, passengers cannot be harmed by the weapon if the vehicle's Body or Armor Rating is greater than the weapon's unmodified Power. Passengers can only use half their Combat Pool dice (round down) for Dodge or Damage Resistance Tests.

A targeted rigger who is jacked into a vehicle receives a +3 target number modifier to his Damage Resistance Tests. (A rigger's consciousness is not focused on his body while he is jacked in, and so he cannot Dodge.)

Any passenger attack with a Deadly Damage Level also inflicts Light damage against the vehicle. The damage occurs at the same time as the attack on the passenger and cannot be resisted.

REPAIRING VEHICLES

Repairing vehicles is a two-step process: a Vehicle Build/Repair Test and buying any needed replacement parts. The target number for the Vehicle Build/Repair Test is the number of damage boxes on the vehicle's Condition Monitor that the character wishes to repair, plus 2. The base time for repair is 16 hours per box of vehicle damage. After making the test, divide the base time by the number of successes rolled. The result is the actual amount of time required to repair the damage.

To determine the cost of replacement parts, multiply the number of damage boxes by 5. The resulting figure is the parts cost, expressed as a percentage of the total vehicle cost (including modifications). For example, the parts cost for a vehicle with the Light damage box filled on its Condition Monitor would be 5 percent of the vehicle's total cost. If the vehicle had Serious damage, the parts cost would be 30 percent (6 boxes x 5) of the total vehicle cost.

Replacement parts have the same Availability Codes and Street Indexes as the vehicle under repair. Characters obtain parts by using their Vehicle Build/Repair Skills to make Acquisition Tests. Repairs cannot start until the parts show up,



so characters must wait out the entire Availability time period before commencing repairs.

Once the character or a mechanic obtains the parts, repair work gets underway. It takes the full repair time, as determined by the initial Vehicle B/R Test. During this period, the vehicle is unavailable for use. If for some reason the character needs the vehicle, he or the mechanic must spend an additional hour putting it back together and returning it to something like operational condition. This hour does not count toward the repair time. Once the character returns the vehicle for repair, the repair time resumes where it left off.

VEHICLES AND MAGIC

Only physical spells, which produce physical effects, affect vehicles. Mana spells do not affect vehicles, even if the vehicle is being controlled by a rigger's living mind. Likewise, mana spells have no effect on a rigger jacked into a vehicle, unless the casting magician can actually see the rigger. See *Spells Against Characters in Vehicles*, p. 150.

Spells cast against vehicles have a target number based on their Object Resistance (see p. 182) of 8 plus their Body Rating plus half their Armor Rating (round down). (Note that elemental manipulation spells are treated as a Ranged Attack and have their usual base Target Number 4). This high target number reflects a vehicle's complex technological and electronic makeup. As vehicles are non-living, they get no Damage Resistance Test. If a casting magician's Sorcery Test is successful, the spell takes effect.

Magicians may allocate spell defense dice to protect a vehicle against spell attacks, in which case the spell defense dice may be rolled for a Damage Resistance Test. If the spell defense dice generate an equal or greater number of successes than the Sorcery Test, the spell has no effect.

Note that even though combat spells affect a vehicle from within, the resilience of vehicle armor still applies. If the Armor Rating of the vehicle is equal to or greater than the Force of the combat spell, the spell has no effect.

Shetani casts a Force 6 Serious-damage Power Bolt at an armored Ford Americar (Body 3, Armor 2). He rolls his Sorcery of 6 plus 3 Spell Pool dice against a Target Number 12 (8 + 3 + 1) and achieves 2 successes. Not only does he damage the vehicle, he has enough successes to stage the damage up to Deadly.

Unfortunately, an enemy mage has allocated 4 Spell Defense dice to the vehicle. Rolling the 4 dice against a Target Number 6 (the Force of the spell) the enemy mage achieves 1 success. That reduces Shetani's net successes to 1. He still damages the vehicle, giving it a Serious wound.

If the car had instead had 6 points of armor, Shetani's Power Bolt would not have affected it at all, because the armor would be equal to the spell's Force.

Vehicles are single entities. A vehicle's wheels, windshield, antenna and other accessories are interrelated components. Therefore, magicians cannot use magic to target indi-

vidual portions of a vehicle. A single-target combat spell affects the entire targeted vehicle and all of its components and accessories. An area-effect spell affects the entire targeted vehicle, as well as its passengers and cargo.

ELEMENTAL MANIPULATION SPELLS

Element-based manipulation spells create a physical effect within an area in a random, unfocused manner. In comparison to mundane weapons, element-based manipulations function like standard high explosives, rather than like anti-vehicle munitions, which direct energy in a focused manner to penetrate vehicle armor and mass.

Element-based manipulation spells are therefore treated as normal weapons against vehicles. Stage down the Damage Level by one (D to S, S to M and so on), and reduce the Force (or Power) of the spell by half, and also by the vehicle's Armor Rating. If the reduced Force of the spell does not exceed the vehicle's Armor Rating, the spell is ineffective against that vehicle. Unfortunately for the magician, this means that the spell may have no effect even before it leaves his or her hands.

SPELLS AGAINST CHARACTERS IN VEHICLES

Magicians can use spells to selectively target passengers or drivers, provided that the magician has a clear line of sight to his target. Motorcycle riders and drivers or passengers in other open or open-topped vehicles are examples of vulnerable targets. Similarly, any object that is not a part of the vehicle and is visible to the magician can be targeted with a spell. Drivers and passengers completely enclosed inside a vehicle cannot be targeted, because the vehicle hides them from sight.

Any spell other than an element-based manipulation spell will not work unless the caster has a direct line of sight to his target; merely knowing someone is inside the vehicle is not good enough. Almost every vehicle in the mid-21st century comes with adjustable tinted windows, which allow drivers and passengers an unrestricted view while blocking anyone outside from seeing in. This means a magician riding in a vehicle can cast spells through the windows at targets outside, while remaining protected from similar attacks.

Of course, a magician outside an enclosed vehicle can get around the line-of-sight problem by blowing out the vehicle's windows (or having his hired guns do so). Even so, this may not completely solve the problem—it may fail to provide a sight line, or provide only a limited sight line that produces a +4 Partial Cover target number modifier for the magician's Sorcery Test.

Individual gamemasters determine the exact effects of blowing out vehicle windows in such cases. As a rule of thumb, blowing out the windows of cars, trucks, buses and most other ground vehicles provides unimpeded lines of sight to characters inside the vehicle. Blowing out the windows of campers or other vehicles with limited window space provides limited lines of sight; in these cases, the +4 Partial Cover modifier applies. The visual slits of an armored car are too small for anyone on the outside to look in, so blowing out the protective glass is a waste of ammunition. Finally, most armored personnel carriers use electronic cameras or reflective periscopes—so they have no windows to blow out!



VEHICLES AND NATURAL DOMAINS

Vehicle drivers and passengers are considered to be in the same natural domain as that of the vehicle in which they are traveling. Therefore, they and their vehicle are equally vulnerable to the powers of a nature spirit. Shamans do not need lines of sight to command nature spirits to use their powers against passengers inside a vehicle, provided that both the shaman and the vehicle are in the spirit's domain. If a shaman leaves the spirit's domain, he or she forfeits any remaining services the spirit owes (though the spirit will continue to carry out the last command given it). Likewise, if the vehicle leaves the spirit's domain, the spirit can no longer act against the vehicle or its passengers.

Tricky, a Raccoon shaman, is fleeing on her motorbike from a couple of gangers chasing her in a Ford Americar. She makes a sharp hairpin curve at King Street, then another into a blind alley. The gangers miss her second hairpin turn and go roaring on down King Street. Tricky knows the gangers will double back as soon as they realize their mistake, so she decides to call for some help. She summons a city spirit.

Both Tricky and the gangers are on the city streets, which puts them within the city spirit's domain. Tricky orders the spirit to use its Fear power on the gangers. Though Tricky can't see the gangers and has no idea where they are, as long as they're out on the streets, the spirit will find them. Being inside the car is no help, because the car is within the domain of the city. However, if Tricky decides to take a shortcut through a building (a Hearth domain), she can no longer order the spirit to act against the vehicle or its occupants. Similarly, if the gangers decide to take a shortcut through the city park (a Forest domain), Tricky cannot command the city spirit to act against them while they remain inside the park.

RIGGERS AND SPIRITS

Riggers can attack spirits with or through rigged vehicles or drones, but the spirit will be protected by its Immunity to Normal Weapons power. Riggers cannot directly attack spirits with the force of their will while rigging, because the force of their will is applied in an indirect fashion and cannot be focused upon a spirit (riggers are only "telepresent" when rigging, not actually present). Spirits, however, can affect rigged vehicles and drones ...

CASTING MAGIC FROM VEHICLES

The continually shifting motion of a moving vehicle makes it difficult for a magician to achieve and maintain lines of sight to targets outside a moving vehicle. To reflect this difficulty, add any appropriate modifiers from the Manual Gunnery Modifiers Table (p. 153) to Sorcery Tests made by magicians attempting to cast spells from moving vehicles.

ASTRAL PROJECTION FROM VEHICLES

Though magicians can astrally project while their meat bodies are in motion, they may have problems returning to their bodies. Unless the magician knows the vehicle's destina-

tion or travel route, he will have to search for his physical shell. See *While You Were Out ...*, p. 173.

Even if the magician knows the vehicle's travel route, returning to his shell will take some time, and re-integrating his astral and physical bodies is very difficult if his physical body is still in motion. Therefore, a moving magician must make an Intelligence (8) Test to return to his body. If the test succeeds, the magician returns to his physical body. If not, the astral form misses the physical, and the magician must try again.

VEHICLE GUNNERY

The vehicle gunnery rules are used to resolve weapons fire from vehicles, whether the weapons are being fired by gunners, by riggers jacked into vehicles or controlling drones, by self-operating drones, or by the passenger hanging out the window. Manual gunnery rules apply when characters in vehicles fire weapons without the aid of sensors. Sensor-enhanced gunnery rules apply when a vehicle's sensors are used to aim vehicle weapons. This section also provides rules for missile attacks.

MANUAL GUNNERY

Manual gunnery rules apply whenever characters fire personal or vehicle weapons without the aid of sensors. Riggers jacked into vehicles may use the manual gunnery rules to fire vehicle weapons. Though a manually aimed weapon may not be as accurate as a sensor-aimed weapon, manual aiming does not decrease the firing vehicle's Signature as does sensor aiming, and manual aiming is not susceptible to ECM.

To manually fire a vehicle-mounted weapon, a character must use the Gunnery Skill (or must default). To fire a handheld weapon, the character uses the appropriate weapon skill, but may still be subject to the modifiers on the Manual Gunnery Table because he or she is firing from and/or at a vehicle (the +2 Firing Unmounted Weapons modifier is one example).

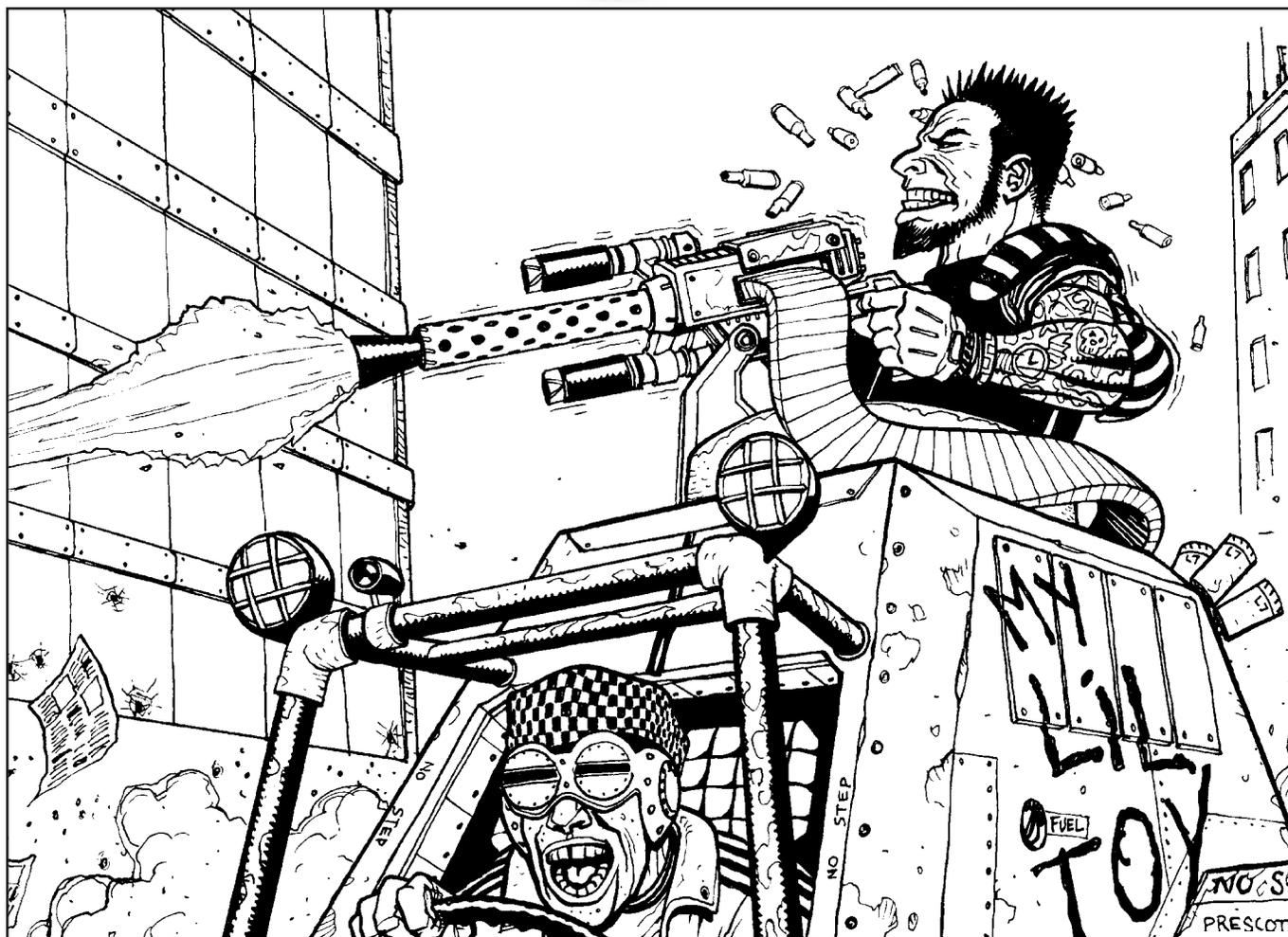
Whether using Gunnery Skill or another ranged weapon skill, all standard ranged combat rules apply (see *Ranged Combat*, p. 109). In addition to modifiers from the Ranged Combat Modifiers Table (*Combat*, p. 112), apply any appropriate modifiers listed in the Manual Gunnery Modifiers Table, p. 153.

Smartlink modifiers apply only if both the gunner and the vehicle weapon are outfitted with smartlink hardware. Also, vehicle weapon-mounts provide recoil compensation in addition to any compensation provided by accessories fitted to a weapon. For weapons mounted on fixed vehicle mounts and turrets, reduce recoil by half (rounded down) before applying recoil compensation provided by weapon accessories. (This compensation cancels out the double-uncompensated recoil modifier for heavy weapons; see p. 111 of the *Combat* section.)

MANUAL GUNNERY MODIFIERS TABLE KEY (P. 153)

Attacking drone walking/running: These modifiers apply only if the drone is propelling itself with mechanical legs.

Relative motion: If the attacker and target are moving toward each other (or one is overtaking the other), reduce the motion modifier by 1. If the attacker and target are moving away from each other (or one is outrunning the other), increase the modifier by 1. The relative motion modifier may not apply if both attacker and target are moving at roughly equivalent



speeds. If the attacker and target are moving along the same axis of travel, the modifier does not apply. If the attacker and target are moving at right angles to each other, however, it does.

Relative speed: To determine the relative speed modifier for a weapon attack, compare the speeds of the attacker and target. If both attacker and target are moving at speeds less than 5 meters per turn, treat the attack as standard ranged combat. If either attacker or target is moving less than 5 meters per turn, add a +1 modifier for every 30 meters that the vehicle moves during the Combat Turn.

Firing unmounted weapons: A +2 modifier applies if a character in a vehicle is firing a weapon not mounted in a vehicle mount. A common example is a passenger leaning out of a window and firing a handgun.

Attacking vehicle damaged: If the attacking vehicle is damaged, apply the appropriate damage modifier, based on the Damage Level on the Vehicle Condition Monitor. Vehicle damage modifiers are cumulative with character damage modifiers for Physical or Stun Damage. (See *Vehicle Damage*, p. 145.)

SENSOR-ENHANCED GUNNERY

Sensor-enhanced gunnery makes use of a vehicle's sensors to improve the aiming of vehicle weapons. Though sen-

sor-enhanced aiming produces more accurate fire than manual aiming, sensor-enhanced gunnery is susceptible to ECM (see *ECM*, p. 138). Sensor-enhanced gunnery is used by drones not directly under a rigger's control.

To use sensor-enhanced gunnery, the attacking vehicle or drone must first make a successful Sensor Test to detect the target with its sensors (see *Sensor Tests*, p. 135). One success on the Sensor Test is enough for a weapons lock. Making a Sensor Test constitutes a Complex Action.

After the weapon has locked on to the target, the attacking player makes a Sensor-Enhanced Gunnery Test. The player rolls a number of dice equal to the character's Gunnery Skill *plus* half the vehicle's Sensor Rating (round down). Combat Pool dice may be added to this test. When not controlled by a rigger, drones use their Pilot Ratings in place of the Gunnery Skill. The test target number is equal to the target's Signature, altered by the appropriate modifiers from the Sensor-Enhanced Gunnery Modifiers Table, p. 154. Making a Sensor-Enhanced Gunnery Test constitutes a Complex Action.

If the attacking vehicle's sensors cannot lock on to the target for any reason, the attacker may not make a sensor-enhanced gunnery attack.



SENSOR-ENHANCED

GUNNERY MODIFIERS TABLE KEY (P. 154)

Urban environment: This modifier applies when combat occurs in a major industrial area, such as a large city, industrial plant or other non-residential area of a sprawl.

Direct LOS: The direct LOS modifier applies only if a clear, continuous straight line can be traced between the gunner and the target, with nothing blocking the view. This generally occurs only in ground-to-air and air-to-ground attacks. For ground-to-ground attacks, this modifier applies only when the target is sitting in clear, open terrain.

Interrupted LOS: The interrupted LOS modifier applies for most ground-to-ground attacks. In this case, a number of things (smoke, foliage, dumpsters) may block the line of sight between the attacker and target.

ECM/ECCM in use: ECM modifiers increase the target's Signature by the number of net successes the jammer rolled in his ECM Success Contest. ECCM modifiers may counteract ECM, depending on an Opposed Test. ECM and ECCM modifiers apply only if the attacking vehicle is inside an ECM field other than its own. See *Electronic Countermeasures*, p. 138.

Recoil compensation: In addition to any recoil compensation provided by accessories fitted to a weapon, vehicle weapon-mounts also provide recoil compensation. For weapons mounted on fixed mounts and turrets, reduce recoil by half (round down) before applying recoil compensation provided by weapon accessories.

Attacking vehicle damaged: If the attacking vehicle is damaged, apply the appropriate damage modifier, based on the Damage Level on the Vehicle Condition Monitor. Vehicle damage modifiers are cumulative with character damage modifiers for Physical or Stun Damage. (See *Vehicle Damage*, p. 145.)

Steeler (Gunnery 4) is rigged into the Airstorm (a t-bird with Sensor Rating 3 and a turret-mounted heavy machine gun), and is providing air support for a column of merc armored vehicles. As he clears the crest of a hill, his sensors detect a Ferrari Appaloosa patrolling the road ahead. Steeler decides it's time for the Airstorm to pour some lead rain on the patrol's parade, so he makes a Sensor Test to lock on to the scout vehicle.

The test succeeds, so Steeler decides to use sensor-enhanced gunnery against the Appaloosa. The base target number for the Sensor-Enhanced Gunnery Test is 5 (the scout vehicle's Signature). If we momentarily ignore modifiers for recoil, the target number receives a -3 modifier

MANUAL GUNNERY MODIFIERS TABLE

Condition	Modifier
Attacking drone walking	+1
Difficult ground	+2
Attacking drone running	+4
Difficult ground	+6
Relative motion between attacker and target	
Moving toward	-1
Moving away	+1
Relative speeds of attacker and target (if both moving)	
Roughly equal	0
Up to 2x speed difference	+2
Up to 3x speed difference	+4
More than 3x speed difference	+6
Attacker or target still	+1 per 30 m/CT
Maneuver Score difference	
Attacker's Maneuver Score exceeds target's score by more than 10	-1
Target's Maneuver Score exceeds attacker's score by more than 10	+1
Firing from vehicle	
Firing unmounted weapon	+2
Attacker's vehicle damaged	Per Damage Level
Moving in Open/Normal terrain	0
Moving in Restricted terrain	+2
Moving in Tight terrain	+4
Moving in a combat environment	+2
Size/Type of Target	
Human/metahuman/human-sized critter	0
Small critter (smaller than 1/3 the size of a human)	+1
Large critter (larger than 3x the size of a human)	-1
Small drone	+1
Motorcycle	0
Automobile	-1
Limousine/Light truck	-1
Heavy truck/Tractor-trailer	-3
Regular boat	-1
Luxury yacht	-3
Freighter/Oil tanker	-8
Ultralight glider	0
Fixed-wing aircraft	-2
Commercial airliner	-6
Helicopter	-2
LTA aircraft (Zeppelin)	-6
LAV (T-bird)	-3
Security/Military ground vehicles	-3

because the Airstorm has a direct line of sight to the target. That produces a result of 2. Steeler's player rolls five dice for the test—four for Steeler's Gunnery Skill Rating of 4, plus one for the Airstorm's Sensor Rating (3 ÷ 2 = 1.5, which rounds down to 1).



SENSOR-ENHANCED GUNNERY MODIFIERS TABLE

Condition	Modifier
Urban environment	+2
Direct LOS	-3
Interrupted LOS	0
ECM in use	Variable
ECCM in use	Variable
Recoil	
Semi-Automatic	+1 for second shot during phase
Burst Fire	+3 per burst fired during phase
Automatic Fire	+1 per round fired during phase
Heavy Weapons Fire	2 x uncompensated recoil
Recoil compensation	Special
Attacker wounded	+ Damage Modifier
Attacking vehicle damaged	+ Damage Modifier

USING DRONES

Riggers can control unmanned vehicles (known as drones) via remote-control networks. This section provides rules for using drones and remote-control networks.

ABOUT DRONES

Drones are unmanned vehicles that can be controlled via rigger networks, such as remote-control networks or security systems. Nearly any kind of vehicle—matchbox-sized cars, dwarf-sized rotorcraft, ground patrol vehicles the size of a large dog, even modified sports cars—may serve as drones.

The key difference that sets drones apart from ordinary vehicles is a unique vehicle rating called the Pilot Rating. All drones have a Pilot Rating, which represents the drone's self-piloting system and enables the drone to act independently of its controller to a limited degree.

A drone must be adapted for rigger control (however, it need not be fitted with a datajack system unless the rigger intends to physically jack into the vehicle). All drones that are incapable of carrying passengers are usually pre-adapted automatically for rigger control. Passenger vehicles or larger passenger drones are not usually pre-adapted, but most can be adapted quickly by the manufacturer, a mechanic or even a rigger character (see *Rigger Gear*, p. 306).

Operative Modes

All affiliated drones (see *Subscriber Lists*, below) operate under *primary* or *secondary* mode. A rigger may operate only one drone in his or her network in primary mode. This mode enables the rigger to control the drone as if he or she were directly jacked into it. The rigger may use Combat and Control Pool dice when making tests for the drone, and receives all rigger bonuses for those tests.

Success Tests for drones in secondary mode are made with the drones' Pilot Ratings rather than the rigger's Skill or Attribute Ratings. Combat or Control Pool dice may not be added to Success Tests made by secondary drones.

If a rigger is jumped into a primary drone—meaning that he or she is seeing and hearing primarily through that drone's systems—the rigger can only casually observe through the sensors of his or her secondary drones, and must spend a Complex Action to do so. Additionally, Comprehension Tests made by the secondary drones to comprehend commands suffer a +2 modifier if the rigger issues those commands while he or she is running a primary drone. (See *Issuing Commands*, p. 157.)

Captain's Chair Mode

Instead of jumping into one drone, a rigger can supervise all the drones in his or her network via the remote-control deck's master control. Riggers call this practice "sitting in the captain's chair."

When operating drones in the captain's chair mode, a rigger cannot use his or her Combat or Control Pool dice for drone tests. The captain's chair mode is the only drone-control method available to characters who do not possess a VCR implant (characters with datajacks and an RC deck may control drones in this way).

After barely escaping from an ambush while meeting with their Johnson, Rigger X and his team have hunkered down in a safehouse. Rigger X has deployed three of his drones—a surveillance drone, a Doberman patrol vehicle and an armed roto-drone. Rigger X is operating his network in the captain's chair mode, monitoring all three drones simultaneously.

The surveillance drone detects a Mitsuham security transport closing on their location and beeps an alert to Rigger X. Even though he is in captain's chair mode, Rigger X receives his usual Initiative bonus, which allows him to add 2D6 to his Initiative roll (and act first). However, if Rigger X orders his drones to attack the transport, no drone can receive bonus dice from any of Rigger X's dice pools. Further, all drones would use their Pilot Ratings instead of Rigger X's Skill or Attribute Ratings for their Success Tests.

The roto-drone is closest to the MCT transport, so Rigger X jumps into that drone's rigger module and makes the roto-drone his primary drone. Rigger X is now directly controlling the drone, so he can draw dice from his Control and Combat Pools to augment Success Tests made with that drone. However, if Rigger X wanted to see what another drone was seeing, he would have to spend a Complex Action to do so. Also, if Rigger X wanted to order the Doberman to attack the transport as well, the Doberman would receive a +2 target number modifier on its Comprehension Test.

REMOTE-CONTROL NETWORKS

A remote-control network consists of two fundamental elements: a remote-control (RC) deck and drones. The RC deck is the central control station, from which the rigger monitors and directs the movements of drones connected to the network. The RC deck also maintains the electronic integrity of the





network by ensuring stable data flow and employing active countermeasures to keep out unwanted intruders.

Because of the vast amount of data being transmitted over the airwaves, remote-control networks use three separate radio channels to command and control drones: the command, simsense and system channels. The command channel relays messages that direct the movements and actions of the drones, as well as situational information and intelligence between drones and the RC deck. The simsense channel routes audio, visual and simsense data between drones, RC deck and rigger. The system channel carries data that ensures network integrity and monitors drone status.

Subscriber Lists

An RC deck's subscriber list is a file that enables the deck to identify all the drones under its control. Only drones listed on an RC deck's subscriber list can connect with the deck. This helps protect the network from unwanted intruders who may attempt to intercept network communications and feed the network false information, or even seize control of the system.

A subscriber list can contain a number of drones equal to twice the RC deck's rating. However, a deck can actively control only a number of drones equal to its rating.

All network drones operate under *affiliated* or *non-affiliated* status. Any drone that is under the direct control of an RC deck is affiliated with that deck. Affiliated drones can receive commands from the remote control deck and transmit data to it and to other affiliated drones.

A non-affiliated drone is operating independently of the RC deck. Consequently, a rigger controlling a network can neither see through nor control the non-affiliated drone. Additionally, the non-affiliated drone cannot communicate with any other drones in the network.

Affiliating or disaffiliating a drone requires a Simple Action. Therefore, substituting a non-affiliated drone for an affiliated drone requires 2 Simple Actions or a single Complex Action (1 Simple Action for disaffiliating the first drone and 1 for affiliating its substitute). A drone may not act during the Combat Turn in which it is being affiliated.

Josie Cruise has a Rating 4 remote control deck. The deck's subscriber list can hold transmission information for up to eight drones, but the deck enables Josie to actively control only four at any one time. Josie has six subscriber drones on her list: her command van, an aerial surveillance drone, two armed aerial spotters and two armed ground patrol vehicles (GPVs).



Currently, Josie is performing reconnaissance for her shadowrunner team. She's affiliated her command van, the surveillance drone and the two aerial spotters, which gives her team considerable aerial coverage. As the team makes its way into the main factory, one of the spotters detects a security response team bearing down on the runners. Josie decides to engage the security forces with some suppressive fire and buy her teammates a little more time.

Rolling for Initiative, she gets a 19, which gives her two actions for the Combat Turn.

On her first Initiative Pass, she spends her first Simple Action disaffiliating her surveillance drone in favor of a GPV. She spends her second Simple Action affiliating the GPV, so she will be able to use the GPV during her next Combat Turn.

Dump Shock

Because vehicle control rig jacks are connected to riggers' middle brains, the effects of dump shock on riggers can be considerably more serious than the effects of dump shock on a decker. Any time a rigger is dumped from a remote control network, the following three conditions occur:

- The rigger must overcome the normal effects of disorientation for ten Combat Turns.
- During the ten turns, all of the rigger's Success Tests receive a +2 modifier.
- The rigger must also resist (RC deck Rating + 4)S Stun damage from neural biofeedback with Willpower.

If involuntarily jacked out of a vehicle (other than from vehicle destruction), the rigger must resist 5S Stun damage from dump shock, plus disorientation.

A rigger can reduce the duration of these disorienting effects by making a Willpower Test against a Target Number 4. Divide the number of successes into 30 (round up) to determine the number of seconds that the rigger is disoriented, then divide that product by 3 (round up) to determine the number of Combat Turns the effects last.

ACTIONS

The following list describes actions a rigger can perform using a remote-control deck.

Free Actions

Activate/Deactivate Sensors: A rigger may activate or deactivate sensors for a single drone. Activated sensors come online at the start of the next Combat Turn.

Activate/Deactivate ECM/ECCM: A rigger may activate or deactivate ECM or ECCM for a single drone. Activated ECM/ECCM comes online at the start of the next Combat Turn.



Arm/Disarm a Weapon System: A rigger may order a single drone to arm or disarm one of its weapon systems. A drone may have only one weapon system armed at any one time. However, switching weapon systems only requires one Free Action.

Delay Action: Riggers can delay actions per standard combat rules.

Call Up a Status Report: A rigger may monitor the position, heading and speed, damage report and/or current orders of a single drone.

Observe: A rigger may casually observe through one drone. If the rigger is in captain's chair mode (see p. 154), he may do this through any drone on his subscriber list. If the rigger is "jumped" into a drone, he may observe through that primary drone only. This action is the same as the standard Free Action Observe in Detail (see p. 106).

If a rigger has jumped into a primary drone, observing through a secondary drone requires a Complex Action (see *Operative Modes*, p. 154).

Speak a Word: Riggers may take this action per standard combat rules.

Simple Actions

Affiliate/Disaffiliate a Drone: A rigger may add or drop a drone from the deck's active management.

Observe in Detail: A rigger may observe in detail (see p. 106) through any single drone while in captain's chair mode. While jumped into a drone, a rigger can do this with the primary drone only.

Perform the Same Free Action on Multiple Drones: A rigger may perform one Free Action with two or more drones simultaneously while in captain's chair mode. However, he cannot perform two or more separate Free Actions.

Jump into a Primary Drone: A rigger takes direct control of one drone (see *Operative Modes*, p. 154).

Return to Captain's Chair: A rigger stops maintaining direct control of one drone and returns to monitoring the overall status of all drones. (See *Operative Modes*, p. 154.)

Complex Actions

Fire a Weapon System: A rigger may fire an armed weapon on any single drone. (See *Sensor-Enhanced Gunnery*, p. 152.) If the rigger is directly controlling a primary drone, he cannot perform this action with a secondary drone. Riggers operating through a cybernetic link can use their Combat Pool dice only with the primary drone. See *Operative Modes*.

Issue a Command: A rigger may issue a command to a drone or a group of drones. See *Issuing Commands*.

Observe through a Secondary Drone: When directly controlling one drone, a rigger may casually observe (as in the Free Action Observe) through a secondary drone. See *Operative Modes*.

Operate a Drone: While jumped into a drone, the rigger may operate it as if driving it. He can perform any of the five standard vehicle actions—accelerating, braking, positioning, ramming and hiding—with the drone, and can use his Control Pool dice and rigger bonuses. (See *Vehicle Combat*, p. 138.)

ISSUING COMMANDS

When riggers are jacked into remote control decks, they may issue commands to drones at the same time that they declare their own actions (Step 3A of the Combat Turn Sequence, p. 104). Issuing a command to a drone requires one Complex Action.

A rigger can issue only one command to a single drone, regardless of how many drones his remote control deck is managing at that time. For example, a rigger may be controlling two drones, but he may directly command only one of them with a Complex Action. However, if more than one drone is receiving an identical command—"leave this area," or "attack this target," for example—the rigger may command them as a group. The maximum number of drones that a rigger can command is dictated by the remote control deck (see *Subscriber Lists*, p. 156).

If a rigger has jumped into a primary drone, he controls that drone as if he were driving it personally. He does not have to spend a Complex Action commanding that drone to act, but he *does* have to spend a Complex Action to issue a command to another drone.

A rigger can issue a drone one-sentence commands such as "circle this area," "shoot anyone who comes through this door," "follow that car," and the like. The more specific and detailed the command, the greater the chance the drone's pilot will become confused, however. The gamemaster should rate the command's complexity (using the Difficulty Number Table on p. 92), set the target number for the test and give the rigger the option to downgrade the complexity before issuing the command.

The player then makes a Comprehension Test for the drone, rolling a number of dice equal to the drone's Pilot Rating against the target number. If the test generates at least 1 success, the drone comprehends the command and executes it. However, the more successes the test generates, the more leeway the drone has in "interpreting" the command (to the rigger's benefit). The gamemaster may even permit the rigger to decide what the drone does in response to a circumstance that runs counter to the rigger's instructions.

When making Success Tests, drones not directly controlled by the rigger use their Pilot Ratings in place of the rigger's Skill or Attribute Ratings. Drones do not benefit from dice pools.

All drones in a remote-control network act during the same Combat Phase as the rigger acts, whether or not a rigger is directly controlling them. The rigger acts first, then all drones follow.

MAGIC

In 2011, the Awakening transformed the world by making magic a reality. Some people in the Sixth World have the rare gift to use the power of magic. They are the *Awakened*.

In *Shadowrun*, an Awakened character is one with a Magic Attribute of 1 or greater. Characters with a Magic Attribute of 0 are known as *mundanes*. Awakened characters have access to various magical skills and abilities. Awakened characters who use magical skills are *magicians*. Other Awakened characters focus their magical abilities inward, developing various magical powers. They are known as *adepts*.

Magicians follow one of two *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 choice of magical tradition is for life. Once you are on the path, there is no turning back.

A follower of the *shamanic* tradition is a *shaman*. Shamans focus their magic through their relationship with the world of nature and the power of emotion and inspiration. Magical knowledge comes to them from a spirit-patron known as a *totem*.

A follower of the *hermetic* tradition is a *mage*. Hermetic magic is intellectual. Mages see the universe as a complex pattern of forces that can be controlled with the right formulae and rituals. Magical knowledge comes from intense study and research.

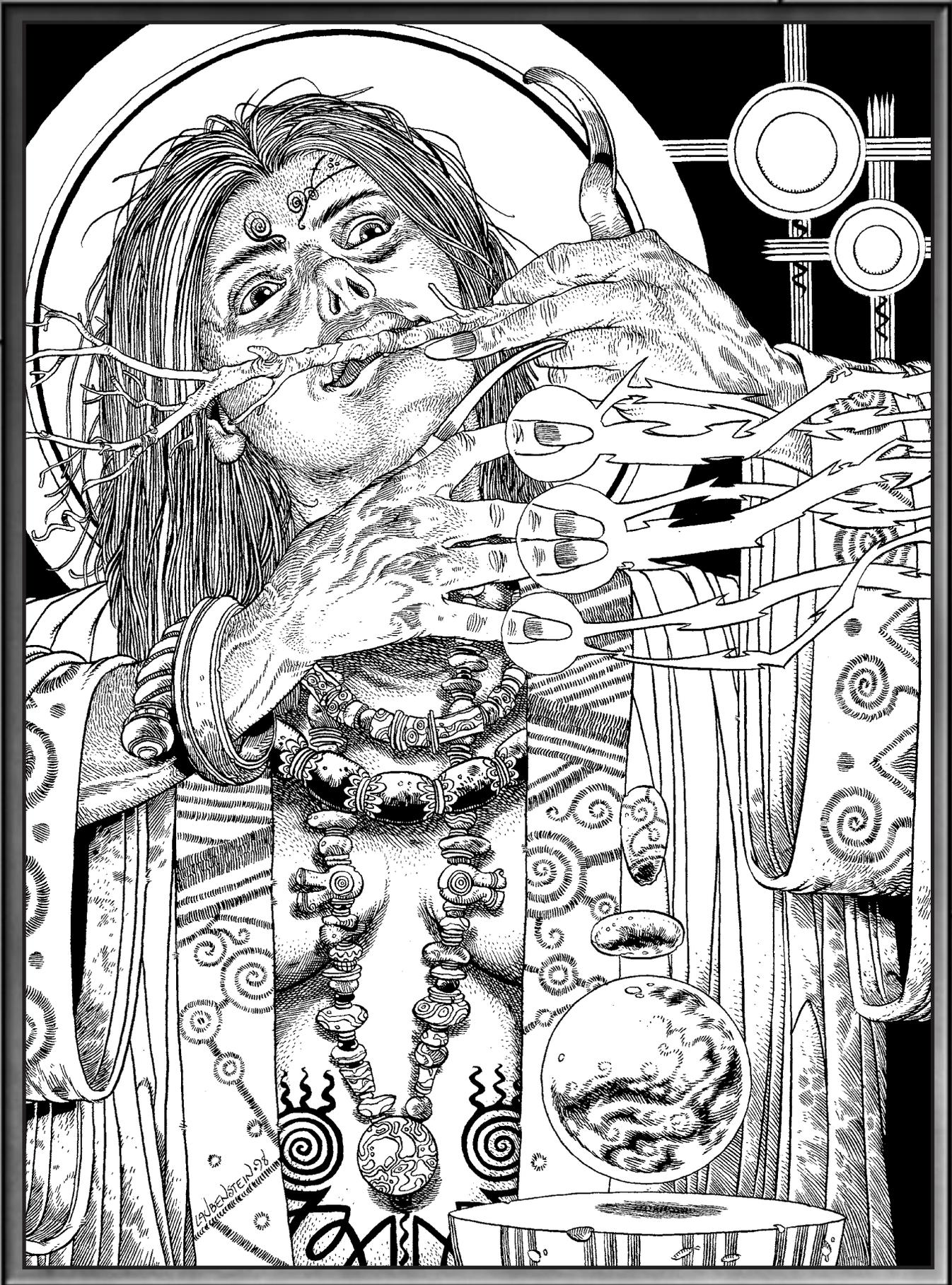
Adepts follow their own unique path, the *somatic* way. They are concerned with the perfection of body and mind, focusing their magical power inward. Adepts learn their unique abilities through introspection and an awareness of self.

MANA

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 living beings. Mana is sensitive to emotion and responds to the will of the Awakened. Mana fuels sorcery and conjuring, allowing magicians to cast spells and summon spirits. Mana also makes the powers of adepts and various Awakened creatures possible (see *Powers* in the *Spirits and Dragons* chapter, p. 260).

THE MAGIC ATTRIBUTE

Magic is a Special Attribute Awakened characters possess. It is a measure of the character's magical power. Magic has a starting value equal to the character's Essence, rounded down. A character with an Essence of 5.8, for example, has a Magic Attribute of 5. Further reductions in





Essence (from adding cyberware or other effects) also reduce the Magic attribute, one point for every full point of Essence, or fraction thereof. So the character with Essence 5.8 and Magic 5 loses another point of Magic Attribute when his Essence drops to less than 5.

Magic Loss

Other circumstances can cause characters to lose their Magic Attribute. These include Deadly physical damage and improper medical treatment (p. 129), abusing the body with stimulants or other drugs, failing to follow the totem's path (p. 163) or being disrupted in astral combat (p. 176). These traumas upset the delicate physical/spiritual balance required to use magic. When a check for Magic Loss is required, roll 2D6. If the total is less than or equal to your Magic Attribute, it drops by one point. Otherwise, there is no effect. A roll of 2 *always* indicates the loss of a Magic point.

Adepts who lose Magic Attribute also lose some of their adept powers (see *Adept Powers*, p. 168).

If a character's Magic Attribute ever drops to 0, he "burns out," losing all magical ability and becoming a mundane forever. He retains all magical skills and knowledge, but lacks the ability to use them. His magical Active Skills become magical Background Knowledge Skills.

FORCE

Magical things such as spells, spirits and magical items (foci) have an Attribute known as Force (usually their only Attribute). This measures the magical power of the object or being. The Force of a spell is the target number to resist the spell's effects and also the measure of the spell's power. The Force of a spirit is how powerful the spirit is, and so on.

MAGICIANS

Magicians use the magical skills of Sorcery and Conjuring to perform magic. They also have various abilities relating to the astral plane (p. 171). Magicians come in two types: *full magicians* and *aspected magicians*.

FULL MAGICIANS

Full magicians have access to the full range of abilities of their chosen tradition (shamanic or hermetic). They can use the Sorcery and Conjuring skills (p. 177 and 184), access the astral plane through astral perception and astral projection (p. 171 and 172) and use foci to enhance their magical skills (p. 189).

ASPECTED MAGICIANS

Aspected magicians have access to a single aspect of their chosen tradition, as given in their individual descriptions. Aspected magicians are capable of astral perception, but not astral projection. They may bond and use any foci which aid the skills they can use. Otherwise, they follow the normal rules for magicians given in this chapter.

Aspected magicians are sometimes called "semi-mundans" (semi-mundanes), "groggies" (half-Awakened), and other derogatory names by full magicians because of their limited abilities. On the other hand, aspected magicians are often more skilled in their particular specialty than full magicians.

Conjurer

Conjurers can use the Conjuring Skill, but cannot use Sorcery. Conjurers can be either shamans or mages. They follow the normal rules of their tradition for conjuring. Shaman conjurers get totem modifiers, if applicable, to their skill.

Elementalist

Elementalists are always mages. Elementalists can only cast spells and summon spirits related to one hermetic element. An earth elemental can only cast manipulation spells and summon earth elementals. An air elemental can only cast detection spells and summon air elementals. A fire elemental can only cast combat spells and summon fire elementals. A water elemental can only cast illusion spells and summon water elementals.

Elementalists have full use of the Sorcery and Conjuring skills for all other purposes, like spell defense and banishing, but must subtract 1 die from their skill for spells or spirits of their opposing element. This modifier applies for spell defense, dispelling, banishing, controlling and so on. Earth and air are opposed, as are fire and water, so a fire elemental subtracts 1 die from Sorcery when used against illusion spells and 1 die from his Conjuring when used against water elementals.

Shamanist

A shamanist, as the name implies, must be a shaman. Shamanists can only cast spells and summon spirits for which they receive a totem advantage. For example, a shamanist of Bear can only cast health spells and summon forest spirits. Shamanists are subject to all the requirements of their totem. It is impossible to be a shamanist of a totem like Coyote, which receives no totem modifiers, nor is it possible for a totem like Owl, where totem modifiers are based on time or place, but not purpose. Shamanists have normal use of Sorcery and Conjuring for all other purposes, like spell defense and banishing, affected by their totem modifiers as normal.

Sorcerer

Sorcerers can use the Sorcery Skill, but cannot use Conjuring. Sorcerers can be either shamans or mages. They follow the rules of their tradition for Sorcery. Shaman sorcerers receive totem modifiers, if applicable, to their skill.

MAGICAL SKILLS

Magicians use the magical skills of Sorcery and Conjuring to manipulate mana, making magic happen. Tests using these skills follow all the normal rules for Skill Tests (p. 91), along with the special rules described in this chapter. While adepts and mundanes can learn magical Background Skills, they cannot manipulate mana and cannot use Active Magic Skills.

EXCLUSIVE ACTIONS

Some acts of magic are considered *Exclusive*. These feats require great concentration and cannot be performed while using any other magical skill or maintaining any other magical ability. For example, a magician cannot cast an Exclusive spell while sustaining an existing spell. The magician must stop sustaining the other spell first. Maintaining spell defense over oth-

THEORIES ON THE NATURE OF MAGIC

—From the Manual of Practical Thaumaturgy, 22nd edition

On the Astral Plane

Magicians are aware of three “realms” of existence. The first is the physical realm, our natural physical world, and all of its corresponding physical laws. On one “side” of us, we have the astral realm. The astral realm occupies the same “space” as the physical plane, but has different “physical” (“astral”?) laws. It is always there, right next door, just a step sideways. It thrives on life, and so emotion, thought, and spirit are emphasized on the astral. Without life, there is no astral space; and so without a thriving gaiasphere to support it, the astral plane does not extend into space.

On the other side (and curving around, as it were, to meet the astral plane on its far edge) we have the metaplanar realm. The metaplanes are not one place but many, and their true nature and purpose are beyond the ken of ordinary magicians.

Each realm is separated by a barrier, a wall of sorts that stops us from randomly wandering into another realm. Magicians have learned to extend their senses onto the astral realm, to astrally perceive what goes on there. Full magicians can actually leave their physical body and project their spirit onto the astral plane.

Mana, magic essence itself, flows from the metaplanes into our physical world and through it to the astral. This is not so much a river-like, or ley-line effect, but more like the waves of an ocean. When mana pours through the physical world, it is everywhere, touching everything—one big mana field connecting everything. It cannot be seen, tasted, or touched, but those who are Awakened can manipulate it. It also flows through the astral, encompassing everything on the astral plane.

As mana flows through the physical plane, it casts reflections of living things onto the astral plane. These reflections are called auras, and those who can assense them can gather information from them. Auras are intangible on the astral plane; astral entities pass right through them. Anything magical in nature also casts a reflection on the astral; spells—the manipulation of mana—on the physical plane have a visible aura on the astral plane. Non-living things have no aura.

Certain creatures and items (especially active foci) that are infused with magic lend a certain resonance to the mana flow that allows them to exist in both the physical and astral planes at the same time. These are called dual beings. Much as mana reflects auras into the astral, the reflection of dual beings into the astral is strong enough to create an astral form for these beings. Dual beings exist on both sides of the barrier simultaneously, and their astral and physical forms are connected together. Awakened entities who astrally perceive are also striking this cord of resonance and creating astral forms; they too are dual beings.

Spells are never dual-natured, because they are created through mana, and mana permeates both planes.

Because the astral plane is fueled by life force, it is lit with a glow that emanates from the gaiasphere itself. Things that exist on the physical can be seen and heard from the astral, although any non-living objects appear as a gray, faded semblance of their physical appearance. The auras of living things are vibrant and colorful.

Anything that exists on the astral plane has an astral form—projecting full magicians, spirits, dual beings, and so on. Astral forms are, for lack of better terminology, “physically” present on the astral plane. Astral forms are solid and tangible, and more colorful and brighter than auras. Astral forms cannot be passed through by another astral form. The earth itself, as the source of all life, has an astral form.

On the Manipulation of Mana

Magical skills can be defined as the manipulation of mana. Sorcery is the manipulation of mana to create effects known as spells; Conjuring manipulates mana to call forth, create, or affect spirits.

Sorcery involves the intuitive manipulation of the mana field by a magician, who shapes it in certain ways for certain effects. A good metaphor for this would be to consider the mana field that touches everything as similar to the airwaves, and the use of Sorcery to be the transmission of certain radio signals that create different effects. To cast a spell, a magician channels mana through herself and transmits it on a specific frequency. The act of channeling is fatiguing to a magician, and causes Drain. The signal that the magician creates is based on a spell formula that the magician has learned, determining its form and effect. The target of the spell is the radio signal receiver, and the signal is sent on the target’s frequency. When the signal is received it channels mana through the target to create a specified effect (thus combat spells bypass armor, because they affect the target from within). All of this occurs on the same plane—physical or astral—as the magician and the target. In the case of elemental manipulation spells, the magician is actually channeling mana to create a physical elemental effect at her location, which she then flings at the target.

Area-effect spells work roughly the same way, except that instead of transmitting a signal to one target, the caster sends the signal out on multiple frequencies corresponding with the targets within the area of effect. One target must still be chosen around which to center the radius of effect. If there are targets within the area that the caster cannot see, they will not be affected, because the caster cannot synchronize with them to transmit the spell signal on a frequency they will receive.

The metaphor can be continued with other uses of Sorcery, such as spell defense. This can be equated to “jamming” the mana field, disrupting all frequencies within an area of effect so that the first spell effect to run into the field is jammed, and thus disrupted.



ers is also not possible while engaging in an Exclusive activity, which means that certain activities may leave your friends vulnerable.

Specific Exclusive Actions are described throughout this chapter and are summarized on the Exclusive Actions Table.

DRAIN

Many uses of magical skills, like casting spells and summoning spirits, cause *Drain*. The effort of manipulating mana can exhaust or even injure a magician. Magical feats that cause Drain have a *Drain Code*, much like a weapon's Damage Code, with a Power Rating and a Damage Level.

The Power of the Drain Code is based on the Force of the spell being cast or spirit being summoned. For Sorcery, base Drain Power is equal to half the Force of the spell (round down), plus a modifier. The base Damage Level is listed in the spell's description (p. 191). For Conjuring, the base Drain Power is equal to the spirit's Force and the base Damage Level is determined by a comparison between the spirit's Force and the magician's Charisma (p. 187).

Certain limited spells have their Force reduced for purposes of Drain (see p. 180). Sustaining spells requires intense concentration that easily wears out magicians; add +2 to the Power of all Drain for each spell being sustained.

Characters use Willpower to resist Sorcery Drain, and Charisma to resist Conjuring Drain. Every two successes on the Drain Resistance Test reduces the Drain Level by one. Reducing the Drain Level below Light means the character suffers no damage.

Drain damage is usually stun damage. Whenever a magician attempts magic with a Force greater than the magician's Magic Attribute, the Drain does physical damage. The Drain from magic performed while astrally projecting (p. 182) also does physical instead of stun damage, regardless of Force. See the *Sorcery* and *Conjuring* sections for more information. Physical damage caused by Drain cannot be healed using magic, only by rest and medical attention.

NOTICING MAGIC

Just how obvious are magical skills? Not very, since most spells and spirits have little, if any, visible effect in the physical world. An observer has to notice the magician's intense look of concentration, whispered incantations, small gestures and changes like the shamanic mask (p. 163). The raw power and complexity of an effect determines how visible the magician's efforts are.

EXCLUSIVE ACTIONS TABLE

Sorcery	Exclusive Spellcasting (p. 180) Casting a Spell for a Sustaining Focus (p. 190)
Conjuring	Summoning (p. 184, 186) Calling Elementals (p. 186) Controlling (p. 189) Banishing (p. 189)
Other	Engaging or Ending Astral Projection (p. 172)

NOTICING SPELLCASTING MODIFIERS TABLE

Situation	Modifier
Observer is Awakened	-2
Observer is astrally perceiving	-2
Shamanic mask visible	-2
Shaman performing magic with a Totem Advantage	-1
Magician casting a fetish limited spell	-1

Noticing if someone is using a magical skill requires a Perception Test. The base Target Number is 4, plus the caster's Magic Attribute, minus the Force of the magic being performed. So, a spellcaster with Magic 6 casting a spell with a Force of 4 results in a target number of 6 to notice it (4 + 6 - 4). If the spell were Force 2, the target number would be 8 (4 + 6 - 2).

Situational modifiers for Perception Tests should be applied (see Perception Tests, p. 231). Consult the Noticing Spellcasting Modifiers Table for additional modifiers.

THE SHAMANIC TRADITION

A shaman's magic comes from the power of nature and the spirit world (the astral plane). Tribal cultures around the world practice shamanism. When the Awakening brought magic to the world, native shamans were some of the first to successfully wield it. Shamanism also developed in many urban areas during the boom in occultism at the close of the 20th century. When the Awakening came, these "urban shamans" discovered the old ways worked in the cities just as well as the wilderness.

To a shaman, the world is filled with living spirits, powers the shaman calls on for magical aid. Shamans are in tune with the natural flow of the energies of life and magic.

TOTEMS

Each shaman has a *totem*. A totem is a powerful spirit that gives the shaman magical power and knowledge. The shaman, in turn, follows the ideals represented by the totem.

A shaman's totem is chosen when the character is created. Technically, it is the *totem* who chooses the shaman. At some point in a neophyte shaman's life comes the call of a totem, in the form of a dream or vision. Often, a traumatic event brings on the call, like a serious illness, sudden shock, or near-death experience. In game terms, the player chooses the shaman's totem during character creation.

Ideals

Each totem embodies an ideal, a mythic image or archetype. By seeking to embody the same ideal, the shaman gains magical power. To maintain their magic, shamans must follow their totem's ideals.

Of course, not all shamans interpret their totem's ideals in exactly the same way. Some Dog shamans may be fierce warriors while others are gentle scholars, but neither is likely to refuse to help someone in need. Not all Shark shamans are



brutal killers (some are quite sophisticated), but Shark never backs down from a fight. Not all Raccoon shamans are thieves; some prefer solving puzzles and intellectual challenges. Within the basic ideals of the totem, there is room for individual style and interpretation.

Environment

Totems are divided into wilderness and urban environments. Wilderness totems are animals found in the wilds of nature, while urban totems are animals found in cities. Some totems fall into both categories and are found almost anywhere. A totem may have a preferred domain within the wilderness or urban environment, such as Bear preferring the forest or Eagle the mountains. A totem's environment affects where lodges devoted to that totem can exist (see *The Shamanic Lodge*, p. 166).

Totem Modifiers

A totem places certain restrictions on the shaman's behavior and use of magic. It also bestows various advantages. A shaman gains bonus dice when using Sorcery or Conjuring according to the totem's ideals. The shaman may also *lose* dice when using magical skills outside the totem's realm. These bonuses and penalties are called *totem modifiers*. They add or subtract from the final number of dice rolled for particular tests, but do not otherwise modify the shaman's skill ratings.

Some totem modifiers require the player of the shaman to choose a particular bonus. This choice, once made, is permanent.

The Shamanic Mask

In tribal cultures before the Awakening, shamans wore masks to symbolize their totems. While wearing the totem's mask, the shaman was the totem incarnate. Now, physical masks are no longer needed. When a shaman uses magical skills, features associated with the totem become apparent. This is called the *shamanic mask*. The more powerful the magic, the more noticeable the traits become. These traits are appearance only, a kind of hallucination affecting those who see the shaman, but they are striking nonetheless. The shamanic mask cannot be detected by machines. It does not appear on film or videotape, only in the minds of those present.

For example, if an Eagle shaman were to perform some minor magic, her features might seem to take on a sharper cast, or her chants might resemble an eagle's cry. For more powerful magic, the shaman's eyes might look like those of a raptor, or her fingers might appear like crooked claws. For the most demanding magic, the shaman's features could be entirely obscured by the image of a mighty eagle's head and wings.

For information on noticing the effects of the shamanic mask, see *Noticing Magic*, p. 162.

Roleplaying the Totem

The relationship between shaman and totem is the cornerstone of the shamanic tradition. Following the ideals the totem represents is the source of the shaman's magic. The totem is the shaman's guide along the path and the shaman's teacher in the deeper mysteries of magic. Totems send guidance to shamans in the form of dreams, visions and other omens.

The gamemaster can use a shaman's totem as a tool to communicate information to the shaman and to enhance roleplaying. Totems provide cryptic clues, riddles, omens and sometimes even straightforward advice. For example, the gamemaster can foreshadow a particular event in the game by having a shaman's totem send a dream where the shaman sees hints of what is to come. A totem might even become the driving force behind an adventure, telling a shaman of a magical threat only the player characters can handle.

If a shaman strays from the path, the totem may send a vision or other indication of its displeasure, seeking to correct the shaman's behavior. If the shaman ignores the message, he begins to lose some of the totem's power, starting with any totem bonuses. If the shaman continues to stray from the path, reduce the shaman's Magic Attribute by a point. Only by seeking to communicate with the totem and returning to following its ideals can a shaman hope to regain any lost power. A special adventure where the shaman gains redemption in the eyes of the totem may be required, at the gamemaster's discretion.

Bear

Bear is a totem found in cultures wherever bears are known, from North America to Europe and Asia. He is powerful, but gentle and wise. He tends to be slow-moving and easy-going unless he has to move fast. Bear is slow to anger, but terrifying in battle. Bear shamans tend to be calm, cool and collected. They are healers and protectors of the natural world as they see it. A Bear shaman cannot turn down someone who needs healing without good reason.

Environment: Forest

Advantages: +2 dice for health spells, +2 dice for forest spirits

Disadvantages: Bear shamans can go berserk when wounded. Whenever a Bear shaman takes physical damage in combat, the player makes a Willpower (4) Test. The shaman goes berserk for 3 turns, minus 1 turn per success. Three or more successes avert the berserk rage entirely. A berserk shaman will attack the closest living thing, friend or foe, using the most powerful weapons available (mundane or magical). If the shaman incapacitates a target before the time is up, the berserk fury dissipates.

Buffalo

Buffalo is a uniquely North American totem. She knows much medicine, which she uses to aid her people. She is kind and giving, strong and tireless in her work. The people take from Buffalo and honor her spirit for the bounty she provides. Buffalo shamans are healers and protectors; they cannot turn down an honest request for aid from anyone who needs it. A Buffalo shaman will lay down her life for a true friend or ally in need and will often take great risks to help others.

Environment: Plains

Advantages: +2 dice for health spells, +2 dice for prairie spirits

Disadvantages: -1 die for illusion spells



Cat

Cat is honored in cultures around the world. She is stealthy, sly and rather vain. Cat knows many secrets, but shares few of them. Cat shamans tend to be loners who keep their own council. They are fastidiously clean and presentable whenever possible. Cat shamans generally toy with their opponents—threatening, taunting and confusing—rather than going directly for the kill.

Environment: Urban

Advantages: +2 dice for illusion spells, +2 dice for city spirits

Disadvantages: +1 to all Mental target numbers if dirty or unkempt. An unwounded Cat shaman must make a Willpower (6) Test when casting a damaging spell. If the test fails, the shaman must cast her least-damaging spell (at its minimum damage level, for a variable damage spell, and at 1/2 Force). If the shaman is wounded, all this playing around stops.

Coyote

Coyote the Trickster is a uniquely North American totem. He is unpredictable and ever-changing; bold one minute, cowardly the next. Old Man Coyote can be a friend or a deceiver. He is intensely curious and fond of taking risks just for the fun of it. Coyote shamans are independent and refuse to be bound by anything other than their word. They live by their own rules, surviving on wit and charm.

Environment: Anywhere on land

Advantages/Disadvantages: None

Dog

Dog is a loyal friend honored by shamans around the world. He fights ferociously to defend his home and those under his protection. Dog shamans protect people from harmful magic and dangerous spirits. They are loyal, generous and helpful to those who show them kindness and loyalty in return. They are single-minded, often to the point of stubbornness.

Environment: Urban

Advantages: +2 dice for detection spells, +2 dice for field and hearth spirits

Disadvantages: A Dog shaman must make a Willpower (6) Test to change a declared course of action. The test requires a Complex Action as Dog struggles to change his mind.

Dolphin

Dolphin is the free spirit of the sea, dancer on the waves. She is wise, yet playful, and a friend of man. Dolphin helps people against the threats of the sea (like Shark). Dolphin shamans are staunch protectors and helpers. They cannot turn down a deserving person who needs their help and must fight against evil that threatens people or nature.

Environment: On or by the sea

Advantages: +2 dice for detection spells, +2 dice for sea spirits.

Disadvantages: -1 die for combat spells

Eagle

Eagle is the highest-flying bird in the sky, considered the most noble by shamans in North America, Central America and

Europe. He is proud and solitary, and sees everything happening in the world he soars over. Eagle shamans are proud and noble defenders of the purity of nature. They are intolerant of those who do not share their views, and have a strong distrust of technology and its tools. Those who damage nature are Eagle's enemies, and Eagle shamans brave great danger to defeat polluters and other evildoers.

Environment: Mountains

Advantages: +2 dice for detection spells, +2 dice for all spirits of the sky

Disadvantages: Double the Essence loss caused by adding cyberware because of the psychological impact this has on the Eagle shaman.

Gator

Found among shamans living near swamps and rivers, Gator also flourishes among urban shamans, since legend has it that he dwells in the sewers and storm drains of the city. He is ill-tempered and lazy, a strong fighter and a big eater. Gator shamans like big payoffs that allow them to take it easy for a while. It can take a hefty argument to talk a Gator shaman into any unnecessary exertion, but once a Gator shaman decides to do something, it is just as difficult to talk him out of it.

Environment: Swamp, river or urban

Advantages: +2 dice for combat and detection spells. As a wilderness totem +2 dice for swamp, lake or river spirits (shaman's choice). As an urban totem, +2 dice for city spirits.

Disadvantages: -1 die for illusion spells. It takes a Willpower (6) Test for a Gator shaman to break off a fight, chase or other direct action.

Lion

Lion is followed by shamans from the veldts of Africa to the plains of Europe. He is a brave and powerful warrior, who protects his family with his life. Lion prefers to work from surprise or ambush, but will take the direct approach when necessary. Lion shamans demand the best from themselves. They also demand respect from those around them. A Lion shaman makes a loyal friend and a deadly enemy.

Environment: Prairie

Advantages: +2 dice for combat spells, +2 dice for prairie spirits

Disadvantages: -1 die for health spells

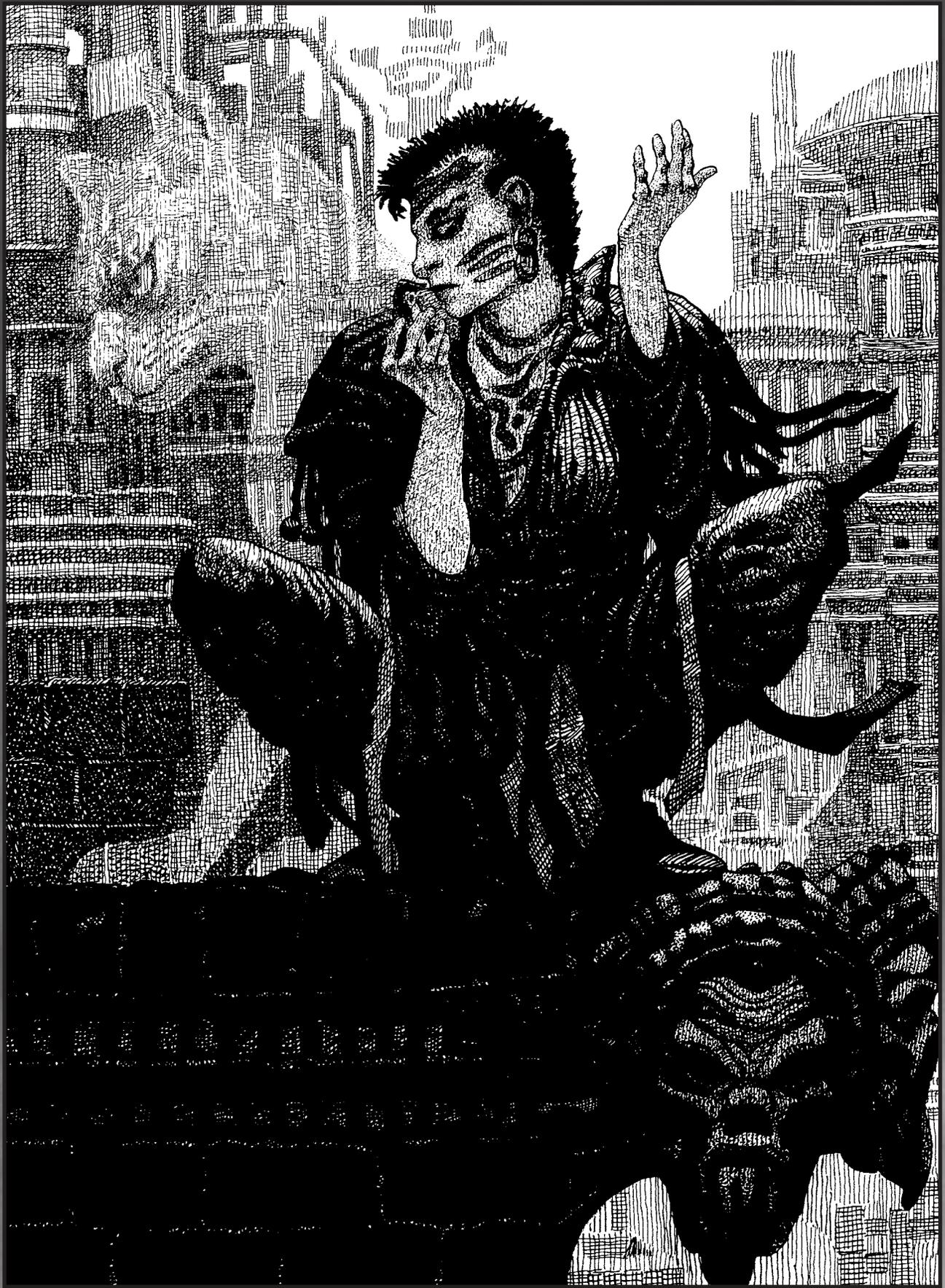
Mouse

Mouse knows just where to find the right thing for every situation. She is clever and resourceful; her wisdom often helps fierce and proud totems like Lion and Wolf out of trouble, showing them the common sense they might otherwise miss. Mouse is no one's enemy and, if she has a flaw, it is that curiosity sometimes gets the better of her. Mouse shamans tend to be hoarders, collecting all manner of junk along with useless information and trivia, storing everything away "for a rainy day."

Environment: Urban or fields

Advantages: +2 dice for detection and health spells, +2 dice for hearth and field spirits.

Disadvantages: -2 dice for combat spells





Owl

Owl is wise and sees all. She rules the night sky and what she hunts, she finds. By day, she is nearly helpless. Owl is honored by cultures around the world, although some consider her appearance a bad omen. Owl shamans are nocturnal loners well-suited for life in the shadows. Their magic is weaker during the day, and owl shamans tend to remain in the shadows even during daytime.

Environment: Anywhere

Advantages: +2 dice for any Sorcery or Conjuring at night

Disadvantages: +2 to all magical target numbers during the daytime.

Raccoon

Raccoon is a cunning bandit who can break into any trap and steal the bait. He fights when he must, but prefers strategy and trickery. Raccoon shamans are intensely curious, which often leads them into danger. They can be greedy (Raccoon is a thief totem) and many steal only the very best. Petty thefts and violent robberies are beneath a Raccoon shaman's dignity.

Environment: Anywhere but the desert

Advantages: +2 dice for manipulation spells, +2 dice for city spirits

Disadvantages: -1 die for combat spells

Rat

Rat is found wherever humans are, for who else's bounty can sustain him? Rat is a stealthy thief too selfish to share anything. He is a coward who would rather run than fight. Rat shamans tend to be dirty and unkempt. They dislike working out in the open, preferring to stick to the shadows. Rat shamans avoid fights whenever they can. When they must fight, they fight to kill.

Environment: Urban

Advantages: +2 dice for detection and illusion spells, +2 dice for city spirits

Disadvantages: -1 die for combat spells

Raven

Raven is a harbinger of trouble in cultures world-wide. He is a trickster, dark and devious, and a transformer, responsible for changes. Raven thrives off the bounty of carnage and chaos, but does not cause them. He merely knows an opportunity when he sees one. Raven shamans love to eat, and rarely refuse an offer of food.

Environment: Anywhere under the open sky

Advantages: +2 dice for manipulation spells, +2 dice for sky spirits

Disadvantages: +1 to all magical target numbers while not under the open sky

Shark

Shark is a cold and relentless hunter. When Shark strikes, he does so without mercy, driven into a frenzy by the blood of his prey. Shark shamans tend to be wanderers, always on the move. They are fierce and deadly warriors. A Shark shaman believes the only good enemy is a dead enemy. If challenged, they do not waste time with threats or boasts, but strike to kill.

Environment: On or by the sea

Advantages: +2 dice for combat and detection spells, +2 dice for sea spirits

Disadvantages: Shark shamans can go berserk in combat similar to Bear shamans, when they are wounded or when they kill an opponent (see p. 163). A berserk Shark shaman may, instead of attacking a living target, continue to attack the body of his last victim, if the player chooses.

Snake

Snake is wise and knows many secrets. She is a good counselor, but always exacts a price for her advice. Snake shamans are pacifists; they only fight to protect themselves and others. Snake shamans are obsessed with learning secrets and take great risks in order to do so. They trade their knowledge to others for whatever they can get in exchange.

Environment: Anywhere on land

Advantages: +2 dice for detection, health and illusion spells. As a wilderness totem, +2 dice for any one spirit of the land (shaman's choice). As an urban totem, +2 dice for any one spirit of man (shaman's choice).

Disadvantages: -1 die for all spells cast during combat.

Wolf

Wolf is recognized as a hunter and warrior worldwide. He is fiercely loyal to the other members of his pack. As the ancient saying goes, Wolf wins every fight but one, and in that one, he dies. Wolf shamans are loyal to friends and family unto death. They do not show cowardice in battle and their word is their bond.

Environment: Forest, prairie or mountains

Advantages: +2 dice for combat and detection spells, +2 dice for forest, prairie or mountain spirits (shaman's choice)

Disadvantages: Wolf shamans can go berserk in combat, similar to Bear shamans (p. 163).

THE SHAMANIC LODGE

A shamanic lodge is a sacred place where a shaman works powerful magic. It is where the two worlds of the shaman, the mundane and the magical, meet. A lodge is dedicated to a particular totem and can only be used by shamans of that totem. A lodge can be almost any place: a cave, a tent, a cabin, even a ring of trees or a circle of standing stones, so long as it has clear and definite boundaries and is at least three by three meters in size (larger if a group of shamans wishes to share the lodge). The lodge must be in the Environment listed for its totem. Bear lodges are found in the woods, Rat lodges in the city, and so forth.

A lodge has a Force Rating to measure its power. It requires magically prepared materials like hides, crystals, stones, colored sand (for sand paintings), feathers, herbs, and other such things. These can be obtained from a talismonger, but most shamans prefer to collect the materials themselves. Gamemasters can generalize the cost of searching and gathering at a flat rate of 500 nuyen per Force point.

Once the materials are obtained, a shaman can set up the lodge, performing a ritual to activate the lodge's power and link it to the earth. This takes a number of days equal to the



lodge's Force. Lodges are immobile once activated. If the lodge is moved, the shaman must begin the set-up process again. The lodge materials are reusable. If the shaman wishes to increase the rating of an existing lodge, additional materials must be acquired to bring the Force up to the desired level and an activation ritual must be performed, taking a number of days equal to the difference between the current Force and the desired Force. For example, improving a Force 4 lodge to Force 6 would cost 1,000 nuyen and take two days of ritual.

A shamanic lodge is used by shamans for learning spells (p. 180). The Force of the lodge must be at least equal to the Force of the spell being studied.

An activated shamanic lodge is present on both the physical and astral planes simultaneously. It also forms a barrier in astral space (see *Astral Space*, p. 171). Any shamans involved in the activation of the lodge are unaffected by this barrier, and can allow other astral forms to pass through it at will. A lodge contains the astral signature of the shamans who activated it (see *Astral Signatures*, p. 172). A lodge is also magically linked to the shamans who activated it. This link can be tracked using astral projection (see *Astral Tracking*, p. 176).

THE HERMETIC TRADITION

A mage's magic comes from a complex set of theories that describe mana and the dimensions of astral space and how they interact with the physical world. There are nearly as many versions of these theories as there are mages. By understanding these interactions, mages can perform magic through ritual and focused power of will.

Hermetic magic was studied widely even before the Awakening. Corporations and many governments took advantage of hermetic magic before they did shamanism, but even mages, with their more rational approach to this new mystery, were initially met with skepticism. Once shamans like the Ghost Dancers proved the power of magic, people took serious interest in the arts of the mage. Even today, far more mages work for corporations than shamans. (*You try telling Coyote he only gets an hour for lunch.*)

Mages are scholars who study and practice magic using tried and established formulas and procedures. Mages continuously research the theories and laws of magic, seeking a deeper understanding of the structure of the universe. As their knowledge increases, so does their power.

HERMETIC LIBRARIES

Mages do a great deal of research, and use extensive reference libraries. A hermetic library is a collection of references for a particular magical skill. There are separate libraries for Sorcery and Conjuring. A library has a rating, just like a skill, which measures how complete and useful it is.

In the Twenty-first century, print is almost dead. Some mages are old-fashioned enough to prefer physical books in their libraries, while others take advantage of the modern convenience of digital data, storing their libraries on optical chips or CDs. Hardcopy books are bulky and take up a lot of space, but can be used at any time, without the need for a computer. Ultimately, it is the information in a hermetic library that is important, not the medium it is stored on.

A hermetic library for a single skill costs its rating squared times 1,000 nuyen. It takes up (rating squared x 100) megapulses of computer memory. A hardcopy library takes up a cubic meter of storage space per rating point. So a Sorcery 6 library costs 36,000 nuyen and takes up 3600 MP (3.6 gigapulses or GP) or 6 cubic meters of storage space. If a mage wishes to upgrade a library, the cost is the difference between the cost of the current rating and the cost of the desired rating. Increasing a rating 3 library (9,000¥) to rating 5 (25,000¥) costs 16,000¥.

Mages can share libraries. Many universities, corporations and magical groups rent access to their libraries at a cost equal to the library's rating x 100¥ per hour. A few libraries are even accessible via the Matrix, for the same fee. Note that characters will be paying for the *full* rating of the library (usually around 10 or 12), not just the rating they need to use. Understandably, organizations take a dim view of unauthorized parties using their libraries.

A mage needs a Sorcery library to improve his Sorcery Skill and learn new spells (p. 180), and a Conjuring library to conjure elementals (p. 186). The rating of the library must be at least equal to the Force of the task.

THE HERMETIC CIRCLE

A hermetic circle is a ritual area created by a mage for a specific act of magic. It is a complex diagram of magical symbols drawn using chalk, paint, or whatever other medium the mage desires. A hermetic circle has a rating and can be set up anywhere there is room, although mages prefer areas where they are assured of privacy. It requires a number of hours to draw a circle equal to its rating, and a circle has a diameter in meters at least equal to its rating (larger if the mage requires more working room). For example, a rating 4 circle requires four hours to draw and is four meters across. The cost of creating a circle is negligible—its rating squared in nuyen for the paint or chalk.

Mages use hermetic circles for summoning elementals (p. 186). The rating of the circle must be at least equal to the Force of the magic being performed.

A hermetic circle is designed for a specific magical ritual. A mage cannot use a circle drawn for summoning fire elementals to summon water elementals (such a thing would also be downright insulting to the elemental). Circles are reusable as long as they remain intact, so a mage could draw a circle to summon a fire elemental and leave the circle in place for another time and another summoning. For this reason, some mages create circles from more permanent materials like tile, stone, metal inlays, and so forth. Such permanent circles require a number of *days* equal to their rating to create and cost (rating squared) x 100 nuyen for materials, but are immune to casual damage like being scuffed. Any damage that breaks a circle's pattern ruins it for magical use.

A hermetic circle being used to do magic is dual natured—it exists on both the astral and physical planes. It also creates an astral barrier to protect the mage standing inside it (see *Astral Space*, p. 171, for more information). The maker of the circle is unaffected by the barrier and can allow others through at will. The circle contains the astral signature of the mage who created it (see *Astral Signatures*, p. 172) and it is linked to the mage who created it, a link that can be traced through astral space (see *Astral Tracking*, p. 176).



ADEPTS

Followers of the somatic way, adepts do not use magical skills to perform magic in the same way as magicians (though they can use Sorcery in astral combat; see p. 174). They cannot astrally project, and cannot use astral perception unless it is purchased as a power. Instead, adepts focus their magic on the improvement of body and mind. The adept's way is one of intense training and self-discipline.

ADEPT POWERS

Adepts have access to *powers*, magical abilities which become a natural part of the adept through study and training. An adept begins the game with a number of *Power Points* equal to the adept's Magic Attribute to "purchase" powers. Each power has a cost in Power Points. Power Points, once spent, are gone. The adept's choice of powers is permanent.

An adept who loses Magic also loses a corresponding amount of powers, so an adept who loses a Magic point must also lose one point worth of powers. The adept's player chooses which powers are lost. An adept cannot have more levels in a power than the adept's Magic Attribute. For example, an adept with Magic 4 cannot have more than 4 points worth of powers, none of which can have more than four levels.

During game play, adepts may purchase additional Power Points at a cost of 20 Good Karma Points per Power Point.

Astral Perception

Cost: 2

You have the ability to see and reach into the astral plane via astral perception. You cannot use astral projection. Adepts with this power follow all the normal rules for astral perception (p. 171).

Attribute Boost

Cost: .25 per level

You can call upon your inner strength to perform amazing feats beyond your normal abilities. Attribute Boost can be purchased for any Physical Attribute: Strength, Body, or Quickness. It cannot be purchased for a Mental or Special Attribute. It must be purchased separately for each of the Physical Attributes.

To gain the boost, make a Magic Test against a target number equal to one half the base (unaugmented) rating of the Attribute being boosted (round up). If there are no successes, the Attribute is not boosted. Otherwise, the Attribute is boosted by the level of the power. The boost lasts for a number of Combat Turns equal to the number of successes. No Attribute



can be boosted to greater than twice its Racial Modified Limit (see p. 245).

When the boost runs out, you must make a Drain Resistance Test. The target number is equal to one-half the boosted Attribute value (round up). The Drain Level is based on the level of the boosted Attribute rating compared to your character's Racial Maximum or Limit for that Attribute. Consult the Attribute Boost Drain Table.

To offset the Drain, make a Drain Resistance Test using Willpower against the Drain target number. Every two successes reduce the Drain Level by one. Any Drain damage taken is stun damage.

Attribute Boost is not compatible with any artificial (cyberware) enhancements, nor spell-based increases. It is compatible with the Improved Physical Attribute power.

Body Control

Cost: .25 per level

Your power of mind-over-body allows you to resist the effects of toxins and diseases. Each level of Body Control provides 1 additional die for Resistance Tests against such effects.

Combat Sense

Cost: See Combat Sense Power Table

Combat sense provides an instinctive sense about an area and any potential threats nearby. Each level gives you a number of extra Combat Pool dice, as well as the ability to spend a percentage of your Combat Pool dice on your Reaction Test in surprise situations (p. 109).

Enhanced Perception

Cost: .5 per level

This power sharpens your senses. Each level provides an additional die for all Perception Tests (p. 231), including astral perception, if you also have that power. You cannot have more Enhanced Perception dice than your Intelligence or Magic Attribute, whichever is less.

Improved Ability

Cost: See Improved Ability Costs Table

This power gives you additional dice for use with a specific Active Skill. Dice purchased for the Active Skill carry over equally to any specializations of the skill you know. If you are defaulting to the improved skill, only half (round down) of the Improved Ability dice may be used.

You cannot have more additional dice than your base skill rating or your Magic Attribute, whichever is less. For example, an adept with Pistols 4 and Magic 5 cannot have more than 4 Improved Ability (Pistols) dice. Remember that Improved Ability does not actually improve a skill's rating, it only provides additional dice for tests involving the skill.

Improved Physical Attribute

Cost: .5 per level

With this power, you can improve a Physical Attribute (Body, Strength, or Quickness). Each level of this power increases the Attribute by 1. If you later want to increase the Attribute using Karma (see p. 244), the cost is based on the total

ATTRIBUTE BOOST DRAIN TABLE

Boosted Attribute Rating is:	Drain Level
Less than or equal to Racial Modified Limit	L
Up to Racial Attribute Maximum	M
Up to 2x Racial Modified Limit	S

COMBAT SENSE POWER TABLE

Level	Cost	Combat Pool	Usable Pool Dice for Reaction Test
1	1	1	1/4
2	2	2	1/2
3	3	3	Full

IMPROVED ABILITY COSTS TABLE

Skill Category	Cost per die
Physical Skills	.25
Athletics, Diving, Stealth	
Combat Skills	.5
Edged Weapons, Clubs, Pole Arms	
Cyber-Implant Weapon, Unarmed Combat	
Throwing Weapons, Projectile Weapons	
Underwater Combat	
Pistols, SMGs, Rifles	
Assault Rifles, Shotguns	
Heavy Weapons, Grenade Launchers	
Whips, Gunnery, Launch Weapons	

Attribute, including the magical improvements. Improving Quickness improves Reaction and Combat Pool normally.

This power allows you to exceed your racial modified limit (p. 245), but each level over the limit costs double (1 point per level).

Improved Reflexes

Cost: See text

This power increases the speed at which you react, just like Wired Reflexes (p. 301). For each level, you receive +2 to Reaction and an additional Initiative die. The maximum level of Improved Reflexes is 3, and the increase cannot be combined with technological or other magical increases to Reaction or Initiative.

IMPROVED REFLEXES COST

Level	Cost
1	2
2	3
3	5

Improved Sense

Cost: .25 per improvement

You have a sensory improvement not normally possessed by your race. Improvements include Low-Light or Thermo-



graphic Vision, High- or Low-Frequency Hearing, and so on. Unless an improvement involves radio or similar technological phenomena, any sense provided by cyberware can also be provided by this power (see *Street Gear*, p. 270, for more information). Unlike cyberware, there are no package deals on cost. Additional Improved Senses are described here.

Direction Sense: Your sense of direction is so acute you know what direction you are facing, and whether you are above or below the local ground level, with a successful Perception (4) Test. This ability is especially useful for tribal hunters, guides, spies and runners who pursue similar occupations.

Improved Scent: You can identify scents in the same way as a bloodhound. By making a successful Perception Test, you can identify individuals by scent alone, and can tell if someone whose scent you know has been in an area recently. The strong smells of most sprawls may impose Perception Modifiers on the use of this sense.

Improved Taste: You can recognize the ingredients of food or beverage by taste alone. A successful Perception Test allows adepts with Chemistry or a similar Knowledge Skill to identify ingestive poisons and drugs concealed in food or drink. A successful Perception (4) Test allows adepts to determine if a sample of water is pure enough to drink.

Flare Compensation: Your eyes adapt quickly to intense light, allowing you to avoid the effects of flash grenades and similar weapons. This power functions exactly like the cybernetic version of flare compensation (p. 299).

Sound Dampening: Your ears are protected from loud noises and adjust quickly to sudden changes in noise level. The sound dampening power functions exactly like the cybernetic dampener enhancement (p. 299).

Killing Hands

Cost: See Killing Hands Cost Table

Normal unarmed attacks do (Strength)M Stun Damage. This power uses magic to turn unarmed attacks into lethal, physical damage. When using Unarmed Combat and Killing Hands you may do normal stun damage, or physical damage as purchased. The use of Killing Hands must be declared with the Unarmed Combat attack. The cost for each level of damage is given on the Killing Hands Cost Table.

A Killing Hands attack is effective against creatures with Immunity to Normal Weapons (see *Powers*, p. 260.) Their defensive bonuses do not count against Killing Hands. Killing Hands can also be used in astral combat if you have the Astral Perception power and are using it to see into the astral plane (see *Astral Combat*, p. 174).

Magic Resistance

Cost: 1 per level

You possess an inherent resistance to sorcery. Add 1 die per level of this power to all your Spell Resistance Tests. Your magic resistance does not interfere with spells that you choose not to resist. The only critter power this protects you from is the Innate Spell power (and critters using Sorcery, of course).

Missile Parry

Cost: 1

You can catch slow-moving missile weapons such as arrows, thrown knives, or shuriken out of the air. Make a Reaction Test (plus any Combat Pool dice you choose to allocate to the test) against a Target Number of 10, minus the base target number for the range of incoming attack. For example, against an arrow coming from long range, the target number is 2 (10 – 8, the base Target Number for long range). If the attack were from short range, the Target Number would be 6 (10 – 4, the base Target Number for short range).

To successfully grab the missile weapon out of the air, you must generate more successes with your Reaction Test than the attacker achieved on the Attack Test. Ties go to the attacker. Using Missile Parry is a Free Action.

Mystic Armor

Cost: .5 per level

This power magically toughens your skin to resist the effects of damage. Each level provides you with 1 point of Impact Armor, cumulative with any worn Impact Armor. Mystic Armor does not provide Ballistic Armor. Mystic Armor also protects against damage done in astral combat (p. 174).

Pain Resistance

Cost: .5 per level

Pain Resistance allows you to ignore the effects of injury. It does not reduce actual damage, only its effect on you. Subtract your level of Pain Resistance from your current damage before determining your injury modifiers. For example, an adept with 3 levels of Pain Resistance does not suffer any modifiers for being Lightly or Moderately wounded. At 4 boxes of damage, the adept has only a +1 injury modifier (4 – 3 = 1, or Light damage). Pain Resistance works equally on both the Physical and Stun Condition Monitors.

Pain Resistance also allows you to resist pain from torture, magic, illness and so on. The level is subtracted from your target numbers to resist pain, such as a Body or Willpower Test against the symptoms of a painful disease, interrogation, torture, and so on.

Rapid Healing

Cost: .5 per level

You recover more quickly from all forms of injury, using magical energy to boost the normal healing process. Each level adds 1 die to your Body for Healing Tests as well as Body Tests to determine if you suffer a crippling injury from a Deadly Wound (p. 127). The power does not increase resistance to injury, toxins or pathogens, but does allow you to recover from their effects more quickly. Rapid healing has no effect on checks for magic loss (p. 160).

Suspended State

Cost: 1

This ability allows you to enter into a meditative state, reducing your metabolism and therefore your requirements for food, water, air, or

KILLING HANDS COST TABLE

Physical Damage Level	Cost
Light	.5
Moderate	1
Serious	2
Deadly	4



your rate of bleeding. To use Suspended State, roll your Willpower against a target number of 4, applying any injury modifiers. Consult the description of the Hibernate spell (p. 194) and use the successes as indicated. If an adept with this power takes a Deadly physical wound and falls unconscious, the power automatically activates.

THE ASTRAL PLANE

The *astral plane*, or astral space, is a parallel dimension overlaying the physical world, a reflection or shadow of the physical plane. The astral and physical worlds are separate and distinct, although they share the same space and time. Mundanes in the physical world cannot perceive or touch things in astral space. While beings in astral space can perceive the physical world, they cannot directly affect it. The interface between the two planes can be thought of as a pane of one-way glass with the physical world on the opaque (mirrored) side. In fact, some of the Awakened refer to the astral plane as “the mirror world.”

ASTRAL PERCEPTION

Many Awakened characters can perceive the astral plane from the physical world. This ability is called *astral perception*. Known as “the Sight” among the Awakened, astral perception does not rely on physical vision in any way; it is a psychic sense.

To use astral perception, spend a Simple Action to extend your perceptions to the astral plane. This allows you to see anything present in astral space. You can also see glowing auras surrounding living and magical things and gain information from them, using a psychic sixth sense known as *assensing*. You can touch and interact with astral forms, using your normal physical Attributes and skills. The drawback is astral beings can also affect *you*, so you open yourself up to astral attack. Characters and creatures using astral perception are referred to as *dual beings* since they operate on the physical and astral planes simultaneously.

It takes only a Free Action to see anything actually present in astral space like spirits, barriers and other astral forms, and does not require a Perception Test unless an astral being is specifically trying to hide from you.

Assensing

By assensing something’s aura, you can gain information. The auras of living beings show their general health, emotions and magical nature (if any). Enchanted objects show their magical nature. Non-magical objects have no auras, but pick up impressions from being in contact with living auras. Assensing can “read” any impressions left behind on an object.

Spells, whether cast on the physical or astral plane, create a visible aura around the person they are cast upon.

To read an aura, spend a Simple Action and make an Assensing (4) Test using Intelligence dice. The number of successes determines how much you learn, as outlined on the Assensing Table, p. 172.

The Aura Reading Skill can be used as a Complementary Skill for any Assensing Test. Roll the Complementary Skill against a Target Number 4. Every two successes add one success to the Assensing Test, provided at least one success is





ASSESSING TABLE

Successes	Information Gained
0	None.
1–2	<ul style="list-style-type: none"> • The general state of the subject’s health (healthy, injured, ill, etc.) along with the presence or absence of cyberware implants. • The subject’s general emotional state or impression (happy, sad, angry). • The class of a magical subject (fire elemental, manipulation spell, power focus, and so on). • Whether the subject is mundane or Awakened. • If you have seen the subject’s aura before, you will recognize it, regardless of physical disguises or alterations.
3–4	<p>All of the above plus:</p> <ul style="list-style-type: none"> • Whether the subject’s Essence and Magic Attribute are higher, lower or equal to your own • The general location of any implants. • A general diagnosis for any maladies (diseases or toxins) the subject suffers from. • The subject’s exact emotional state or impression. • Whether the subject’s Force is higher, lower or equal to your Magic Attribute. • Any astral signatures present on the subject.
5+	<p>All of the above plus:</p> <ul style="list-style-type: none"> • The exact Essence, Magic Attribute and Force of the subject. • The exact location of any implants. • An accurate diagnosis of any disease or toxin the subject suffers from. • The general cause of any emotional impression (a murder, a riot, a religious ceremony, and so on). • The general cause of any astral signature (combat spell, hearth spirit, and so on).

generated on the Assessing Test. You can make a number of additional tests, trying for a better result, equal to your Intelligence. Each additional test adds +2 to the target number.

Astral Signatures

Magical skills produce an *astral signature* on anything affected by them, which can be detected using assessing. An astral signature is the magical “fingerprint” of the magician who created it. A signature lasts for a number of hours equal to the Force of the magical effect after the magical effect ends. Foci and other magical items (like hermetic circles and shamanic lodges) *always* retain the astral signature of their owner.

A character can attempt to “read” an astral signature with an Assessing Test. Three or more successes are required to detect the signature, with the normal penalties for repeat attempts. If successful, you detect the signature (and recognize it, if you have seen it before). Once seen, you will recognize a signature if you see it again. With five or more successes, you also get an impression of what magical effect created the signature (the magical skill used and the general class of spell or spirit).

Magical forensic investigators use astral signatures to gather information about criminal magicians, so be careful about leaving

your astral signature where it is likely to be seen by anyone who knows it.

You can attempt to erase your astral signature from a target by making a test using the appropriate skill (Sorcery for spells and Conjuring for spirits) against the Force of the spell or spirit. Each signature must be handled separately; multiple signatures do not “add up.” Each success reduces the time the signature lasts by one hour. Successes equal to the Force of the effect erase the signature entirely. The inherent signatures of magical things like existing spells, spirits and foci cannot be erased. After making the Skill Test, you must resist (Force)L Drain. If the Force is greater than your Magic Attribute, Drain damage is physical. Erasing a signature takes a number of Complex Actions equal to the Force of the effect, and requires astral perception.

Astral Interaction

While using astral perception, you can touch and interact with things on the astral plane, and they, in turn, can affect you. You can engage in combat with other astral forms (see *Astral Combat*, p. 174) using your physical Attributes and skills. Physical weapons and worn armor are useless, but you can use activated weapon foci against astral opponents, and natural armor—like that of a troll, or an adept with the Mystic Armor power—helps protect you. You can cast mana spells at astral opponents via astral perception (see *Spell Targeting*, p. 181).

While using astral perception, you can be affected by things on the astral plane as well. Other astral forms can engage you in astral combat or cast mana spells at you. Astral barriers are solid, somewhat opaque walls to you; they impose a visual penalty equal to the barrier’s Force.

Using astral perception can be distracting. Whenever you have to perform a completely mundane, non-magical task (shooting a gun, driving a car and so forth) while using astral perception, you suffer a +2 target number modifier.

ASTRAL PROJECTION

Astral projection allows you to send your *astral form* into the astral plane, leaving your physical body behind. To use astral projection, spend an Exclusive Complex Action to leave your body and project onto the astral plane. Remaining in astral form requires no effort, but is considered a magical activity, and so precludes any Exclusive Actions while you are astrally projecting. Returning to your physical body is likewise an Exclusive Complex Action.

Astral Attributes

Your astral form is a projection of your mind and spirit. Your Physical Attributes are irrelevant on the astral plane. Your Mental Attributes substitute for your Physical Attributes as follows:



- Astral Strength equals Charisma
- Astral Quickness equals Intelligence
- Astral Body equals Willpower
- Astral Reaction is equal to Intelligence, and you receive a +20 bonus to Initiative while astrally projecting, since you move as fast as thought.

• Your Mental Attributes do not change in astral space.

Modifications to your Mental Attributes from spells, cyberware and other sources do affect the abilities of your astral form.

Your astral form looks like an image of your physical body.

The astral forms of your foci and fetishes go with you into astral space. Non-magical gear stays with your physical body. This includes cyberware and other implants. You can form an image of whatever clothing you want, simply by willing it. It has no magical or protective value, it's just for appearances.

Astral Senses

Your astral form has normal human senses of sight and hearing. You can also use assensing to read information from auras. The astral form cannot taste or smell, although sensory input that has no equivalent may be translated as such, and it can only touch other astral objects and beings. Physical things are intangible to your astral form; you pass through them harmlessly. These astral senses are all "psychic" in a sense; thus, blind magicians can see perfectly well on the astral.

The astral plane is lit by the glowing auras of living things, including the earth and your own aura, so the physical light level does not affect visual perception on the astral. Astral barriers are difficult to see through and impose a visual penalty equal to the barrier's Force.

The astral plane is a primal place. Abstract information is more difficult to perceive there. Written information and symbols carry their *emotional* intent rather than their informational intent. For example, you could see a stop sign and know it for what it is, based on its shape and color, but you can't read a street sign and know what street you're on. Likewise, you could scan a sheet of paper from astral space and get feelings of love and longing from it, but you can't read it to see that it's a love letter. Speech and other sounds are as easy to hear from the astral plane as they are in the physical world.

Manifestation

All astral forms have the ability to *manifest*, to make themselves visible and audible to beings in the physical world through an act of will. The astral form appears as a ghostly image to all viewers on the physical plane. The astral form is still intangible, and cannot touch anything physical.

A manifestation is entirely psychic. Machines cannot perceive it in any way: cameras do not see it, microphones do not hear it, and so forth. For characters with cybereyes, the image is in their minds, so they can see a manifestation despite their cyber.

It takes a Simple Action to manifest your astral form. Ending a manifestation and vanishing back into the astral plane is a Free Action, and can be done at any time.

Astral Movement

Astral movement is as easy as thought, and astral forms do not get tired. Normal movement is (Intelligence x 4) in

meters per turn. Use this rate when you have to pay attention to your surroundings.

Fast movement is very fast! Your astral form can move up to a number of kilometers equal to your Magic Attribute in a single turn (roughly Magic x 1,000 kilometers per hour). At top speeds, your surroundings pass by in a blur. You retain a sense of location and direction and can dodge around astral obstacles, but cannot assense or see anything in detail without slowing a bit. Combat can occur between two astral forms using fast movement.

At any speed, astral forms can fly. Do *not* leave the atmosphere (about 80 kilometers up)—astral projectors who try usually die or go mad, and the survivors' memories of the experience are badly scrambled by some kind of profound mental trauma.

Astral forms are unaffected by the physical world, allowing you to move through solid objects without slowing your movement. Only astral forms can slow or affect another astral form. The earth is solid on the astral plane, just as it is in the physical world; astral forms cannot pass through it. Secure facilities are often built underground to keep out astral intruders.

Astral Detection

Physical beings may sense when an astral form passes through them. This requires a Perception (10) Test. Subtract 2 from the target number if the subject is Awakened. Subtract an additional 2 if the subject is capable of astral perception (but obviously not using it at the time). If the test is successful, the subject feels a sensation like a chill or a tingling from the passage of the astral form. Some characters (especially magical and security personnel) recognize this feeling and know an astral intruder is nearby.

While You Were Out ...

While you are astrally projecting, your physical body remains comatose, in a deep trance. The longer you are in astral space, the weaker your physical body becomes. The astral form holds your Essence. Without it, your body begins to die. Your physical body loses 1 point of Essence at the end of every hour you are astrally projecting. If its Essence is reduced to 0, you die. Your astral form has its full Essence and Magic even though your physical body is weakening. Once you return to your body, the lost Essence returns at a rate of 1 point per minute, up to the original rating.

While in astral space, you are unaware of the environment of your physical body unless you can see it. You know instantly if it suffers any damage, but you are otherwise unaware of what happens to your body while you're "out." If someone (or some thing), moves your body while you are in astral space, you will not know it until you return and discover it is gone!

Fortunately, your astral form is strongly connected to your body, allowing you to track it down. You can search for your lost body by making a Willpower Test against a Target Number of 4. The base time is 6 hours, divided by the number of successes. At the end of that time, presuming you have not run out of Essence, you are in the presence of your body. Of course, if enemies moved it, you might find astral opponents and barriers blocking the way back home.

Enemies can also simply kill your body. Your physical form is helpless, and can easily be dealt a Deadly wound. You know



at once if your body dies. Your astral form survives until it would have normally used up its Essence, at which point it evaporates. Such a poor soul may decide to use any remaining hours seeking vengeance, and the gamemaster can use such no-bodies as ghosts.

ASTRAL BARRIERS

Magic can create barriers on the astral plane. Such barriers are in fact dual-natured, having both a physical and an astral component. The physical component may consist of chalked, painted or engraved runes (hermetic circles), an actual wall (wards), or bead curtains, paranormal hides or any other part of a shamanic lodge. The astral component is invisible and intangible to physical beings, although those who walk through one may make an Astral Detection Test as if an astrally projecting character had passed through them. On the astral, such barriers are a hazy, solid wall. They block movement and impose a visual penalty equal to the barrier's Force. The only way to pass through an astral barrier is to overcome it in astral combat (see *Astral Combat*, p. 174). The astral form of a barrier does not necessarily conform to the physical contours. The creator of a barrier is unaffected by it and can see or pass through it at will. The creator of a barrier can allow other astral forms to see or pass through at will, if desired.

Spells cast through a barrier at a target on the other side add the Force of the barrier to the target number of the spell. This is true of both the physical and astral planes.

Hermetic circles and shamanic lodges both form astral barriers. A hermetic circle acts as a barrier only when it is being used to do magic. The barrier forms a hemisphere with a diameter equal to the circle's and a height equal to the circle's radius (or the height of the tallest person in the circle, whichever is greater). Shamanic lodges form a barrier that conforms to the shape of the lodge. Open-air lodges form hemispheres similar to hermetic circles. In both cases, the barrier has a Force equal to the rating of the circle or lodge.

Wards

Another form of astral barrier is a *ward*. A ward is an astral barrier that has no other magical application. Any Awakened character capable of astral perception can set up a ward, given time. The maximum area that can be warded is the creator's Magic Attribute times 50 cubic meters. A group of characters can ward an area measuring 50 cubic meters times the sum of their Magic Attributes. A number of firms and freelance magicians contract to maintain wards for those who value their astral privacy. They generally charge around 100 nuyen an hour (per magician).

A ward must be placed on a non-living thing (walls, a vehicle, rocks and so on). A ward cannot be moved from its physical component to another location.

The warding ritual takes a number of hours equal to the Force of the ward and requires no special materials. At the end of the ritual make a Magic Attribute Test against a target number equal to the desired Force. A group of characters makes individual tests and totals their successes. The number of successes is the number of weeks the ward lasts before dissolving. A ward can be made permanent by paying Karma equal to the ward's Force.

Drain for creating a ward is (Force)L. Drain is *never* physical damage, but the maximum Force you can give a ward equals your Magic Attribute. A group can create a ward with a Force equal to the sum of their Magic Attributes.

A warding ritual can also increase the life span of an existing ward. In this case, use the Force of the existing ward as the target number. The life span of the ward increases by a number of weeks equal to the successes rolled. If the ritual fails, the existing ward remains unharmed except on a roll of all ones, which destroys the ward.

ASTRAL COMBAT

Any astral form can engage in astral combat. Physical characters—even Awakened characters not using astral perception or projection—are immune to direct attacks from astral space.

Astral combat uses the same rules as Melee Combat (p. 120). The nature of astral space precludes ranged weapons, except for spells. An astral character can attack other astral forms with no penalties for astral movement.

Astral Initiative

Astrally perceiving characters and other dual-natured beings use their normal physical Reaction and Initiative.

Astrally projecting characters use their Intelligence as Astral Reaction, making their Initiative Score equal to Intelligence + 20 + 1D6.

Characters who begin a turn in their physical bodies then astrally project (an Exclusive Complex Action) use their physical Initiative for the remainder of the turn. Characters who begin the Combat Turn astrally projecting, then return to their physical bodies (also an Exclusive Complex Action) may not take another action for two Initiative Passes.

Astral Combat Tests

Astrally perceiving characters and other dual beings use their normal physical Attributes, skills and Combat Pool in astral combat. Dual beings must move on both planes together, including spirits in physical form. They cannot be in one place in the physical world and another in astral space. Thus, they are limited to their physical rate of speed and Initiative.

Astrally projecting characters use their normal Mental and Special Attributes, but use their Mental Attributes in place of their Physical Attributes. Projecting characters and spirits have an Astral Combat Pool equal to the sum of their Mental Attributes, divided by two and rounded down (see *Dice Pools*, p. 43).

Use the melee combat rules (p. 120) to make attacks. The character may attack using an armed combat skill if armed with a weapon focus, Unarmed Combat if not, or Sorcery in place of either skill. Even characters who cannot cast spells (like adepts) can use the Astral Combat Specialization of Sorcery for astral combat. (Note that using Sorcery in this manner *does* "use up" Sorcery dice for purposes of spell defense, spellcasting and so on.) Spirits and other astral entities use their Force for all astral combat tests unless they are materialized.

Astral Damage

The Damage Code for astral attacks is given on the Astral Damage Codes Table. The Damage Resistance Test is resolved





ASTRAL DAMAGE CODES

Attack Type	Damage Code
Unarmed Attack	(Charisma)M
Armed Attack	(Charisma) + Weapon Focus Damage (see <i>Weapon Foci</i> , p. 191)
Dual Being	(Strength)M or by type
Spirit, Focus or Barrier	(Force)M

using Willpower or Force for astral beings, or Body for dual beings. Dual beings with natural physical armor gain the benefits of their armor in astral combat; the Power of the attack is reduced by the target's natural armor. Physical armor worn by a character has no effect in astral combat.

Astral damage can be physical or stun at the choice of the character inflicting it. An adept with astral perception can use the Killing Hands power to full effect on the astral plane.

The physical body manifests any damage inflicted on the astral form and vice versa. If you are wounded in astral space, the wounds appear on your physical body at the same moment. If your astral form is killed, your physical body dies as well. Fortunately, healing techniques used on one body also heal the other, whether they are magical or mundane.

An astral form suffering Deadly stun damage is *disrupted*. A disrupted astral form immediately disappears from the astral plane: astrally projecting characters return to their physical bodies (regardless of any barriers separating them), while spirits vanish entirely. The character is unconscious (at Deadly stun damage) and must recover normally (p. 126). A character who is disrupted in astral combat must immediately check for Magic Loss (p. 160). A spirit disrupted in astral combat cannot reappear in astral space or the physical world for a number of days equal to 28 minus its Force.

Astral Objects

Astral objects are non-intelligent astral forms like barriers and foci, which only fight in astral combat if they are attacked. Astral objects inflict physical damage in astral combat. Similarly, they can only be affected by physical damage. The owner or creator of a barrier or focus automatically knows if it is attacked in astral combat.

When attacking an astral object in astral combat, the attacker pits her Charisma (or Force) in an Opposed Test against the object's Force. The net successes of the winner are used to reduce the Magic Attribute (or Force) of the attacker or the Force of the object. No dice pools other than Karma can be used for this test; consider barriers made permanent to have a Karma Pool equal to the amount of Karma invested in them; foci have a Karma Pool equal to their bonding Karma Cost per Force Point, plus Force (a Power Focus 3 would have a Karma Pool of $5 + 3 = 8$).

If more than one assailant attacks the object, each attack is conducted separately (no modifiers for friends in melee are gained), although Force reductions are cumulative unless the object is given a Combat Turn to refresh. If an assailant uses a weapon focus, add 1 die to his or her Charisma per 2 points of Force Rating of the focus (round down).

If the attacker's Magic Attribute is reduced to zero, he is disrupted (see *Astral Damage*, p. 174) and flung back to his body. The Magic Attribute will restore itself at the rate of 1 point per hour (as long as the character is not projecting). Spirits whose Force is reduced to zero are disrupted and cannot reappear in astral space or the physical world for a number of days equal to 28 minus their Force.

If the object's Force is reduced to zero, it is overcome, but not yet destroyed. The Force of the object will refresh fully in one Combat Turn. A character who has reduced an item's Force to zero but not destroyed it can keep it "suppressed" by spending a Complex Action each Combat Turn; a suppressed object cannot regain its Force until it has been left untouched for a full Combat Turn. If an astral barrier is suppressed, any astral or dual form can pass through it.

To destroy the object, the Force must be reduced to zero, and the attacker must then make a Charisma Test against twice the object's original Force. Only one success is necessary to destroy the object.

Destroying a focus in astral combat destroys the item's enchantment. Destroying a barrier destroys temporary barriers like wards. Permanent barriers (like lodges, circles and wards made permanent using Karma) are rendered permanently ineffective against the character who defeated the barrier, but remain effective against all other astral intruders. Eventually, a permanent barrier can become so ineffective that it must be replaced. For a shamanic lodge or hermetic circle, this is as simple as renewing the lodge's link to the earth (taking Force in days) or re-drawing the circle (Force in hours). Permanent wards can only be replaced with a new warding ritual and the expenditure of additional Karma equal to the desired Force.

If an astral object is targeted with a mana spell, either on the astral or physical plane, it resists using Force for the Damage Resistance Test. The creator of the barrier or the bonder of the focus may add Spell Defense dice to help defend it, no matter where he is. If the object takes Deadly damage, it is destroyed. Otherwise, each level of damage (L, M, S) reduces the Force by one, which the object recovers in one Combat Turn as long as it suffers no further damage.

Astral Evasion

Given the great speeds at which astral forms can travel it is a simple matter for one astral form to evade another. There are only a few points to consider.

A dual being can only move at physical speeds and in ways dictated by its physical form. An astrally projecting character can break off combat with a dual being by moving out of its reach, dodging through a wall, or some similar tactic.

When both combatants are astrally projecting, however, an Opposed Magic Test is used to resolve any attempt to break off combat or evade pursuit (use Force for spirits). If a character is facing two or more pursuers, make the Opposed Test against the pursuing character with the highest Magic Attribute or Force, with a +1 target number modifier for each additional pursuer. The opponent with the greater number of successes decides what happens; ties go to the pursuer(s). You either escape or maintain range with your opponent.



ASTRAL TRACKING

All existing magical things (spells, spirits, foci, circles and lodges) have a link to their owner. Following this link back to its source requires an Astral Perception (4) Test. The base time is six hours, divided by the number of successes. If this is longer than the tracker is able to maintain astral projection, the search can be halted, allowing the tracker to rest, then begun again. When the tracker resumes the search, make an Intelligence or Magic Test (whichever is higher) against a target number equal to the number of hours since the tracking was abandoned. One success is enough to pick up the trail again, otherwise, the trail is lost. The tracker can try to begin again, with a +2 penalty to the Astral Perception Test target number.

An Astral Journey

Tweezil glanced at the unconscious figure of his master, Grimley, before he entered his own trance. As the astral plane enveloped him, a voice from behind boomed, "What kept you, boy?" Tweezil whirled and stared at the ork figure, robed in garments of light and wearing a broadsword at his waist.

"Sorry, boss," he said.

"Follow me," Grimley said. "We've got work to do."

The astral forms of Tweezil and his teacher flew up and away from their physical bodies, through the ceiling of Grimley's apartment and past the family upstairs watching the trideo. Tweezil flew through one of the children playing on the floor in front of the trid while Grimley simply went around them. When the ork girl started at the brush of Tweezil's astral form and cried to her parents, the apprentice laughed while his master shook his head at the folly of youth. They passed through the roof and out into the night sky.

The buildings and streets of the sprawl were dark shapes against the glow of the living earth, lit by the glimmering auras of people moving around, going about their business. Grimley led the way and the pair flew over the streets toward their destination. Tweezil was glad his teacher was leading him since he couldn't read the street signs. They were just a meaningless jumble. In short order, the pair arrived at a storefront along the main drag.

"This is it," Grimley said. They passed through the armored-glass window and steel shutters in front of the shop like they were nothing more than smoke and entered the lore-store. Tweezil looked at the various items on the shelves and counters. Most were dull and lifeless, non-magical drek for sale to gullible mundanes. A few things showed the distinctive auras of foci, and Tweezil wanted to look at them closer, but Grimley tugged him by an astral ear.

"Stop day-dreaming, boy, this is serious business." Tweezil rubbed his ear and followed Grimley toward the back of the shop. The apprentice tried to dart through the back wall and ran smack into a barrier that stopped him cold.

"Ow!" he said, and Grimley laughed.

"Not so fast, dimbrain. Ratboy has his lodge in the back of the shop. Fraggin' shamans." Grimley carefully appraised the astral barrier of the shaman's lodge. "No two ways about this," he said. "C'mon, boy, we're breaking through." With that he drew the broadsword at his

waist. "On three; one, two, three!" The two astral forms struck the barrier at the same time and it reacted with a surge of magical force. Tweezil was almost overcome by the barrier's counter-reaction, but he focused in the way Grimley had taught him and fought with all of his strength. The barrier weakened and collapsed under the combined assault, allowing the two of them to pass through.

"Let's work fast," Grimley said, "Ratboy will know we've broken into his lodge, so ... uh-oh." Grimley's voice trailed off as a snarling astral form stood up in the corner of the lodge. It belonged to an equally snarling black-furred body. A barghest, a guard dog present on the physical and astral planes simultaneously. The hound snarled again and leapt at Grimley's hovering astral form as he raised his sword to fend it off. The barghest struck the ork mage and bore him to the ground.

"Don't worry, boss, I'll get it!" Tweezil yelled as he started to concentrate on a spell.

"No, boy, don't ... !" Grimley's warning came too late as Tweezil flung a manabolt at the barghest. The barghest's howl cut off into a painful yelp as damaging mana poured into its astral body. The black dog's astral form shredded under the force of the spell and broke up. At the same moment, its physical body fell to the floor, dead.

Tweezil's astral body doubled over as the pain ripped through him. He felt like he was being torn apart just like the barghest. In an instant Grimley was at his side.

"Stupid kid," he said "Don't ever, ever try casting a spell like that in astral space, boy, until you're a lot better spell-slinger than you are now. You just slammed so much power through your astral form you're going to be hurting bad when you get back to your meatbody. Get back home now. I'll be there in a tick."

Tweezil nodded and focused on his body. His astral form leapt through space, objects passing by in blur, and he was back in Grimley's little workroom in an instant. He sank back into his physical body, wincing at the painful burns on his face, arms and hands. As he opened his eyes and lifted his arms to see how badly he'd messed himself up, he heard Grimley's body stir. The ork got up and came over to the couch. He opened the first aid kit and stuck a drug-patch on Tweezil's neck to kill the pain while he took out some salve for the burns.

"Healing magic can't heal foolishness," the old ork said. "You'd better learn some sense if you're planning to go with me anywhere else in the astral, boy." Tweezil nodded stiffly as the soothing painkillers flowed into him. He had a lot to learn.

SORCERY

Sorcery is the magical skill of shaping mana to create specific effects, known as *spells*. It can be used to cast spells (Spellcasting), protect against them (Spell Defense) and eliminate their effects (Dispelling).

Mages control mana through a specific, practiced formula and effort of will. Shamans rarely cast spells the same way twice. Their magic comes from intuition, improvisation and an understanding of the moment. In either case, a magician does-



n't have to do anything other than concentrate in order to cast a spell. All the chanting, gestures, dancing and other drek is just window-dressing.

Although the methods of Sorcery used by mages and shamans are different, both cast the spells using the same rules. As far as the *Shadowrun* rules are concerned, a spell is the same regardless of whether a mage or a shaman casts it.

SPELLS

Spells differ in Type, Category, Duration, Range, Force, Drain Level and effect. Spells intended to inflict damage also have Damage Codes the same as weapons.

Type

Physical spells affect the physical properties of a target. Only physical spells affect non-living objects.

Mana spells affect mental, spiritual or magical things, such as spirits, emotions, thoughts, life force and so forth. Only mana spells affect astral forms (see *The Astral Plane*, p. 171).

Category

A spell's category determines the effect the spell is intended to have. There are five categories: Combat, Detection, Health, Illusion and Manipulation spells.

Combat Spells are quick, dirty and violent. The energy of the spell is channeled directly into the target, damaging it from within. Combat spells ignore the effects of armor and non-magical, external protections.

Detection spells enhance the senses. They allow the target of the spell to see or hear over great distances, or grant new sensory abilities like ESP (Extra Sensory Perception). There are also detection spells to detect the presence of other beings, magic, life and enemies.

Health spells affect the condition and performance of a living body. They can be used to treat or heal injuries, purge poisons or toxins and to increase or decrease Attributes.

Illusion spells fool the senses. They can be used to deceive, make things invisible, confuse the senses or provide simple or complex entertainments.

Manipulation spells transform, transmute, control, or animate matter and energy. They are powerful, complex spells, often exhausting to cast. Manipulation spells can control the emotions or actions of a person, move objects or items, shape, create, or channel energy like light or fire, or change a target's form or appearance by altering its structure.

Range

All spells have a range at which they can be cast. For most spells, the range is *line of sight* (LOS or simply sight). If the caster can see the target, regardless of distance, the target can be affected.

Some spells, particularly health spells, require the caster to touch the intended target in order for the spell to work. To touch an unwilling target, the caster must make a normal unarmed

PERMANENT SPELL BASE TIME

Drain Level	Time Required
Light	5 Turns
Moderate	10 Turns
Serious	15 Turns
Deadly	20 Turns

attack as part of the Complex Action of spell-casting (see *Melee Combat*, p. 120). The target number for the unarmed attack has a -1 modifier, since the caster only needs to touch the target. One net success is sufficient for the caster to touch the target.

Duration

A spell's duration indicates how long it lasts. Spells have three durations: Instant, Sustained, and Permanent.

Instant spells take effect and vanish in the same action. Their effects, however, are usually lasting. Combat spells and some manipulation spells fall into this category.

Sustained spells can be maintained over time. As long as the caster concentrates on the spell it remains in effect. This requires no action on the part of the caster. When concentration is lost, the spell's effects disappear. A caster cannot sustain a spell if unconscious or asleep. A caster who takes damage while sustaining a spell must make a Sorcery Test against the Force of the spell (plus any injury modifiers) to continue sustaining the spell. The caster can also voluntarily stop sustaining the spell at any time as a Free Action.

Characters sustaining spells have a +2 target modifier per sustained spell applied to all tests, including Drain Resistance Tests (but not normal Damage Resistance Tests). You can simultaneously sustain a number of spells equal to your Sorcery rating. To perform an Exclusive actions (p. 160), a character must drop any sustained spells.

Permanent spells must be maintained for a specified period of time, then their effects become permanent. Many health spells are permanent. If the caster stops sustaining the spell before the required time has passed, its effects disappear, the same as a sustained spell. The length of time a permanent spell must be sustained to become permanent is based on the spell's Drain Level, as shown on the Permanent Spell Base Time table.

The caster of a permanent spell has the option of allocating successes from the Sorcery Test to reduce the base time. Divide the base time by the number of successes allocated to determine how long the spell has to be sustained. Successes used to reduce the base time do not count toward the spell's effect.

Force

A spell's Force represents how much magical energy the caster puts into the spell, which determines the power and effectiveness of the spell.

Spellcasters learn spells at a specific Force. They can cast the spell at a lower Force, if desired, but can never cast the spell at a higher Force than they have learned. The minimum Force for any spell is 1. Characters who want to increase the Force of a spell must re-learn the spell. See *Learning Spells* on p. 180.

The higher the Force of a spell, the greater its potential effect and the harder it is for the target to resist. High-Force spells are also more fatiguing to cast. When choosing the Force of a spell, you must strike a balance between its effectiveness and your character's ability to absorb the Drain of the spellcasting.





Sorcery Drain

A spell's Drain Level reflects how fatiguing it is to cast the spell.

Drain Levels are rated like weapon Damage Levels (L, M, S, and D). Drain is like an attack against the caster by the mana channeled into the spell. The more power in the spell (the higher the Force), the more difficult it is to resist the Drain.

Drain damage is usually stun damage, except under certain circumstances. If the Force of the spell exceeds the caster's Magic Attribute, the Drain does physical damage. When the body's ability to channel energy is exceeded, the damage goes from fatigue (stun damage) to actual injury (physical damage) like muscle pulls, burst blood vessels, burns and so on. Drain from spells cast while astrally projecting always causes physical damage, regardless of the spell's Force. Channeling mana through your astral form is more damaging than channeling it through your physical body.

Drain damage is resisted much like weapon damage. The spellcaster makes a Drain Resistance Test using Willpower against the Power of the Drain, which is based on the Force of the spell cast. Each spell sustained at the moment adds +2 to the Power of the Drain. Successes reduce the Damage Level. See *Drain Resistance Test*, p. 183, for more information.

SPELL POOL

Spellcasters have a special dice pool called the *Spell Pool*. The Spell Pool is calculated by adding together the character's Intelligence, Willpower and Magic Attributes, dividing the total by three and rounding down. Dice from the Spell Pool can be added to Sorcery Tests for spellcasting, spell defense and dispelling. No more Spell Pool dice can be used than the number of Sorcery dice allocated to the test. Spell Pool dice can also be added to Willpower to help resist Sorcery Drain. Spell Pool dice refresh just like other dice pools (see *Dice Pools*, p. 43).

LEARNING SPELLS

Before you can cast a spell, you must learn it. You can learn a spell from a teacher who already knows it or from a spell formula. You can only learn a spell from a teacher or formula of the same tradition you follow.

Teachers cost nuyen, since a teacher cannot do anything else while coaching a student for the time it takes to learn the spell. If the teacher quits before the student learns the spell, all the time spent is wasted. Teachers charge whatever the market will bear, but a typical price is 1,000 nuyen times the spell's desired Force, plus living expenses. A teacher can teach a student any spell he knows, at any Force up to a maximum the teacher knows.

A spellcaster can also learn a spell using the spell's *formula*. A formula is the published version of a spell, available for sale from a talismonger (and sometimes through the Matrix). Shamanic spell formulas are usually works of art or craft items such as paintings, carvings and such, while hermetic formulas are complex written diagrams filled with arcane symbols. The cost of buying a spell formula depends on the spell, and can be found in the *Street Gear* section (p. 270). For spells with a variable Drain Code, use the highest applicable Drain to determine the cost of the spell's formula.

A shaman learning a new spell spends time chanting, dancing and working in deep trances. The shaman must study in a shamanic lodge with a rating at least equal to the desired Force of the spell. A mage spends time in quiet meditation, intense study and formal ritual. The mage needs a Sorcery library with a rating at least equal to the desired Force of the spell.

Learning a spell, either from a teacher or a formula, requires a Sorcery Test; the Magic Background Skill can be used as a Complementary Skill for this test. The target number is twice the desired Force of the spell. A shaman receives totem modifiers for this test. A mage may get extra dice if aided by an elemental appropriate to the spell (p. 187). All injury modifiers apply, as do distractions for sustaining spells, poor conditions, and so on.

If the teacher possesses the Instruction Skill, he can make an Instruction Test against a Target Number 4. Each 2 successes from this test add an additional die to the student's Sorcery Test to learn the spell. Virtual instructors cannot be used to learn a spell.

Learning a spell requires a number of days equal to the desired Force. Divide this time by the number of successes. The minimum time is one day. Learning spells also costs Good Karma (p. 242) equal to the desired Force.

If the character achieves no successes on the Sorcery Test, the learning attempt fails. A failed attempt wastes a number of days equal to the desired Force. Failed study does not cost Karma, but teachers still expect to be paid.

Limited Spells

The standard spells described in *Shadowrun* can be used without restriction by spellcasters who have learned them; you simply concentrate and the spell happens. Some spellcasters, however, choose to limit a spell, following certain restrictions to make the spell easier to cast or learn. These are called *limited spells*.

A limit may either reduce the Force of a spell for purposes of Drain, or reduce the Karma cost and difficulty to learn the spell, by its modifier. The player chooses which when the spell is learned. The reduction in Force for Drain purposes also affects whether or not the caster suffers stun or physical Drain damage.

There are two limits a caster may place on a spell: *fetish* and *exclusive*. A spell can have both a *fetish* and an *exclusive* modifier, but they must be separate in purpose. The limits are learned as part of the spell. If you want to learn an unlimited version of the spell, it must be learned just like a new spell; you will know both versions.

Fetish (-1 modifier): Casting a *fetish*-limited spell requires an enchanted re-usable object, known as a *fetish*. Fetishes are available for sale from talismongers. Fetishes are made for a specific category of spells (combat, detection and so on) and can only be used for spells of that category. When the spell is learned, it is attuned to that particular *fetish*. Without the *fetish* touching his body, the magician cannot cast the limited spell. If the *fetish* is lost, a new one must be tracked down and attuned to the magician and the spell (this requires a number of hours in meditation equal to the Force of the spell). For examples of items used as fetishes, see *Foci*, p. 189.

Exclusive (-2 modifier): An *exclusive* limited spell requires more concentration than an ordinary spell, making



casting and sustaining the spell an Exclusive Action (see *Exclusive Actions*, p. 160).

Grandfather Bones wants to learn to cast a killer Fireball spell. He decides to learn the spell at Force 8, which is greater than his Magic of 6. Since Bones doesn't want to take physical Drain from casting the spell, he decides to apply a limit. He chooses to make the spell Exclusive and to reduce the Force for Drain purposes by 2. When Grandfather Bones casts the spell, he subtracts 2 from the Force before determining whether or not the Drain does physical damage and before factoring in the spell's Drain Modifier.

Alternately, if Bones decided he could risk the physical Drain and wanted to make the Fireball spell easier to learn instead, he could apply the -2 modifier to the Force of the spell, reducing both the target number and the Karma cost. His target number would be 14 ($8 \times 2 = 16$ and $16 - 2 = 14$) and he needs to spend only 6 Karma.

SPELLCASTING

The Spellcasting Specialization of Sorcery focuses on very direct here-and-now effects, spells which can be cast in a single Complex Action. All spellcasting resolution occurs within Step 3B (Resolve Actions) of *The Combat Turn Sequence*, p. 104.

Use the procedure outlined below to resolve spellcasting. Each step is explained in the following sections.

1. Preparation
2. Spell Targeting
3. Sorcery Test
4. Spell Resistance Test
5. Spell Effect
6. Drain Resistance Test

Preparation

Choose the spell or spells to be cast, the Force of the spell, how many Spell Pool dice will be used, and whether the character is sustaining or dropping any sustained spells. Choose the number of Sorcery dice allocated to the spellcasting. Determine the radius of effect for area spells.

Casting a spell requires a Complex Action. Spellcasters may, however, split their Sorcery and Spell Pool dice among multiple spells and cast them simultaneously with one Complex Action. The caster receives a +2 target number modifier for each extra spell to the Drain Resistance Test for all of the spells. So, a character attempting to cast Manabolt and Barrier simultaneously would split Sorcery and Spell Pool dice between the two

spells. The caster would then make a separate Drain Resistance Test for each spell with a +2 target modifier.

Multiple spells are resolved in whatever order the caster desires. Casters may cast multiples of the same spell, so you can cast three Manabolt spells at three different targets, splitting Sorcery dice three ways with a +4 modifier to the Drain Resistance Test of all three spells. The maximum number of spells a character can cast in a single Complex Action is equal to the Sorcery Skill Rating (at least one Sorcery die must be allocated to each spell cast). Spell Pool dice may be added, up to the number of Sorcery dice (see *Sorcery Test*, p. 182).

Area spells can affect more than one target at a time. The base radius for all area spells is the caster's Magic Attribute in meters. Area spells affect all valid targets within the radius of effect, friend and foe alike (including the caster).

Spellcasters often vary the radius of area spells. This is done by withholding dice from the Sorcery Test. The caster can reduce the base radius by 1 meter for every 2 dice withheld from the Sorcery Test. Withheld Sorcery dice cannot be used for any other Sorcery Tests. Conversely, the area of effect can also be increased. This is done in a similar manner, except every die withheld from the Sorcery Test increases the radius by 1 meter. Controlling this kind of power is much more difficult than letting it loose.

Spell Targeting

With spellcasting, the caster must be able to see the target and must be present on the same plane (physical or astral) as the target. For most spells, there is no visible effect in the physical world. On the astral plane, the caster's aura shimmers with the energies of the spell as it is cast (see *Noticing Magic*, p. 162).

A physical spellcaster can cast a spell at any physical thing he can see unaided by imaging technology. However, optical lenses, mirrors and fiber optics can enhance line of sight, as can cybernetic vision enhancements (they have been paid for with Essence). Metahuman vision abilities can also enhance line of sight, but not spells like Clairvoyance or any other spells which alter vision. Anything modifying the original image of the target before it reaches the caster, such as digital imaging equipment or simsense, prevents the caster from casting spells on that target.

Concealed targets gain cover modifiers, which increase the difficulty of the spellcasting. If the caster's line of sight is in question, the gamemaster may call for a Perception Test to determine if the caster can see a particular target.





Transparent obstructions, such as glass, have no effect on most spells (see below). Because it is transparent, the spellcaster can see the target and affect it. The spell does not actually “travel” through the glass—the caster manipulates mana to create an effect at the location of his target. An opaque barrier prevents the caster from seeing the target. Semi-transparent obstructions afford visual modifiers (see *Perception*, p. 231).

An area spell affects all valid targets within its radius. Make the Sorcery Test and compare the result to the target numbers of all valid targets. If a person or object in the area of effect is not a valid target, they are not affected by the spell. Someone completely concealed behind a wall within the radius of a Powerball spell would not be affected by the spell (since the caster cannot see them), even though the spell might reduce the wall to smoking rubble.

Elemental Manipulation Spells: Elemental manipulation spells work a little differently from other spells. An elemental spell creates a damaging medium in the physical world (fire, acid, lightning) which the caster directs at the target of the spell just like any other ranged attack. Because an elemental spell creates actual matter or energy, it is impeded by physical obstructions like glass and other barriers. The matter or energy of the spell hits the obstruction, and one of them has to give (see *Firing through Barriers*, p. 124). Because the physical component of the spell is directed and controlled by magic, it can still be blocked by anything that affects spells, including Spell Defense and astral barriers.

Because an elemental spell creates a physical medium, it affects targets in the area of effect in the same way as a physical explosion or grenade. Make the Sorcery Test and compare the result to the target numbers of all the targets in the area. Targets with complete visual cover can still be affected. Targets hidden behind a wall within the radius of a Fireball spell will still get cooked, even if the caster cannot see them.

Astral Spellcasting: An astrally projecting character can cast a spell at any astral form he can see. This includes other projecting or perceiving characters, spirits, dual beings and active foci. Astral targets (including dual beings) can only be affected by mana spells. A projecting spellcaster could, for example, assense the presence of a person using an Invisibility spell by seeing their aura, but could not target the person with a spell from astral space because the person is not present on the astral plane. Drain from spells cast while astrally projecting always causes physical damage, regardless of the Force of the spell.

An astrally perceiving spellcaster can cast a spell at anything physical or astral he can see with his normal vision or astral perception. This character has the best of both options for targeting, but is also vulnerable to attack from the physical and the astral plane simultaneously. Such a spellcaster *could* cast a spell at someone hidden by an Invisibility spell, using astral perception to target their physical body, since both the spellcaster and the target are on the physical plane.

The barrier between the physical and the astral planes is like an unbreakable pane of one-way glass. A spellcaster on the “physical plane” side of the glass, the opaque side, cannot see the other side (the astral plane). He can only affect targets on his side of the glass. A caster on the “astral plane” side of the glass—someone who is astral projecting—can see things on

the other side of the glass but any spells he throws are blocked by the glass, the barrier between the planes. A dual being (such as a character using astral perception), exists on both sides of the glass simultaneously. He can see characters on both sides and attack any of them, but likewise can be attacked by any of them.

Sorcery Test

To cast a spell, make a test using allocated Sorcery dice, plus dice from the Spell Pool, if desired. No more Spell Pool dice can be added to the test than the Sorcery dice allocated. If there are no successes, the spell fails and there is no effect. If the results are all ones (see *Rule Of One*, p. 38), the spell fails and the target number for the Drain Resistance Test is increased by +2. Note any successes from this test.

When resolving the Sorcery Test for an area spell, roll the dice once. Compare the results against the target number for each valid target within the spell’s radius. Successes are counted separately for each target, and a separate Resistance Test is made for each target.

When resolving the Sorcery Test for a detection spell, the *gamemaster*, not the player, rolls the dice. The *gamemaster* rolls secretly, then informs the caster or target of the spell what he learns from it. On a failed test, the *gamemaster* can say something like “you learn nothing” or “the impressions are unsure.” On a roll of all ones, the *gamemaster* *lies*, giving the caster or target misleading or false information.

The base target number varies with the type and category of spell being cast. If the target is a living being, then the target number is usually the target’s Willpower for a mana spell, or Body for a physical spell. The target number for spells cast against inanimate objects is based on the material from which the object is made. The more “high-tech” or processed an object is, the harder it is for magic to affect it. The Force of the spell must be equal to or greater than half the Object Resistance, rounded down, for it to affect an object. Vehicles add Body and half armor to object resistance before dividing in half. Consult the Object Resistance Table for examples of objects and materials.

Other spells have specific target numbers; see the individual spell descriptions on pages 191–98.

If the caster has trouble seeing the target due to cover and visibility modifiers (p. 232), the target number of the spell increases. Likewise, distractions such as injury modifiers (p.

OBJECT RESISTANCE TABLE

Category	Target Number
Natural Objects (Trees, Soil, Unprocessed Water)	3
Manufactured Low-Tech Objects and Materials (Brick, Leather, Simple Plastics)	5
Manufactured High-Tech Objects and Materials (Advanced Plastics, Alloys, Electronic Equipment)	8
Highly Processed Objects (Computers, Complex Toxic Wastes)	10+



126) and sustaining other spells increase the target number.

An astral barrier—such as a hermetic circle, shamanic lodge or ward—adds its Force to the target number of any spells cast across its boundaries, except spells cast by the creator of the barrier.

If the caster is currently sustaining any spells (see *Duration*, p. 178) there is an additional target modifier of +2 per spell being sustained.

Spells with a range of touch are not subject to cover or visibility modifiers, since the caster must be able to touch the target. The Unarmed Combat Test to touch the target, however, is subject to normal melee modifiers (see p. 123).

Elemental Manipulation Spells: Elemental spells are treated like normal ranged attacks (see p. 109) using Sorcery as the Ranged Combat Skill. Spell Pool dice may be added as normal. They have a base Target Number of 4, regardless of range, as long as the caster can see the target. Cover, visibility, injury and sustaining modifiers apply. These spells can be dodged (see p. 113).

Spell Resistance Test

Living targets may always make a Spell Resistance Test against spells, unless the target of the spell is willing. The target makes a Resistance Test using the targeted Attribute (usually Body, Intelligence or Willpower). The target number of the test is the Force of the spell. No target modifiers apply to this test except where specifically noted. Non-living, non-magical targets may not make a Resistance Test.

Elemental Manipulation Spells: For elemental spells, the Resistance Test is actually a Damage Resistance Test, as described under *Ranged Combat* (see p. 109). The Combat Pool may be used to resist elemental spells.

Spell Effect

If the target makes no Spell Resistance Test, all the successes from the Sorcery Test are used, according to the spell's description, to determine the spell's effect. When casting spells against non-resisting targets (which are generally non-living targets) one success always insures some degree of effect.

If there is a Spell Resistance Test, the caster's successes are compared to the successes generated by the target. If the target generated the same number or more successes, the spell does not affect the target.

If the caster generates more successes, the spell has an effect. The spell's effect is measured as the difference between the caster's successes and the target's. Consult the description of the spell for specific effects. For any spells that damage the target, stage up the Damage Level for every 2 net successes.

Elemental Manipulation Spells: Elemental spells, unless completely dodged, strike their target. The Damage Level is staged up by every 2 successes the caster made on the Ranged Combat Test. The target stages down with a Damage Resistance Test (see p. 113). Even if the damage is staged down to nothing, the spell's secondary effect may cause harm (see *Elemental Manipulations*, p. 196).

Drain Resistance Test

Immediately after the spell is cast (during the same Complex Action), the caster must make a Drain Resistance Test. Roll

the caster's Willpower dice, plus any Spell Pool dice allocated to the Drain Resistance Test. The target number is the Force of the spell, divided by 2 (rounded down) plus any Drain Modifier to the spell's Drain Code. No target modifiers apply to this test except where specifically noted. Every two successes generated in the Drain Resistance Test lowers the Drain Level by one level. Reducing the Drain Level below Light means the caster suffers no damage from the Drain.

If the Force of the spell is greater than the caster's Magic Attribute, the Drain causes physical damage. All spells cast while astrally projecting cause physical damage, regardless of Force. Otherwise, Drain causes stun damage.

SPELL DEFENSE

Sorcery can be used to defend against the effects of spells as well as cast them. To use Spell Defense, allocate Sorcery dice, plus any Spell Pool dice desired, to defense. Only subjects on the same plane as the magician—astral or physical—and within a distance equal to the caster's Magic Attribute x 100 meters, can be protected. A character can protect a maximum number of subjects equal to their Sorcery Skill Rating. Generally, most magicians allocate at least some of their Sorcery dice to defense with themselves as the target, allowing them to use Spell Defense to protect themselves against surprise magical attacks.

Whenever a protected subject is the target of a spell, the magician senses it and may use allocated Spell Defense dice to "block" the incoming spell. The use of allocated Spell Defense dice is automatic and does not require an action on the part of the defending magician. Any Spell Defense dice the magician wishes to use are rolled against a target number equal to the Force of the spell. Any successes subtract directly from the successes the spell's caster achieves on the Sorcery Test. If successes from Spell Defense reduce the caster's successes to 0 or less, the spell fails.

The player allocating Spell Defense dice can choose whether or not to use spell defense against an incoming spell.

Allocating Spell Defense dice is a Free Action. Once used, Spell Defense dice are lost until the magician's next Combat Turn. Spell Pool dice used in spell defense do not refresh until the next Combat Turn.

Cullen Trey, a mage, is sitting overwatch as his chummers, Jack Skater and Quint Duran, handle the final exchange of data and nuyen at the end of what has been a particularly taxing shadowrun. Trey has placed himself, Jack and Duran, and the satchel carrying the goods under the protection of his Spell Defense. That's a total of four targets, which is less than his Sorcery. Trey allocates six dice from Sorcery and Spell Pool to defense.

Suddenly, magic begins raining down on the meet site. Trey's chummers are targeted by a Force 4 Manaball spell. Since they are under the protection of his spell defense, Trey can attempt to block the spell. He rolls four of his spell defense dice against the spell's Force (4). He keeps the remaining two Defense dice in reserve in case there is more than one enemy mage.

Trey rolls three successes, so the gamemaster subtracts three successes from the caster's Sorcery Test, leaving



only two. Jack and Duran make Spell Resistance Tests, but succeed easily against the reduced number of successes.

DISPELLING

By using a Complex Action, characters can use Sorcery to cancel existing sustained spells. The magician must be able to see the target of the spell and be on the same plane. A Dispelling Test is made using Sorcery dice, plus any dice allocated from the Spell Pool, against the spell's Force. Each success permanently reduces the spell's successes (from the original Sorcery Test to cast it) by one. When the spell's successes reach 0, the spell vanishes and its effects end. If the spell has a Threshold (p. 196), any Dispelling Test that reduces its successes below the required Threshold ends the spell.

After each Dispelling Test, the magician must make a Drain Resistance Test as if casting the spell being dispelled. If the spell's Force is greater than the dispeller's Magic Attribute, the Drain does physical damage as well. For this reason, characters should assense a spell and try to learn its Force before attempting to dispel it (see *Astral Perception*, p. 171).

Multiple magicians can cooperate to dispel a single spell. Successes from each character reduce the spell's successes, and each character resists Drain separately.

Talon's friend Trouble has been turned to stone by a Force 4 Petrify spell (p. 198) with five successes. Talon needs to break the spell, so he makes a Dispelling Test, using his Sorcery 6 and 2 Spell Pool dice against a target number of 4 (the spell's Force). He rolls three successes, which reduces the spell's successes to two. Normally, this would not cancel the spell, but Petrify has a Threshold equal to half the target's Body, and Trouble's Body is 6, so the spell is broken. Talon now resists 3S Drain, as if he'd cast the Petrify spell himself. Since the spell's Force is not higher than his Magic Attribute, the Drain does stun damage.

CONJURING

Conjuring is the magical skill of dealing with spirits. Conjuring is used to call and command spirits (Summoning), command uncontrolled spirits (Controlling) and destroy spirits by disbanding their energies (Banishing).

The debate rages among academics whether or not spirits are summoned from somewhere else or created out of pure mana by those who summon them. In practice, it doesn't really matter. Spirits exist, and they are powerful allies for those who command them.

Each spirit has a Force chosen by the spirit's summoner. The Force determines not only the spirit's abilities, but the difficulty of handling it. The more powerful a spirit (the higher its Force) the more difficult it is to summon, control, or banish.

NATURE SPIRITS

Nature spirits personify the forces of the natural world: the Land, the Sea, the Sky and Man. Only a shaman can summon or control a nature spirit.

See the *Spirits and Dragons* chapter, p. 260, for descriptions of nature spirits and their powers.

Domains

A shaman can summon a nature spirit only in the spirit's domain. A domain is the environment the spirit personifies: wind spirits require open air, forest spirits wooded areas, hearth spirits an occupied building, and so forth. A shaman cannot summon a spirit outside the spirit's domain. For example, inside a home a shaman cannot summon a wind or forest spirit. A home is the domain of a hearth spirit.

Nature spirits only have power within their domain. They cannot leave their domain, nor extend their power from it. A city spirit can exercise a power such as Search on the streets, squares, and plazas of a city, but cannot find the object of a Search if the target is inside an occupied building (hearth domain), a park (forest domain), in a boat on the river (river domain), or on the ocean (sea domain).

Some nature spirits have domains that cross into other domains. Areas may consist of multiple domains overlapping. For example, a forested mountain slope under the open sky could be forest, mountain or even sky domain and the nature spirits of the area could interact and even conflict with one another.

A shaman can only be in one domain at a time, even if multiple possible domains exist in an area. If you are in an area of multiple domains, you must choose which domain you are in. This affects which type of nature spirit you can attempt to summon. If you choose to shift your attention to a different domain, then you have "left" the previous domain. A shaman can only summon one nature spirit in any given domain.

If a shaman leaves a nature spirit's domain, any remaining services the spirit owes are canceled. The spirit will fulfill any services requested before the shaman left the domain, in which case the spirit remains until the last service is complete or until the next sunrise or sunset, whichever comes first.

Man-of-Many-Names is in a mountain cabin (hearth domain) where he has just discovered the target of his corporate extraction run is dead—a setup! As corporate security guards start to break down the door, Many-Names summons a hearth spirit and asks it to use its Confusion power on the guards. He then jumps out the window, leaving the hearth spirit's domain. Any other services the spirit owed Many-Names are canceled, but it still uses its Confusion power on the guards to hold them off, as the shaman requested.

Outside, Many-Names finds himself on a forested mountain slope under the night sky (overlapping forest, mountain and sky domains). Another corporate team in a helicopter further up the slope spots him. He calls out to the sky, summoning a storm spirit and asking it to attack the helicopter.

An enemy shaman lurks outside the cabin and Many-Names, his attention focused on the chopper, doesn't see her. The shaman summons a mountain spirit and asks it to use its Accident power to send a landslide down on Man-of-Many-Names. He barely avoids the tumbling rocks and spots the other shaman. Many-Names decides to summon a mountain spirit of his own, effectively leaving the sky domain to enter the mountain domain. The storm spirit Many-Names summoned continues attacking the helicopter, but its remaining services are canceled.





Summoning Nature Spirits

Summoning a nature spirit requires an Exclusive Complex Action. The shaman decides how powerful a spirit to summon. The Force of the spirit chosen is the target number of a Conjuring Test. Totem modifiers and extra dice from spirit foci can be applied to this test. The shaman may hold Conjuring dice in reserve to help with the Drain Resistance Test. Each success from the Conjuring Test represents one service the spirit agrees to perform for the shaman. If the shaman rolls no successes, no spirit appears.

Whether a nature spirit comes or not, the shaman must make a Drain Resistance Test (see *Conjuring Drain*, p. 187). If the Drain kills the shaman or knocks him unconscious, the spirit departs. Nature spirits vanish at sunrise and sunset, no matter what, regardless of whether the sun is actually visible. All services end at that time. Any services left unused or unspecified when the spirit departs are lost.

Nature Spirit Services

When summoned, a nature spirit appears on the astral plane and manifests just enough to be visible in the physical world as a ghostly image. It can remain in astral space or be instructed by the shaman to return to where it came from. As long as the shaman remains in the spirit's domain, he or she can then call the spirit at a later time. Calling a nature spirit placed on "stand-by" takes only a Simple Action and is not Exclusive, unlike summoning.

As a service, a nature spirit will use one of its powers as the shaman directs. A nature spirit in astral form can only use mana powers which affect astral forms or its summoner through their magical connection. To use its powers on physical beings or things, a nature spirit must assume physical form.

A nature spirit can use its powers on an individual target or group, depending on the power being used. Continual use of a specific power counts as only one service. If the parameters of a service change, for example, by requesting the spirit use its Concealment power on more characters than it had been, another service is used. Having a spirit use combative powers or abilities on behalf of its summoner only counts as one service, regardless of the number of foes involved. Nature spirits in physical form can also perform any physical task (including attacking an enemy of the shaman) as a service.

ELEMENTALS

Elementals arise from the four hermetic elements: Earth, Air, Fire and Water. Only mages can summon or control elementals.

See *Spirits and Dragons* (p. 260) for details on elementals and their powers.

Preparation

The mage needs a Conjuring library and a hermetic circle of the correct type, both with ratings at least equal to the Force of the elemental to be summoned. The summoning ritual also requires special ritual materials, available from a talismonger for approximately 1,000¥ times the Force of the elemental.

The elemental also needs a source from which to materialize. Fire elementals arise from a bonfire, fireplace, or large brazier (indoor mages, beware of fire alarms and sprinkler systems). Water elementals come from a large pool or tub of water. This

requirement is satisfied if the hermetic circle is near a body of water. Air elementals need great quantities of burning incense (watch out for smoke detectors, too). Earth elementals need a large (man-sized) heap of earth, clay or rock. This requirement is satisfied if the hermetic circle is on open ground.

Summoning Elementals

The conjuring ritual takes a number of hours equal to the elemental's Force and is an Exclusive Action. At the end of this time, make a Conjuring Test against a target number equal to the Force of the spirit. Extra dice may be added to this test from spirit foci, and the mage may set aside dice to help resist Drain. If the ritual is interrupted, it automatically fails and the summoner must resist Drain.

If the Conjuring Test is successful, the conjuring material is used up and the elemental materializes before its summoner, outside the hermetic circle. The number of successes is the number of services the elemental owes its summoner. If there are no successes, no elemental appears, but all materials purchased for the summoning are used up.

Regardless of whether or not an elemental appears, the mage must make a Drain Resistance Test using Charisma dice against a target number equal to the desired Force of the elemental. Extra dice may be added to this test through the use of spirit foci or allocated from the Conjuring Test. See *Conjuring Drain*, p. 187.

If the Drain kills or knocks out the summoner, the elemental becomes *uncontrolled*. Make a Force (6) Test for the elemental. If the spirit generates at least one success, it recognizes the window of opportunity and flees immediately, vanishing from the physical and astral planes. If it does not generate any successes, the elemental attacks its former master, heedless of any defenses that may be present. If its master is already dead, the elemental goes on a rampage, attacking the nearest living beings. It does not stop until it is killed, banished or controlled by another mage.

Binding Elementals

An elemental that owes services to a mage is *bound* and treats the mage as its master. A character can bind a number of elementals equal to his Charisma at one time. If a mage is at the limit and wishes to conjure an additional elemental, one of the currently bound ones can be released from its obligations. The elemental simply departs.

A master need not use all the services of an elemental at once. At the time of its summoning, an elemental is bound to respond to calls from its master. The elemental then departs, vanishing from the physical and astral plane altogether until it is called.

To use the services of an elemental, take an Exclusive Complex Action and call it to appear. The elemental appears before its master in astral form. More than one elemental may be called with the same Complex Action if they are of the same element (earth, fire and so on). The master may then command it as a Simple Action.

A called elemental stays in astral space by preference. Only if ordered to do so does it assume physical form. If twenty-four hours pass while an elemental is present in astral or physical form, even if it is performing a different service, an additional service is used up. This does not apply while a bound spirit is awaiting its



master's call, only when it is actually present.

When called, an elemental must remain within a distance of its master equal to the total of its summoner's Willpower, Charisma and Magic, times ten, in meters. An elemental will not leave this radius unless ordered to do so as a Remote Service (see *Remote Service*, p. 187) or placed on "stand by." If the elemental is somehow forced out of this radius, any remaining services it may owe are canceled; it is still bound to fulfill its last command, however.

The summoner of an elemental can order the spirit to obey another character, magical or mundane, as its master. This costs one service. Mundanes cannot use elementals to cast spells, but otherwise receive the same services as a mage: Aid Sorcery for spell defense, Physical Service and so on. Elemental bodyguards are rare and expensive, but they do protect politicians, corporate execs, crime bosses and other big shots.

If an elemental is present when its master is killed or knocked unconscious, the elemental becomes uncontrolled.

Elemental Services

There are five types of services an elemental can perform: Aid Sorcery, Aid Study, Spell Sustaining, Physical Service, and Remote Service. Each of these costs one of the elemental's services to initiate. Elementals can only perform one service at a time.

Aid Sorcery

An elemental can give characters extra dice for Sorcery Tests, like an auxiliary Spell Pool, for a single category of spells. Each die provided reduces the elemental's Force by one. These dice may be used to augment any Sorcery Test involving that spell category, including Spell Defense and Dispelling (p.183). Elementals may protect mundanes (or Awakened) with spell defense in this manner. The extra dice must be allocated at the same time and in the same manner as regular Sorcery dice. Only one elemental at a time can aid a character in this way.

- Fire elementals aid combat spells.
- Air elementals aid detection spells.
- Water elementals aid illusion spells.
- Earth elementals aid manipulation spells.
- No elemental aids health spells.

When the spirit's Force is reduced to 0, it vanishes. It can be called again if it is still bound. Doing so requires another Exclusive Complex Action. The elemental returns at full Force. An elemental can remain in astral form and provide this service to its summoner.

Aid Study

An elemental can provide extra dice to help magicians learn new spells. Doing so costs a service, and the spirit may add its Force in dice to the character's learning attempt. See *Learning Spells*, p. 180. The elemental can only help with a spell within the

appropriate category (as listed above). A character can only use one spirit, one time, for the learning of a particular spell. An elemental can remain in astral form and provide this service to its summoner.

Physical Service

An elemental can be commanded to materialize and use its powers to some end. A fire elemental can burn through a door, for example, or an earth elemental can move a great weight, or any kind of elemental can fight an enemy. See the *Spirits and Dragons* chapter for discussion of elemental powers, and the *Spirit Combat* section (p. 188) for more information.

Spell Sustaining

A mage can call upon an elemental to use its Force to sustain a spell in the appropriate category. The elemental can maintain the spell for one Combat Turn for each point of its Force. Once its Force reaches 0, it disappears. The mage can take over sustaining the spell before the spirit vanishes so the spell does not vanish with it. Spirits depleted in this manner may be re-called in a manner identical to Aid Sorcery.

A mage can also bind an elemental to a spell to sustain the spell. Doing so, however, irrevocably depletes the elemental's Force. The elemental can maintain the spell for a number of days equal to its Force. Each day, or part thereof, permanently reduces the spirit's Force by 1. When the spirit's Force reaches 0, it disappears, completely consumed. The mage can release the elemental before it runs out of Force in order to end the spell ahead of schedule, but the spirit is still free of its bond. It disappears and cannot be recalled.

If a spirit is killed or banished while sustaining a spell, the spell ends. An elemental can remain in astral form and provide this service to its summoner.

Remote Service

A mage can command a Remote Service of an elemental that allows the spirit to leave the mage's radius of control. Remote Service forfeits any other services the spirit might owe. Elementals performing Remote Service are still bound and count toward the mage's Charisma limit for controlling elementals.

The mage sends the spirit to perform a particular task, such as a Physical Service, outside the spirit's normal radius of control. Once it has its orders, the elemental will pursue them single-mindedly until it carries them out or is destroyed. Even the summoning mage cannot halt an elemental once it has been set on a Remote Service. When the Remote Service is complete, the elemental is free of its bond and vanishes. An elemental can

perform a Remote Service in either astral or physical form, and may switch between the two as needed.

CONJURING DRAIN

Spirit's Force is:

- 1/2 conjurer's Charisma or less
- Conjurer's Charisma or less
- Greater than the conjurer's Charisma
- Greater than 1.5 x the conjurer's Charisma

Drain Level (Stun damage)

- L
- M
- S
- D

CONJURING DRAIN

After summoning a spirit, the summoner must make a Drain Resistance Test (see



Drain, p. 162). Use Charisma dice, adjusted by totem modifiers and spirit foci, against a target number equal to the Force of the spirit. Conjuring dice may be allocated from the Conjuring Test to help resist Drain. The Drain Level for conjuring a spirit is determined by a comparison of the spirit's Force and the summoner's Charisma, as shown on the Conjuring Drain table. If the spirit's Force is greater than the summoner's Magic Attribute, the Drain causes physical damage. A character cannot summon a spirit with a Force greater than twice his Magic Attribute.

SPIRIT FORMS

Spirits have two forms they can assume: astral form and physical form. Changing between the two is a Simple Action for the spirit.

Astral Form

In astral form, a spirit exists entirely on the astral plane. All the spirit's astral Attributes are equal to its Force. While in astral form, spirits can only perform services affecting the astral plane or that directly affect their summoner through the magical link between them.

A spirit in astral form can communicate with its summoner, and can be seen and assensed by characters present in astral space. It cannot be harmed by physical weapons. Weapon foci have a presence in astral space and can harm a spirit in astral form, but the wielder must be present on the astral plane to use the focus in astral combat. Only mana spells affect astral form spirits.

Spirits can also manifest in the same manner as projecting magicians (see p. 173).

Physical Form

Spirits use the Materialization power to assume physical form when they must use a power on a target not present in astral space. Spirits dislike physical form because it makes them vulnerable to physical attacks. Even so, it is very difficult for non-magical characters to attack and damage a physical spirit. Only the truly courageous, driven, or mad have enough force of personality for their attacks to affect a spirit.

Physical spirits have Physical Attributes determined by their individual descriptions (see *Spirits and Dragons* p. 260, for more information). A spirit in physical form functions like a dual being, interacting with the physical and astral planes simultaneously.

Physical spirits have the power of Immunity to Normal Weapons, giving them Armor equal to twice their Force against all attacks. This makes powerful spirits virtually immune to most physical attacks.

A character (magical or mundane) in melee with a physical spirit can try to use force of personality, rather than force of arms, to overcome the spirit. In effect, the character engages the spirit in a kind of contest of wills. The character uses Willpower to make a melee attack against the spirit (Combat Pool dice may not be used). The character can wield a weapon, although mundane weapons do not affect the base damage (the weapon is only a symbol of the fighter's will, it has no actual effect on the spirit in this type of combat). However, the weapon's Reach bonus does apply. If the character succeeds, he does (Charisma)M Stun damage. The spirit may use only its Force to reduce the damage; the spirit may not use Combat Pool and armor does not protect against such attacks.

A spirit in physical form can use its powers against any target in its line of sight. Each use is a separate service, unless it is an attack against a group of foes, which constitutes a single service, regardless of the number of foes.

SPIRIT COMBAT

Spirits use the same combat rules as other characters. Individual powers determine what dice are used for the attack, the target number, and whether there is a Damage or Spell Resistance Test involved. Consult the individual power descriptions in the *Spirits and Dragons* chapter (p. 260) for more information.

As creatures of quicksilver and shadow, spirits move with great speed compared to physical beings. Spirits in astral form have a base Reaction equal to Force. They roll 1 Initiative die (1D6) and add +20 to their Initiative total. Spirits in physical form have a base

Reaction as indicated for their type. They roll 1 Initiative die (1D6) and add +10 to their total. Spirits follow the standard Combat Turn procedures.

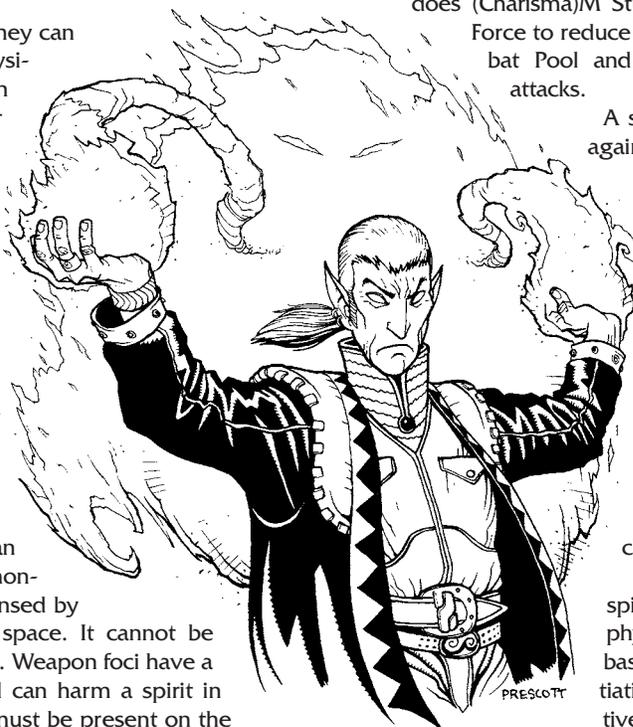
Spirits determine their Initiative based on their form. If, sometime during the Combat Turn, a spirit in astral form changes to physical form, it is ineligible for another action for two Initiative Passes. Spirits in physical form that switch to astral form receive no Initiative modifier unless they are in that form at the beginning of the next Combat Turn.

Spirits can only receive new commands on their summoner or master's actions. They will Delay Actions to wait for commands if they have none to follow.

Spirits may fight each other directly. Such combat follows the standard rules for combat, astral or physical, depending on the spirit's form. See *Astral Combat*, p. 174, for more information.

Elementals are Vulnerable to attacks from elementals of the opposing element, even in astral combat. This increases the Damage Level of such attacks by one level. Fire and Water are opposed, as are Earth and Air.

Nature spirits may oppose each other within a domain. Resolution of these conflicts of powers (say, Accident against





Guard) is simple: the spirit with the greater Force wins. The power takes effect at a Force equal to the difference between the spirits. Ties result in no effect.

Against damage-causing powers or damage-causing weapons the standard damage and combat rules apply. Use the spirit's equivalent of the appropriate Attributes, as found in the *Spirits and Dragons* chapter. Spirits have normal Condition Monitors for tracking damage.

If a spirit is killed or disrupted, its summoner knows immediately.

Like other critters, spirits have access to Combat Pool, Astral Combat Pool, and Karma Pool. A spirit's Karma Pool equals the number of successes achieved in the Conjuring Test to summon it, plus one.

CONTROLLING

Two magicians with Conjuring can contest control of a spirit. Only a shaman can try to control a nature spirit; only a mage can try to control an elemental.

The magician trying to take control declares the attempt as an Exclusive Complex Action, just as for summoning a spirit. The magician controlling the spirit may resist, regardless of whether or not the magician has actions available at that moment or is even physically present. Both magicians make a Conjuring Test against a target number equal to the spirit's Force. The summoner of the spirit also adds Charisma dice to the test. Additional dice from totem modifiers or spirit foci may be used, if they are available.

If the controller generates more successes, nothing changes and the challenger must make a Drain Resistance Test as if summoning the spirit. If the challenger generates more successes, he gets control of the spirit (with one service for every net success) and both magicians must make Drain Resistance Tests. If neither rolls any successes, both check for Drain and the spirit becomes uncontrolled (if an elemental) or vanishes (if a nature spirit).

Uncontrolled Elementals

If a mage encounters an uncontrolled elemental he can use Conjuring to attempt to gain control over it. Make a test as if the spirit were being banished (see below.) If the mage is successful, the elemental is controlled and bound to the mage, owing one service. To gain additional services, make a Conjuring Test against a target number equal to the spirit's Force. Spirit foci dice apply. Every two successes result in the spirit owing the mage one additional service.

BANISHING

Banishing destroys spirits, ending their presence on the physical and astral planes. Banishing is a Exclusive Complex Action. A magician of either tradition may banish a spirit of either type.

The banisher rolls a Conjuring Test against a target number equal to the spirit's Force. If the banisher is also the spirit's summoner, add Charisma dice to this test. Spirit foci and totem modifiers apply. The spirit rolls a Force Test against a target number equal to the banisher's Magic Attribute.

If the spirit generates more successes, temporarily reduce the banisher's Magic Attribute by 1 for each extra success. If the banisher generates more successes, reduce the spirit's Force by 1 per net success. Ties mean neither side gains ground and the contest continues.

The winner decides whether there will be another round. If there is, neither combatant can do anything else until the winner's next Combat Phase; they remain locked in magical combat.

Repeat the process until one participant overcomes the other (reducing Force or Magic Attribute to 0), or the winner of a round decides to break off the contest. If the spirit's Force reaches 0, it is destroyed. If the banisher's Magic Attribute drops to 0, the character takes Deadly stun damage and passes out; the spirit is free to go about its business. Additionally, the magician must immediately check for permanent Magic Loss (p. 160). Generally, when a spirit decides to break off a contest, it will flee. Circumstances may indicate different actions, however.

Magic Attribute or Force that is reduced by banishing is regained at a rate of 1 point per hour.

ASTRAL CONJURING

The various uses of Conjuring are Exclusive, so they cannot be used while astrally projecting. It is possible to summon a spirit, then astrally project, commanding the spirit from the astral plane.

FOCI

A focus (plural: foci) is a magical item. To mundanes, foci are ordinary objects with no magic at all. To the Awakened, they are a source of power, assisting in the use of magical skills.

There are five basic types of foci: Spell Foci, which aid Sorcery; Spirit Foci, which aid Conjuring; Power Foci, which increase Magic Attribute and aid both magical skills; Sustaining Foci, which sustain spells; and Weapon Foci, which aid in combat.

FORM

Foci are available from talismongers (dealers in arcane objects). The more powerful the focus (the greater its Force), the less likely it is to be available at any given time. Consult the *Street Gear* chapter, p. 305, for prices and availability of foci.

Weapon foci are always in the form of weapons, but other foci and fetishes can have any form a character can easily carry and use. Shamanic foci tend to be drums, rattles, knives, carved wood, horn or bone wands, carvings, masks and mojo bags filled with various herbal, mineral and animal charms. Hermetic foci tend to be ornate wands, rings, amulets and other jewelry, wooden staves or wands, chemical mixtures, and complex illustrated scrolls. The form of a particular focus does not prevent characters from other magical traditions from using it.

Although talismongers tend to offer fairly traditional foci, any physical object can be enchanted as a focus. Some flashy street magicians use enchanted radios, pocket computers, soykaf drums, cigarette lighters and credsticks as foci. If a focus has a non-magical purpose other than strictly ornamental, the character must pay the mundane cost of the item in addition to the cost for the focus.



BONDING

A focus must be *bonded* to its owner before it can be used, impressing the owner's unique astral signature onto the focus. This requires a magical ritual that takes a number of hours equal to the Force of the focus, but no other special materials. At the end of the ritual the owner spends Karma, the amount determined by the type of focus and its Force, as shown on the Focus Bonding Table.

Once the required Karma is spent, the abilities of the focus are available to its owner. Only one person may bond a focus at a time, and only that person can use it. If you find or take someone else's focus, you have to bond it to yourself before you can use it, which severs the bond with the previous owner.

A focus always holds the astral signature of its owner (see *Astral Signatures*, p. 172). The connection between a focus and its owner can be tracked through astral space (see *Astral Tracking*, p. 176).

ACTIVATION

A character must activate a focus before it can be used. It takes a Simple Action to activate a focus, but requires no action to use or apply. Weapon foci require a Complex Action to use like any other melee weapon (see *Melee Combat*, p. 120). Casting a spell into a sustaining focus is an Exclusive Complex Action. Deactivating a focus is a Free Action and can be done at any time.

The number of foci you can have active at one time is equal to your Intelligence Rating. Once activated, a focus continues to operate as long as it is on the owner's person, be it worn, carried, hand-held, or in a pocket or pouch. If the focus is snatched away or dropped, it immediately deactivates and all benefits are lost until it is recovered and reactivated.

SPELL FOCI

There are three types of spell foci: Expendable Spell Foci, Specific Spell Foci and Spell Category Foci. All three provide additional dice equal to their Force. Once used, the dice from the focus are lost until the beginning of the next Combat Turn. They refresh in the same way as dice pools (p. 43).

Expendable Spell Foci

Expendable spell foci are enchanted to provide a boost of energy for casting a single spell. Once the focus is used, its energy is spent and the focus is consumed. Expendable foci are popular because they do not require any Karma to bond, are inexpensive and require only a single Exclusive Complex Action to cast, regardless of Force.

An expendable spell focus is created for a single category of spells (combat, detection and so forth) and can be used with any spell of that category. Once activated, the Force of the

FOCUS BONDING TABLE

Item	Karma Cost
Expendable Spell Focus	0
Specific Spell Focus	1 x Force
Spell Category Focus	3 x Force
Spirit Focus	2 x Force
Power Focus	5 x Force
Sustaining Focus	1 x Force
Weapon Focus	(3 + Weapon Reach) x Force

focus can be applied as additional dice for either the Sorcery Test or the Drain Resistance Test, but not both.

Specific Spell Foci

A specific spell focus provides extra dice equal to its Force for the Sorcery or Drain Resistance Test associated with one specific spell, chosen when the focus is purchased. For example, there are Manabolt foci, Invisibility

foci, Levitation foci and so on. The extra dice can be divided between the two tests however the owner desires. Dice provided by a specific spell focus cannot be used for Spell Defense or Dispelling.

Spell Category Foci

A spell category focus is useful for all spells of a single category, chosen at the time it is purchased. A spell category focus provides a number of extra dice equal to its Force for the Sorcery or Drain Resistance Test for any spell within its category. Additionally, the dice gained by a spell category focus can be used for Spell Defense or Dispelling against a spell in its category. These dice can be divided between tests in any way the owner wishes.

SPIRIT FOCI

A spirit focus provides extra dice for use in summoning, controlling and banishing a single type of elemental or nature spirit. The type of spirit (water elemental, desert spirit and so on) must be declared when the focus is purchased.

A spirit focus provides a number of additional dice equal to its Force for any Conjuring or Drain Resistance Test involving a spirit of its type. The dice can be divided between the tests however the owner desires.

POWER FOCI

A power focus is the most flexible, and the most powerful, of foci. It increases the owner's Magic Attribute by its own Force for purposes of determining whether or not Drain does stun or physical and stun damage, as well as for determining the maximum spirit Force that can be summoned. You may also use a power focus's Force dice for Sorcery, Conjuring, or Drain Resistance Tests. Power foci dice may be used for Spell Defense. These bonus dice may be divided up among the owner's tests each Combat Turn as desired.

SUSTAINING FOCI

A sustaining focus is used to "lock" a sustained spell, maintaining it without attention or concentration on the part of the caster. A sustaining focus can only sustain spells with a Force equal to or less than its own Force. The owner specifies the spell the focus will sustain when it is bonded. It will only sustain that specific spell. The choice of spell sustained can be changed by re-bonding the focus.



The sustaining focus must be placed in physical contact with the target of a spell before it is cast in order to sustain it, so only spells cast on physical objects or beings can be sustained. The owner casts the spell, activating the focus, which then automatically sustains the spell. Casting a spell for a sustaining focus to sustain is an Exclusive Action; this means that Exclusive spells cannot be maintained by a sustaining foci.

The focus remains active as long as it is in contact with the target of the spell, even if it is no longer in contact with its owner. If the sustaining focus is removed from contact with the target, it deactivates and the spell ends. The owner of the focus can also deactivate it at any time, ending the spell. The spell must be re-cast for the focus to be activated again.

Because a bonded sustaining focus contains its owner's astral signature and can be used to track its owner astrally (see *Astral Tracking*, p. 176), magicians don't casually allow sustaining foci out of their possession.

WEAPON FOCI

Weapon foci are magical melee weapons. Any Awakened character can bond and use a weapon focus. An active weapon focus adds its Force to its owner's appropriate combat skill when wielded in combat.

A weapon focus inflicts its base damage (per weapon type) in both physical and astral combat (see *Astral Combat*, p. 174), and the defenses Awakened critters have against normal weapons do not protect them against weapon foci (see *Powers*, p. 260). When the owner of a weapon focus astrally projects, the astral form of the focus goes along and can be used in astral space. Active weapon foci can be used against targets in astral space, provided the wielder is also present there. When used in astral combat, the weapon focus's Power is determined using Charisma instead of physical Strength.

All weapon foci require the magical metal orichalcum (*or-i-cal-cum*) in their construction. Orichalcum is an alloy of copper, gold, silver and mercury, a metallurgical monstrosity created by magic. It is a rich orange-gold color, and legend says it was invented in ancient Atlantis.

Though rumors of enchanted missiles abound, no one has yet found a way to enchant any kind of missile weapon. The problem is that a weapon focus, like other foci, functions only in the hands of its owner. As soon as the focus is no longer in contact with its owner, it deactivates. This makes enchanting any kind of missile weapon problematic, to say the least.

STREET GRIMOIRE

The following are the most common spells in use in the twenty-first century shadows. The name given for each spell is the common name used by shadowrunners. Spellcasters from different backgrounds may have different names for their spells, but their effects, and their game statistics, remain the same.

Each spell has the following characteristics: Type, Target, Duration and Drain.

Type is either Mana (M) or Physical (P). See p. 178 for more information.

Target is the target number of the spell. Willpower (W), Body (B) and Intelligence (I) are the most common target numbers. Spells that affect non-living objects use Object Resistance

(OR) as the target number. Other spells have a specific target number listed. Spells cast on an unwilling target require a Spell Resistance Test (p. 183).

Duration is either Instant (I), Sustained (S) or Permanent (P). See p. 178 for more information.

Drain consists of a modifier to the Drain's Power (based on half the spell's Force, rounded down) and the Drain Level, the base Damage Level the drain causes. Some spells have a variable Drain Level, particularly spells which inflict or heal damage. The Drain Level is based on the level of damage the spell may cause or heal. If a modifier would raise the Drain Level above Deadly, add +2 to the Drain Power instead for each level above Deadly.

COMBAT SPELLS

All combat spells work by damaging the target directly, bypassing physical armor and other non-magical forms of protection. A combat spell can affect any target in the caster's line of sight. The caster of a combat spell chooses the spell's base Damage Level when it is cast. The Damage Level determines the spell's base Drain Level.

Death Touch

Type: M • Target: W • Duration: I • Drain: (Damage Level -1)

Death Touch requires the caster to touch the target. The spell does physical damage to a single target. It is a mana spell, so it only affects living and magical targets and is resisted by Willpower.

Manabolt

Type: M • Target: W • Duration: I • Drain: (Damage Level)

Manaball

Type: M • Target: W • Duration: I • Drain: (Damage Level +1)

Manabolt and Manaball channel destructive magical power into the target, doing physical damage. As mana spells, they only affect living and magical targets and are resisted by Willpower (or Force). Manabolt affects a single target. Manaball is an area spell.

Powerbolt

Type: P • Target: B • Duration: I • Drain: +1(Damage Level)

Powerball

Type: P • Target: B • Duration: I • Drain: +1(Damage Level +1)

Powerbolt and Powerball channel destructive magical power into the target, doing physical damage. These spells affect both living and non-living targets and are resisted by the target's Body. The target number for non-living targets can be found on the Object Resistance Table (p. 182). Powerbolt affects a single target. Powerball is an area spell.

Stunbolt

Type: M • Target: W • Duration: I • Drain: -1(Damage Level)

Stunball

Type: M • Target: W • Duration: I • Drain: -1(Damage Level +1)

Stun spells channel magical energy directly into the target, causing stun damage. They are often referred to as "sleep" spells because they can render targets unconscious. Stunbolt affects a single target. Stunball is an area spell.



DETECTION SPELLS

Detection spells give the subject a new sense beyond the normal five senses for as long as they are maintained. To determine the range at which the new sense operates, multiply the spell's Force by the caster's Magic Attribute for the distance in meters.

The new sense is normally directional (like normal sight). Area detection spells sense things in all directions. They are not aimed at a specific target or targets, so a separate test need not be made for each target in range of the sense. The gamemaster makes a single Sorcery Test and compares the results against each potential target in range, using the Detection Spell Target Number and Detection Spell Results tables to determine the target number and the result. If a caster sustains an area detection spell, new targets are picked up as they enter the range of the spell. The results of the original Sorcery Test still apply.

Detection spells can be cast on any willing subject (including the caster), providing them the benefits of the sense. The subject must be touched by the caster to receive the spell.

Anyone who is not voluntarily being detected by a detection spell (whether they are aware of the spell or not) may make a Spell Resistance Test using Willpower, reducing the caster's successes normally.

Analyze Device

Type: P • Target: OR • Duration: S • Drain: +1(M)

Allows the subject to analyze the purpose and operation of a device or piece of equipment within range of the sense. Every two successes gives the character a single skill point in a corresponding or logical Background or Build/Repair Skill Rating for the device in question, up to maximum skill rating or bonus equal to the Force of the spell. The subject's previous familiarity with the device or similar objects reduces the target number by -2.

Analyze Truth

Type: M • Target: W • Duration: S • Drain: L

The subject can tell whether or not a target's statements are the truth. Half-truths, or falsehoods the target believes to be true, are not detected by this spell. The spell needs at least 1 success to determine validity. The spell does not work on written materials or any sort of electronic communication. The subject must hear a statement in person to know if it is true or not.

Clairaudience

Type: M • Target: 6 • Duration: S • Drain: M

The subject can hear distant sounds as if physically present, to the range of the new sense. The subject must concentrate to use this sense, and while using it, cannot use normal hearing. This spell does not translate visual images, only sounds.

Clairvoyance

Type: M • Target: 6 • Duration: S • Drain: M

The subject can see distant scenes as if physically present, to the range of the new sense. The subject must concentrate to use this sense and cannot use normal vision or astral perception while using it. Magicians cannot target spells using clairvoyance. Astral perception cannot be used in conjunction with

DETECTION SPELL TARGET NUMBER

Subject	Target Number
Target is in sight of caster	4
Target is out of sight of caster	6
Target is on a different plane	10
Target is behind an astral barrier	+ Force

DETECTION SPELL RESULTS

Successes	Results
1	Only general knowledge, no details.
2	Detailed information, but some minor parts are inaccurate.
3	All details are accurate, but minor parts are obscure or missing.
4	Accurate and detailed information.

clairvoyance. Other vision enhancements possessed by the subject (natural or cybernetic), function through this spell. The spell does not translate sound.

Combat Sense

Type: M • Target: 4 • Duration: S • Drain: S

The subject can subconsciously analyze combat and other dangerous situations within range of the sense. The subject senses events a split-second before they happen. Every 2 successes on the Sorcery Test add 1 die to the subject's Combat Pool for the duration of the spell, up to a maximum bonus equal to the Force of the spell. Combat Sense is not resisted, since it affects only the subject.

Detect Enemies

Type: M • Target: See table above • Duration: S • Drain: M

The subject can detect living targets within range who have hostile intentions toward him. The spell does not detect traps (since they are not alive), nor can it detect someone about to shoot into a crowd at random (the hostility is not directed at the subject of the spell). The spell can detect an ambush or other surprise attack.

Detect Individual

Type: M • Target: See table, p. 192 • Duration: S • Drain: L

The subject can detect the presence of a specific individual anywhere within range of the sense. The caster names the individual when the spell is cast.

Detect Life

Type: M • Target: See table, p. 192 • Duration: S • Drain: L

The subject detects all living beings within range of the sense and knows their number and relative location. In a crowded area, the spell is virtually useless, picking up only a blurred mass.



Detect (Life Form)

Type: M • Target: See table, p. 192 • Duration: S • Drain: -1(L)

The subject detects all of a specified type of life form within the range of the sense and knows their number and relative location. Each different life form requires a separate spell (Detect Orks, Detect Elves, Detect Dragons, and so forth).

Detect Magic

Type: M • Target: See table p. 192 • Duration: S • Drain: L

The subject can detect the presence of all foci, spells and spirits within range of the sense. It does not detect Awakened characters or the effects of permanent spells once they have become permanent.

Detect (Object)

Type: P • Target: See table, p. 192 • Duration: S • Drain: +1(M)

The subject detects all of a specified type of object within range of the sense and knows their number and relative location. Each type of object requires a separate spell (Detect Guns, Detect Computers, Detect Explosives, and so on).

Mindlink

Type: M • Target: 4 • Duration: S • Drain: S

Mindlink allows two voluntary subjects to communicate mentally, exchanging conversation, emotions and mental images. One success on the Sorcery Test is enough to establish the link. The subjects must be within line of sight of the caster. Once the spell is cast, the subjects must remain within the range of the sense, but may move out of line of sight.

Mind Probe

Type: M • Target: W • Duration: S • Drain: S

This spell allows the subject to telepathically probe the mind of a visible target within range of the sense (chosen when the spell is cast). If the caster gains one or more successes, consult the Mind Probe Results Table for the information gained.

The subject may probe for one piece of information per Initiative Pass. For each additional use of Mind Probe against the same target within a number of hours equal to the target's Willpower, add +2 to the target number per attempt.

HEALTH SPELLS

Health spells can heal physical injury, cure diseases (or inflict them), detoxify poisons or drugs (or mimic their effects), as well as modify Attributes. No techniques currently known to magic can erase fatigue, cure psychological conditions or cure Drain.

All health spells require the caster to touch the target of the spell. This "laying on hands" is traditional in magical healing lore the world over.

Antidote

Type: M • Target: Toxin Strength • Duration: P • Drain: (Toxin

MIND PROBE RESULTS TABLE

Successes	Effect
1-2	The subject can read the target's surface thoughts.
3-4	The subject can find out anything the target consciously knows and view the target's memories.
5+	The subject can probe the target's subconscious, gaining information the target may not even be consciously aware of such as psychological quirks, deep fears or hidden memories.

Damage Level)

This spell helps a poisoned subject to overcome the toxin. Each success reduces the toxin's Power by 1, up to a maximum of the spell's Force, making it easier for the target to make Resistance Tests against the toxin. It must be cast before the toxin does damage.

Cure Disease

Type: M • Target: Power • Duration: P • Drain: (Disease Damage Level)

This spell can be used at any point after infection, helping the patient overcome illness. Each success on the Sorcery Test reduces the Power of the disease by 1, up to a maximum of the spell's Force, making it easier for the target to make Resistance Tests against it. It does not heal damage already done by the disease; that takes a separate healing spell.

Decrease (Attribute)

Type: M • Target: 10 – Essence • Duration: S • Drain: +1(S)

Decrease (Cybered Attribute)

Type: P • Target: 10 – Essence • Duration: S • Drain: +2(S)

The target resists the spell using the Attribute affected. If the caster wins, every 2 net successes reduces the Attribute by 1, up to a maximum reduction equal to the Force of the spell. If a Physical Attribute is reduced to 0, the victim is paralyzed. If a Mental Attribute is reduced to 0, the victim stands about mindlessly. A version of this spell exists for each of the Physical and Mental Attributes, but not the Special Attributes (Essence, Magic and Reaction). The Decrease (Attribute) spell does not affect Attributes modified by cyberware.

Decrease (Cybered Attribute) works the same as Decrease (Attribute) except it only affects Attributes modified by cyberware.

Detox

Type: M • Target: Toxin Strength • Duration: P • Drain: -2(Toxin Damage)

Detox relieves the effects of a drug or poison as long as the Force of the spell is equal to or greater than the Power Rating of the toxin. A single success is sufficient to eliminate all symptoms. Detox does not heal or prevent damage done by toxins, but it eliminates any side-effects they may have on the victim (dizziness, hallucinations, nausea, pain and so forth). Detox is the hangover cure of choice among those who can afford it.

Heal

Type: M • Target: 10 – Essence • Duration: P • Drain: (Wound Level)

Treat

Type: M • Target: 10 – Essence • Duration: P • Drain: -1(Wound Level)



Both Heal and Treat repair physical injuries. Each success from the Sorcery Test can heal one box of physical damage (up to a maximum equal to the spell's Force), or be used to reduce the base time for the spell to become permanent. Divide the base time by the successes. The total successes can be split between the two uses (healing and time reduction) as the caster desires.

Treat must be applied within one hour of injury, but it takes only half the normal time (round down) to become permanent. Heal may be applied anytime. A character can only be magically healed once for any single set of injuries. The Drain Level of the spell is equal to the subject's Wound Level when the spell is cast.

Healthy Glow

Type: M • Target: 4 • Duration: P • Drain: L

This spell brightens eyes and hair, sloughs off dead skin cells, improves circulation and promotes general well-being. A cosmetic spell, the rich use Healthy Glow as a status symbol and pick-me-up. Though "permanent" in the sense that it does not require sustaining, the spell wears off in Force x 24 hours.

Hibernate

Type: M • Target: 4 • Duration: S • Drain: +1(M)

The caster must touch a voluntary or unconscious target. The spell puts the subject in a form of suspended animation. Double the successes from the Sorcery Test (up to a maximum number of successes equal to the spell's Force). This is the factor by which bodily processes are slowed. If 4 successes are scored with Hibernate, the subject's metabolism is slowed by a factor of 8. A target sealed into a chamber with enough air to keep it alive for a day, for example, would be able to last eight days.

Increase (Attribute)

Type: M • Target: Attribute • Duration: S • Drain: +1(M)

Increase (Cybered Attribute)

Type: P • Target: Attribute • Duration: S • Drain: +2(M)

These spells increase a Physical or Mental Attribute for a voluntary subject. Each Attribute requires a separate spell (Increase Strength, Increase Intelligence, and so forth). The target number is the Attribute to be increased. Every two successes increase the Attribute by 1, up to a maximum bonus equal to the Force of the spell. Increase Attribute does not affect Attributes modified by cyberware. Increases to Quickness and Intelligence increase Reaction normally. Each Attribute can only be affected by a single Increase Attribute spell at a time.

The Increase Cybered Attribute spell works the same as above, but can only increase Attributes modified by cyberware.

Increase Reaction

Type: M • Target: Reaction • Duration: S • Drain: +1(S)

The Increase Reaction spell increases the Reaction Attribute of a voluntary subject. Every two successes increase Reaction by 1, up to a maximum bonus equal to the Force of the spell. Subjects whose Reaction Attribute is already improved by cyberware cannot be affected by this spell.

Increase Reflexes +1

Type: M • Target: Reaction • Duration: S • Drain: +1(S)

Increase Reflexes +2

Type: M • Target: Reaction • Duration: S • Drain: +1(D)

Increase Reflexes +3

Type: M • Target: Reaction • Duration: S • Drain: +3(D)

This spell increases the Initiative dice of a voluntary target. If the spell is successful, the subject's Initiative dice are increased by the amount indicated for the spell (+1, +2, or +3). There is no cyberware version of this spell, so characters that have cybernetic enhancements that add Reaction or Initiative dice (like wired reflexes) cannot be boosted by this spell. Increase Reflexes is not compatible with any other type of increase to a subject's Initiative dice, including the adept power of Improved Reflexes.

Oxygenate

Type: P • Target: 4 • Duration: S • Drain: +2(L)

This spell oxygenates the blood of a voluntary subject, providing extra Body dice (1 die for every 2 successes) to resist suffocation, strangulation, the effects of inhaled gas or any other effect of oxygen deprivation. The spell also allows the subject to breathe underwater.

Prophylaxis

Type: M • Target: 4 • Duration: S • Drain: +1(L)

This spell provides additional dice (+1 die per 2 successes up to the spell's Force) for a voluntary target to resist infection, drugs, or toxins. The spell does not discriminate between harmful and beneficial drugs, so the subject also resists medicines and other helpful drugs while under the effects of the spell. Reduce the effect of a beneficial drug by 1 for every 2 successes of the spell. Two or more successes prevent the subject from being affected by alcohol while under the effect of this spell.

Resist Pain

Type: M • Target: 4 • Duration: P • Drain: -2(Damage)

Resist Pain allows the subject to ignore the pain of injuries, reducing the penalties from physical damage (but not stun damage). Each success on the Sorcery Test removes the effect of one box of damage from the subject's Physical Damage Monitor, up to a maximum equal to the spell's Force. It does not remove the damage itself, only eliminates the modifiers. Resist Pain can only be used once on any given set of injuries. It cannot be used to counteract Deadly damage, because any character with a Deadly injury is unconscious and must be healed.

The spell is "permanent" in that the boost to the patient's endorphin levels does not wear off. If the subject's damage rises above the Condition Level at which the patient is resisting pain or the existing injuries heal, the spell dissipates.

Stabilize

Type: P • Target: 4 + minutes • Duration: P • Drain: +1(M)

When applied to a character with Deadly physical damage, this spell stabilizes all vital functions and prevents the character from dying. The spell's Force must be equal to or greater than the overflow damage taken by the character for this spell to have any effect on the injured character. No Body Test is needed to determine if the character dies. The caster must add the number of minutes elapsed since the character took the Deadly damage to the target number for the Sorcery Test.



ILLUSION SPELLS

No matter how realistic they are, illusions cannot cause permanent harm. They can cause distractions, loss of balance or orientation, and even symptoms like nausea or pain. All such effects vanish as soon as the caster drops the illusion. Illusions can certainly cause harm by manipulating the senses so a victim walks into traffic or off a high building, for example, but they cannot directly cause damage.

Obvious illusions are used solely for entertainment and cannot fool subjects into believing they are real. Single-sense illusions affect only one sense. Full sensory illusions affect all senses. Although mana illusions can appear on the astral plane, their magical auras give them away as illusions to anyone who makes a successful Assensing Test (see *Astral Perception*, p. 171). Illusions do not disguise or create auras.

Mana-based illusion spells affect the mind and are ineffective against technological viewing systems like cameras. Physical illusion spells create actual sensory input and are effective against such systems. If the observer generates equal or more successes in a Resistance Test, then the observer determines that the illusion is not real. If the spell is not completely resisted, the character is fully affected by the illusion.

Illusion spells can affect any target or area within the caster's line of sight.

DIRECTED ILLUSION SPELLS

Directed illusion spells are cast at a target and affect his mind or senses. Others are not affected unless the spell is cast at them as well (or they are in the area of effect). Directed illusions only affect those within the caster's line of sight. Mana illusions are resisted by Willpower, while physical illusions are resisted by Intelligence.

Confusion

Type: M • Target: W • Duration: S • Drain: S

Mass Confusion

Type: M • Target: W • Duration: S • Drain: D

These spells produce a storm of conflicting sensations and images to confuse the senses. For each success on the Sorcery Test, the subject suffers +1 on all target numbers from the distraction, up to a maximum equal to the Force of the spell.

Confusion affects a single target. Mass Confusion is an area spell.

Chaos

Type: P • Target: I • Duration: S • Drain: +1(S)

Chaotic World

Type: P • Target: I • Duration: S • Drain: +1(D)

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

Entertainment

Type: M • Target: W • Duration: S • Drain: L

Trid Entertainment

Type: P • Target: I • Duration: S • Drain: +1(L)

These area spells require voluntary targets. They create obvious, but entertaining, visual illusions. The successes measure how

entertaining the audience finds the illusion. The caster can re-create an image of anything with a successful Sorcery Test. The gamemaster might require additional successes for exact details.

Entertainment affects the minds of the subjects and cannot be detected by non-living sensors. Trid Entertainment is a physical spell, and can be perceived by both living subjects and non-living sensors.

These spells are used for amusement as well as art. The entertainment industry uses illusionists as literal "special effects wizards." Magical designers and artists work to create new and interesting sensations, including sensations that can't otherwise be experienced in the real world. Only the wealthy can afford the unique experiences offered by such spellcasters.

INDIRECT ILLUSION SPELLS

Indirect illusion spells manipulate energy to create an illusory image or sound or other sense-based effect, fooling the senses. They must be cast "around" a person, or over an area (Magic rating in meters) that is within the caster's line of sight. All indirect illusions are resisted by Intelligence.

Invisibility

Type: M • Target: 4 • Duration: S • Drain: M

Improved Invisibility

Type: P • Target: 4 • Duration: S • Drain: +1(M)

This spell makes the subject invisible to normal vision. The subject is completely tangible and detectable by the other senses. Their aura is still visible to astral perception.

Attacks against invisible targets suffer the Blind Fire modifier (p. 111) if the attacker is unable to see or otherwise sense the target of the spell.

Invisibility affects the minds of viewers. Improved invisibility affects technological sensors as well.

Mask

Type: M • Target: 4 • Duration: S • Drain: M

Physical Mask

Type: P • Target: 4 • Duration: S • Drain: +1(M)

The mask spell alters the target's voice, scent and other physical characteristics. The target assumes a physical appearance (of the same basic size and shape), chosen by the caster. Observers can make a Resistance Test to attempt to overcome the illusion. Mask affects the minds of viewers. Physical Mask creates an illusion that affects technological sensors as well.

Phantasm

Type: M • Target: 4 • Duration: S • Drain: D

Trid Phantasm

Type: P • Target: 4 • Duration: S • Drain: +1(D)

These area spells create convincing visual illusions of any object or creature the caster desires. They can create an illusion of anything the caster has seen before, from a flower or a credit stick to a dragon breathing fire, so long as the illusion is no larger than the spell's area. The illusion appears real unless the observer is able to make a successful Resistance Test to penetrate the illusion. Phantasm can only be detected by living beings, while Trid Phantasm creates images detectable by technological sensors as well.



Silence

Type: P • Target: 4 • Duration: S • Drain: +1(S)

Silence creates an area that dampens sound. Because it is a physical spell, Silence affects technological devices and is useful for jamming alarms, detection devices, sonar and tactical communications. Sonic attacks into or out of the field are reduced in Power by the Force of the spell. All Hearing Perception Test target numbers within or across the field are increased by +1 per success on the Sorcery Test, up to a maximum equal to the Force of the spell.

Stealth

Type: P • Target: 4 • Duration: S • Drain: +1(M)

Stealth is cast on a target who becomes inaudible to normal hearing. The subject can move in complete silence and nothing they do makes noise. Things not being touched by the subject can still make noise, so a character under a stealth spell would make no noise knocking on a door, but the door would make noise hitting the floor or wall if it was kicked in.

MANIPULATION SPELLS

Manipulation spells control, animate or transform matter and energy. Many manipulation spells have a *Threshold*; this is a number of successes required for the spell to function. If, after the Spell Resistance Test, the caster's successes do not equal or exceed the Threshold of the spell, the spell fails.

Manipulation spells can affect any target in the caster's line of sight.

CONTROL MANIPULATIONS

Control manipulations affect the actions and the thoughts of living beings. They are resisted using Willpower and have a Threshold equal to half the target's Willpower (round down).

Control Actions

Type: M • Target: W • Duration: S • Drain: +1(M)

The caster controls the physical actions of a target like a puppeteer pulling strings. The victim's consciousness is unaffected, but the caster controls the victim's body. The victim uses any skills or abilities at the caster's orders, but with +4 to all target numbers because of the victim's resistance to the caster's commands.

Control Emotion

Type: M • Target: W • Duration: S • Drain: +1(M)

The target feels an overwhelming emotion chosen by the spellcaster, such as love, hate, sorrow and so on. The target believes the emotion wholeheartedly, but not mindlessly. Generally speaking, a target doing something in keeping with the emotion (fighting while filled with anger or hate), suffers no penalty. If doing something not relevant to the emotion (trying to drive while laughing hysterically), a distraction applies (+2 to all target numbers). If the target tries to go against the emotion (trying to shoot a "loved" target), he must make a Willpower Test against the spell's Force in order to act. A +2 distraction penalty applies even if the test succeeds.

Control Thoughts

Type: M • Target: W • Duration: S • Drain: +1(S)

The caster seizes control of the target's mind, directing everything the target does. The caster can mentally give commands as a Simple Action and the target is compelled to obey. Commands the target is deeply opposed to can be fought with a Willpower Test against the spell's Force, one test per command. If the caster is not present, a single success will overcome the spell. If the caster is present, roll the caster's Willpower against the target's Willpower. The caster's successes reduce the target's. One net success is all that is required for the target to resist the command and break the spell.

Influence

Type: M • Target: W • Duration: P • Drain: S

This spell implants a single suggestion in the victim's mind, like a powerful post-hypnotic command. The subject will carry out this suggestion as if it were his own idea and it will then fade. If someone points out that what the target is doing is wrong, the target can make a Willpower Test to overcome the suggestion as described for the Control Thoughts spell. The caster can also withdraw the suggestion at any time.

ELEMENTAL MANIPULATIONS

Elemental manipulation spells create matter or energy and direct it to cause damage. Unlike combat spells, these spells are treated like normal ranged attacks (see p. 109) using Sorcery as the Ranged Combat Skill. They have a base Target Number of 4, regardless of range, as long as the caster can see the target. Impact Armor protects against damage from elemental manipulations, but at only half its normal rating (round down). The caster chooses the spell's Base Damage Level when it is cast, which also determines the base Drain Level.

Elemental spells do primary damage determined by the Damage Code of the spell. They also have secondary effects, the effects the spell has on the environment. For example, a Fireball might start fires, cook off ammo, ignite fuel tanks, and set fire to armor and clothing all over the blast zone. An Acid Stream can melt surrounding material into smoking sludge.

If, after applying the primary damage of the spell, anyone is left standing and in some way vulnerable to the secondary effects, roll 2D6 to determine the effect for any non-living targets. The result must be greater than or equal to the target's Object Resistance Rating (p. 182). Add +2 to the Object Resistance if the spell has a base damage of Serious, and +4 if its base damage is Moderate. An elemental spell with a Damage Level of Light does not cause secondary effects. When dealing with secondary effects, the gamemaster will have to be selective and make some judgment calls.

Acid Stream

Type: P • Target: 4 • Duration: I • Drain: +1(Damage Level +1)

Toxic Wave

Type: P • Target: 4 • Duration: I • Drain: +1(Damage Level +2)

These spells create a powerful corrosive that sprays the target, causing terrible burns and eating away organic and metallic material. Anyone in full-body armor treated to resist



toxic materials (like a firefighter's suit) takes no damage. The acid creates a cloud of thick, choking fumes: add +4 to all target numbers for those in the affected area for the rest of the Combat Turn. The affected area is also considered treacherous ground for the rest of the Combat Turn (p. 108).

Anything hit by acid can be melted into sludge by the secondary effects, or at least badly pitted and burned. Vehicle tires may flatten. Armor can be reduced by -1 to both Ballistic and Impact ratings by being melted and burned. If the spellcaster chooses to cast the spell with a Damage Code of D, even firearms can be corroded into junk.

The acid quickly evaporates in the turn following the spell's casting, but the damage remains. Acid Stream is a single-target spell, while Toxic Wave is an area spell.

Flamethrower

Type: P • Target: 4 • Duration: 1 • Drain: +1(Damage Level +1)

Fireball

Type: P • Target: 4 • Duration: 1 • Drain: +1(Damage Level +2)

These spells create flames the caster can direct. The flames flash into existence and burn out after striking the target, but can ignite flammable materials, which will continue to burn after the spell is exhausted.

For highly flammable materials (gasoline, dry wood, paper, explosives and ammunition) subtract 1 from their Resistance to determine secondary effects. If clothing ignites, the wearer takes 6M damage at the end of every turn until the flames are extinguished.

Treat exploding ammunition, grenades and such as a weapon hit, with armor doing nothing to reduce the damage. Combat Pool dice can help resist damage as the singed target tries to hurl the exploding material away.

Vehicle fuel may explode, but a vehicle gets +2 to its Object Resistance, unless its fuel is exposed to the open air.

Flamethrower is a single target spell, while Fireball is an area spell, creating an explosion of flames.

Lightning Bolt

Type: P • Target: 4 • Duration: 1 • Drain: +1(Damage Level +1)

Ball Lightning

Type: P • Target: 4 • Duration: 1 • Drain: +1(Damage Level +2)

These spells create and direct electricity. Lightning can short out or overload electronics (with -1 to the equipment's Resistance) and may ignite flammable materials (like the fire spells above). Metallic armor provides no protection, but special insulation or lack of grounding (a flying or levitating target, for example) may reduce the Power of the attack at the gamemaster's discretion.

Lightning Bolt is a single target spell. Ball Lightning is an area spell.

TELEKINETIC MANIPULATIONS

Telekinetic spells allow the caster to exert pure magical force against physical objects to move them.

Clout

Type: P • Target: 4 • Duration: 1 • Drain: (Damage Level)

Clout creates a bolt of invisible psychokinetic force that

does stun damage. It is targeted as a normal Ranged Attack, using the Sorcery Test in place of the Combat Skill Test. Impact armor protects against the damage.

Fling

Type: P • Target: See text • Duration: 1 • Drain: +1(M)

This spell psychokinetically hurls a single object of no more than (Magic Attribute) kilograms at a designated target with a Strength equal to the spell's Force. The caster must touch the item to be thrown. Treat the Sorcery Test as a normal Ranged Combat Test for the purposes of the item hitting the target. Throwing weapons propelled by this spell use their normal range based on the spell's effective Strength.

Levitate

Type: P • Target: 4 • Duration: S • Drain: +2(M)

Levitate allows the caster to telekinetically lift an object and move it around. The subject of the spell can be moved anywhere in the caster's line of sight at a rate of speed equal to the caster's Magic Attribute multiplied by the number of successes (up to a maximum equal to the spell's Force) from the Sorcery Test in meters per turn.

The target number of the Sorcery Test is increased by +1 for every full 100 kilograms of mass of the object. Objects flung into other things are considered to hit with a Damage Code of (Movement Rate ÷ 10)M Stun. Especially sharp or dangerous objects may do physical damage at the gamemaster's discretion.

If the caster is attempting to levitate an item held by a living being, the holder can make a Strength Test to resist the spell. The caster must have at least 1 net success to levitate the item away. If the caster is attempting to levitate a living being, the target may resist the spell using Strength or Willpower (whichever is higher). You can use this spell to levitate yourself, if desired.

Magic Fingers

Type: P • Target: 6 • Duration: S • Drain: +2(M)

Magic Fingers creates a psychokinetic effect like "invisible hands" that can hold or manipulate items. The successes on the Sorcery Test become the spell's effective Strength and Quickness, up to the Force of the spell. The caster can use skills remotely with Magic Fingers, but all target numbers receive a +2 modifier due to problems of fine control. Even simple actions like picking up a coin may require a Quickness Test, at the gamemaster's discretion.

The caster can fight, pick a lock, or take any other action he desires using the magic fingers as if they were real hands. The spell can reach any point the caster can see, and Clairvoyance or remote-viewing technology can be used to get a close-up of the scene as long as it is within the caster's normal line of sight. This spell comes in very handy for disarming bombs and handling other hazardous work from a safe distance.

Poltergeist

Type: P • Target: 4 • Duration: S • Drain: +1(M)

Poltergeist picks up all small objects within the spell's area, up to a kilogram in mass, and whirls them around in random patterns. This imposes a +2 Visibility Modifier on the area.



The spell does a base Light Stun damage as well, whacking targets with flying debris. Targets within the area use their Quickness, not Body, for their Damage Resistance Test each turn, with a target number equal to the Force of the spell. Impact Armor protects against the damage. Poltergeist may do physical damage if the gamemaster feels the debris is sufficiently dangerous (broken glass and nails, for example).

TRANSFORMATION MANIPULATIONS

Transformation manipulation spells create, control or transform matter and energy.

Armor

Type: P • Target: 6 • Duration: S • Drain: +2(M)

This spell creates a glowing field of magical energy around the target that protects against impact and ballistic damage. One success is enough to create the magical field around the character of an Armor Rating equal to the Force of the spell. The Armor spell is compatible with all armor types and adds its rating to the rating of the physical armor being worn. This spell either works or it doesn't; extra successes do not add additional points to the Armor Rating.

Physical Barrier

Type: P • Target: 6 • Duration: S • Drain: +2(S)

Astral Barrier

Type: M • Target: 6 • Duration: S • Drain: +1(S)

Barrier spells create glowing, translucent force fields. One success is sufficient to form a field with a Barrier Rating equal to the spell's Force. Every two successes increase the Barrier Rating by 1.

The caster can form the barrier as a dome with a radius and height equal to the spell's normal radius. The caster can also form a wall with a height equal to the spell's Force in meters and a length equal to the caster's Magic Attribute. The caster can adjust the size of the barrier the same as the radius of an area spell (p. 181).

Physical Barrier creates a physical wall. Anything the size of a molecule (or less) can pass through the barrier, including air or other gases. Anything bigger treats the barrier as a normal physical wall. Attacks directed through a barrier have a Visibility Modifier of +1. The barrier does not impede spells, except for elemental spells, just like translucent glass. The barrier can be brought down by physical attacks. Any reductions in Barrier Rating are restored at the beginning of the next Combat Turn. If the barrier is penetrated, it collapses and the spell ends. Physical Barrier cannot be used on the astral plane.

Astral Barrier functions the same as Physical Barrier, except on the astral plane. Astral Barrier is not a dual barrier and does not work on the physical plane.

Ice Sheet

Type: P • Target: 4 • Duration: I • Drain: +1(S)

This spell creates a flat sheet of ice covering a radius equal to the caster's Magic Attribute in meters. Characters crossing the sheet must make a Quickness (Force) Test to avoid falling prone, adding +1 to the target number for every 2 successes, up to a maximum bonus equal to the Force of the spell. Vehicles must make a Crash Test (p. 147). The sheet melts at a rate of 1 square meter per minute in normal temperatures.

Ignite

Type: P • Target: 4 • Duration: P • Drain: +1(D)

The Ignite spell accelerates molecular motion in the target, causing it to catch fire. The spell's Threshold is half the target's Body or Barrier Rating. The base time for the target to ignite is 10 turns, divided by the number of successes over the Threshold, limited to a number of successes equal to the spell's force. Once the target ignites, it burns normally until it burns up or is extinguished by smothering or water.

Ignite wraps a living target in flames, causing 6M damage on the first turn. The Power increases by 1 per Combat Turn. Resolve the damage at the end of each turn by making a Damage Resistance Test. Impact Armor protects against this damage. Ammo or explosives carried by a victim may explode (see *Flamethrower*, p. 197). If flames are not extinguished, they burn out in 1D6 Combat Turns.

Light

Type: P • Target: 4 • Duration: S • Drain: +2(M)

This spell creates a mobile point of light, illuminating a radius around it equal to the caster's Magic in meters. The spell cannot be used to blind, but does offset darkness visibility modifiers, each success on the Sorcery Test counters a +1 modifier, up to a maximum equal to the spell's Force.

Petrify

Type: P • Target: B • Duration: S • Drain: +1(S)

Petrify transforms living tissue into stone-like calcium carbonate. The Threshold is half the target's Body. Non-living material—including clothing, gear and cyberware—is not affected. The target is not conscious while under the effects of this spell, and any damage suffered by the stone-like form affects the target normally. While petrified, the target has a Barrier Rating equal to Body + the Force of the Petrify spell.

Shadow

Type: P • Target: 4 • Duration: S • Drain: +2M

Shadow creates a globe of darkness with a radius equal to the caster's Magic Attribute in meters. Every success imposes a +1 Visibility Modifier against targets within the area, up to a maximum of +8 or the Force of the spell (whichever is less).



MATRIX

The Matrix is an interlocking system of computers, called hosts, linked together by grids—the world telecommunications network. Most computer systems throughout the world are accessible via the Matrix, assuming you have authorized passcodes or can hack your way in. A Matrix user can theoretically connect to a host on the other side of the planet within seconds. This degree of connectivity is required both by the laws of the corporate world and by the absolute necessity of keeping data current in a time when profound changes can occur in the blink of an eye.

The human mind cannot directly comprehend the flow of data in the Matrix. If users were restricted to old-tech tools—command lines, file names, programs in clumsy procedural languages—the system would be unmanageable. For example, a user who wanted to read a computer file in 1998 would type in some wearisome command, find the file in a window, or access the desired information in some other, equally clumsy method. But after the Crash of 2029, Artificial Sensory Induction System Technology, (ASIST), opened up the possibilities of actual DNI (Direct Neural Interface) access to computers, and the Matrix was born. Everything in the Matrix—physical components, programs, even actions such as copying a file—is graphically represented by an *icon*. Now, the user takes a microsecond-long trip through a computer-generated landscape in order to find a file. If the user is validated to see a file, he finds it right where he expects to find it. The interface routines he uses may look like clerical workers, or a huge library, or simply appear as dazzling patterns of energy. The user sees the file, touches it, and the data downloads into his cyberterminal.

Users no longer need to remember codes, command sets, or file names. If they want something, they go get it. If they want to program a process for the laboratory or an assembly line, they mentally perform the motions involved or build a model using virtual components, and the computer learns from them. Modern chemists, for example, build molecules according to formulae as if they were using children's building blocks. The computer then translates these actions into a program that will operate the process in the real world.

Of course, shadowrunners who have their own reasons for being inside a computer system can take advantage of the same technological advances. The same Matrix gear that makes a wage slave's job simple gives power to deekers. These renegade users can slip into a computer system and use that simple graphic representation to their own end.



ACCESSING THE MATRIX

To connect to the Matrix, people use cybernetic interface devices known as cyberdecks and cyberterminals. All such devices have a fiber-optic cable with a standard data plug like those found on home telecom systems. With the right tools, a decker can jury-rig a place to put that plug (see *Jackpoints*). The deck or terminal connects to its user either via an electrode net that slips over the head (the way of cowards), or with a direct cybernetic interface through a datajack (the only way to fly). Some netheads still use some form of keyboard assistance, but many prefer running with a pure cybernetic hook-up.

Once activated, the deck or terminal overrides most of the user's own sensory information and replaces it with an electronic simulation of the Matrix. The *simsense* signal translates the complex code structures of the actual Matrix into graphical icons. After a second of disorientation, the decker (that is, the icon of the decker character) appears in the Matrix at the point where the cyberdeck tapped in. If he enters from an illegal tap in the back room at Matchstick's Bar & Grill, the decker's image will appear in the telecom line that serves the joint.

Legitimate users have registered cyberterminals that identify themselves to the Matrix at every step. But the cyberdecks of deckers have no Matrix identifiers. Deckers remain anonymous, and when everything goes right they can dance through the secrets of the Matrix, laughing at security measures. Of course, when things go wrong, they can die in the Matrix as well.

MATRIX JARGON

Access Control Index Files Slave (ACIFS)—The rating format used when describing the System Rating of any host.

Artificial Sensory Induction System Technology (ASIST)—Hardware and programs that allow one to directly experience the senses of another (*simsense*).

Cyberdeck—A hot microcomputer used by deckers for illegal Matrix access; also used by security deckers.

Cyberterminal—A computer used for safe, legal Matrix access and work; much slower than cyberdecks.

Decker—A hacker, an illegal user of the Matrix.

Direct Neural Interface (DNI)—The ability to interface neural impulses with a computer system, thus allowing a user to interact and control a computer system directly with his brain.

Grid—A series of interlocking computer systems (hosts).

Host—A single computer system.

Icon—Any object a user sees 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.

Jackpoints—Any physical location that provides access to the Matrix.

Local Telecommunication Grid (LTG)—A Grid covering a small area (neighborhoods, cities). Numerous LTGs connect to a single RTG.

Matrix—The world telecommunications network.

MPCP—Master Persona Control Program, the master operating system of a cyberdeck.

Node—Part of a host, such as a subsystem, usually represented by a virtual landscape.

Persona—A deckers icon.

Persona Program—One of the four programs (Bod, Evasion, Masking, or Sensors) that defines the personas "Attributes."

Private Locale Telecommunication Grid (PLTG)—Any grid which the general public cannot access.

Regional Telecommunication Grid (RTG)—The largest type of grid, RTGs cover entire countries.

Sculpted System—Matrix hosts with detailed, non-standard iconography, usually encompassing a particular metaphor.

Security Decker—A decker employed by a corporation or law enforcement agency to protect certain Matrix areas from deckers.

Simsense—Hardware and programs that enable a person to experience the reality of what has happened to someone else.

Subsystem—The five operational aspects of any Grid or host, such as Access, Control, and so forth.

System Access Nodes (SANs)—The icon connection between host computers or grids to other host computers or grids.

Tortoise—Decker slang for cyberterminals.

Universal Matrix Standards (UMS)—The standard iconography that is currently falling out of fashion in the Matrix.

JACKPOINTS

Jackpoints consist of the physical connections deckers use to access the Matrix. Jackpoints normally fall into two categories: legal and illegal.

A legal-access jackpoint represents access from a legally registered telecom. Of course, it doesn't have to be *your* telecom, *omae*.

An illegal-access jackpoint represents access from either an illegal telecom connection (some unscrupulous soul has boosted service from the phone company) or a dataline tap (see p. 289 in *Street Gear*), an illegal junction box hooked directly into a fiber-optic trunk. The illegal-access jackpoint is the most common jackpoint used by deckers.

Finally, you have various jackpoints that give you access to the Matrix but can either be illegal or legal depending on how the decker gained access to those jackpoints. Examples of those are: a workstation (i.e. a cyberterminal connected directly to a host), a remote device (such as a security terminal or vending machine) and a console (i.e. the actual control panel on a mainframe).

A telecom jackpoint connects the decker directly to an LTG. A workstation, console, or remote device jackpoint connects her directly to a host. Depending on where the fiber-optic trunk is connected, an illegal junction-box jackpoint can connect the decker to either an LTG or a host.

ICONS

Every object a user sees in the Matrix is an icon. Users have special icons called *personas*. When we talk about a decker's persona, we may





also refer to his icon, or his on-line icon. Icons also represent programs, IC, nodes and so forth.

As real as the experience seems, a decker never physically enters the Matrix. His meatbod remains sitting where the cyberdeck connects to the Matrix, the jackpoint. The deck feeds the decker an ASIST signal, in the same way as a simsense set, that makes him think he is somewhere else. That somewhere else is the Matrix.

The persona programs and utilities running on the cyberdeck are master copies of the software that make decking possible. When a decker logs on to a grid or host, the cyberdeck loads versions of those programs into the Matrix system. In a nutshell, deckers deal with two sets of programs: the *front-end* programs on the deck, which convert the decker's neural impulses into computer command transactions; and *server* programs in the Matrix, which convert those commands into programming commands that influence what the system does.

These on-line servers form the decker's persona. Through the persona, the decker experiences the environment of the system where he is active. The persona programs send transactions back from the Matrix to the cyberdeck, where the front-end programs convert them into simsense experiences.

This system creates two complexes: the meat decker and his front-end programs on the deck; and the decker's on-line icon, which runs on the computers that create the Matrix. Disconnect the deck, crash the persona, or sever the commlink that connects them, and the decker is off-line, jacked out, dumped.

SEEING THE MATRIX

What does the Matrix look like? Most of it looks computer-generated and -drawn no matter how astounding, even photo-realistic, the level of detail. But it is still obviously computer-created. Indeed, some sections of the Matrix are virtually indistinguishable from the real world, but those are dangerous places.

Everything in the Matrix has a symbolic representation. Computer systems, when viewed from the outside, often look like buildings, mountains, or other large-structure images. Inside, they may use a variety of imagery to represent different functions. Most computer systems in 2060 are custom-designed "sculpted systems," using detailed metaphors and designs to represent the workings of that system. The central metaphor of a sculpted system defines the virtual reality of that system. For example, the Mitsuhamas Pagoda contains virtual villages where application icons toil patiently in the rice paddies of a cybernetic medieval Japanese milieu, and sensitive data is stored in castles defended by samurai IC. When on a system, usually everything a decker does or senses is explained in terms of the system's central metaphor.

Data also has its own representation, as do the systems that guard it. The data might appear as floating cubes filled with swirling data while a giant snake (representing a scramble security program) coils around it, awaiting an unwary intruder. Other types of programs also have their own representations. Logging onto a host may be presented as walking through a doorway, or being sucked through a great neon tube. Programs used by deckers have similar representations. An

attack program can look like anything that might deliver an attack, from a knife to a rocket launcher. A shield program might look like a traditional shield or perhaps an energy field that rises up to protect the decker as needed.

And what does the decker look like? He looks like anything he wants. A man wearing a suit of knightly or technological armor, a being made of pure light, a glowing white ball, a demon from some corner of Hell; it doesn't matter. In the Matrix, anything can look like anything.

This may seem odd, but remember that the images the decker is seeing (and the sounds he hears, and so on) have no basis in reality. These images are generated entirely by the cyberdeck, based on information received by the computer system with which it is interacting. The Mitsuhamas system described earlier, for example, tells the cyberdeck that it looks like a pagoda. The scramble program transmits a little piece of code that says it looks like a big snake. The attack program says it looks like a big gun. And the cyberdeck tells anyone who asks that the decker using it looks like whatever the character has been programmed to look like.

Many programs and their icons may be hidden from a decker. The icon is "there," but the decker does not see it because it is inactive or because her deck's sensor programs are not good enough to detect it. IC programs for example, are often hidden or portrayed as innocuous icons, until the decker triggers them. Deckers can also take advantage of this disguise game, by using masking programs to make their personas invisible or disguise them as authorized programs or processes.

GRIDS AND HOSTS

The Matrix consists of telecommunications networks (grids) and computer systems (hosts). Grids carry voice and data transmissions—everything from phone calls to faxes to gigapulse e-mail data packets. Hosts are what used to be called mainframe computers, but mainframes in the Sixth World do not have to be single, powerful pieces of hardware. In fact, many of them are linked series of massive parallel processors in smaller configurations. These provide just as much jam as a single supercomputer. Simply put, a host in *Shadowrun* is any computer system important enough for a decker to invade and tough enough to fight back.

In the Matrix, grids appear as vast three-dimensional spaces—pocket universes—sparkling with the icons of numerous hosts, data transmissions, deckers, and more.

REGIONAL TELECOMMUNICATION GRIDS (RTG)

The System Ratings of the North American RTGs are listed in the North American RTG System Ratings Table, p. 203.

When generating System Ratings (See *Intrusion Difficulty*, p. 205) for a public grid not on the list, assume the grid has an Intrusion Difficulty of Easy and subtract 2 from all ratings (for a range of 6 to 8).

LOCAL TELECOMMUNICATIONS GRIDS (LTG)

When a decker first connects to the Matrix, she usually starts with her deck loading her icon onto an LTG. LTG Ratings are usually equal to the System Ratings for the parent RTG.



PRIVATE LTGS

Private LTGs (PLTGs) are independent, restricted global grids that are closed to the general public. Most large corporations and all megacorporations maintain at least one PLTG. Typically, most developed countries maintain several government PLTGs, which may extend to military or diplomatic sites outside the countries' borders. PLTGs are run on dedicated fiber-optic lines, owned by the agency using them or leased from the local phone company.

PLTGs are governed by the laws of the corp or country that owns them. As a result, PLTG owners can install any anti-intrusion measures they desire. Because building a PLTG requires a considerable investment, most owners don't skimp on the IC.

When assigning System Ratings to a custom-designed PLTG, the gamemaster should consider using Orange or Red security codes and Intrusion Difficulties of Easy, as described in *Intrusion Difficulty*, p. 205.

Regulations and Entry Points

Corporate PLTGs span the globe. For example, a specific LTG can connect corporate host computers all over the world. PLTGs may support multiple entry points connecting them to different public grids. Deckers may gain access to a PLTG through any of its entry points, or by entering a host connected to the PLTG.

However, many countries strictly regulate the operation of PLTGs within their public grids, despite corporate pressure to deregulate all international PLTG access.

In general, PLTG regulations are politically motivated and inconsistent. For example, in countries where megacorps effectively own the government, these megacorps reserve the right to operate their own PLTGs while denying others the same right. Similarly, Japan allows Japanese-owned corporations PLTG access but denies it to foreign corps. And is anyone surprised to know that Aztechnology's PLTG is the only corporate PLTG that operates freely in Aztlan?

HOSTS

Hosts are the computer systems that serve as the backbone of the Sixth World's information society. Billions of nuyen and inestimable megapulses of data flow through these systems daily. Hosts are the vaults where these secret jewels are stored. Hosts serve as data-banks, research file storage, libraries, virtual shopping

malls, chat rooms, virtual arcades, private meeting sites, bulletin boards, local networks, archives, banks, and so forth.

Off-Line Hosts

Not all hosts are connected to the Matrix. Many highly-paranoid, ultra-secure sites specifically avoid Matrix connections due to the threat of intrusion by unauthorized deckers. The only way for a decker to access such a host is by jacking in directly, at the physical location of the host. For example, to access an off-line host containing highly sensitive research data for the Saeder-Krupp megacorp, the decker would have to physically penetrate the research facility and find a jackpoint by which she may directly access the paydata.

MATRIX TOPOLOGY

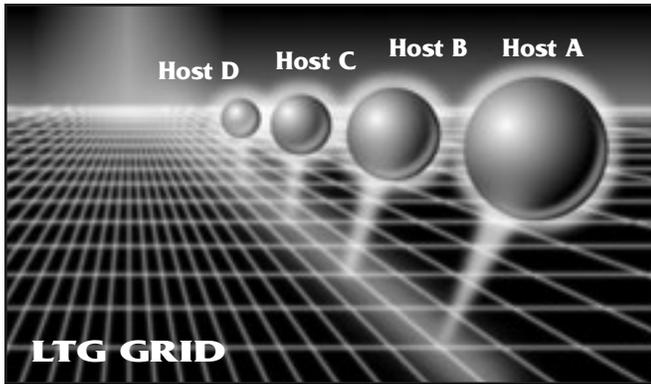
The connections between grids and hosts define the basic topology of the Matrix. Only four types of connections exist—open-access, tiered-access, host-host access, and private-grid access connections. Multiply those connections by millions of hosts, criss-crossing through the grids, and you end up with a network so complex only a decker could love it.

Open Access

Most computer systems use the open-access connection. Quite simply, any host connected directly to a grid has an open-access connection. Any user, anywhere in the world, can use the public grids to access such hosts. All four of the hosts in the Open Access Diagram are attached to the same LTG (Local Telecommunications Grid). A decker can access any of

NORTH AMERICAN RTG SYSTEM RATINGS

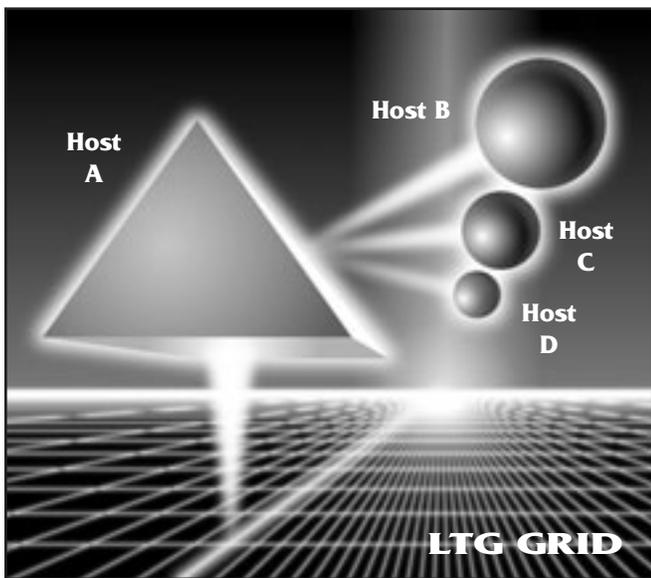
RTG	Security	Access	Control	Index	Files	Slave
Aztlan	Orange-3	8	8	6	7	7
California						
Free State	Green-4	6	8	6	6	7
Caribbean League						
Cuba	Orange-3	8	8	7	8	7
Grenada	Orange-4	8	8	8	8	8
Jamaica	Green-3	6	7	6	6	6
South Florida	Green-2	6	7	6	6	6
Virgin Islands	Green-2	6	7	6	6	6
CAS	Green-3	6	8	7	8	8
NAN						
Algonkian-Manitou	Green-4	7	8	7	6	6
Athabaskan	Green-3	6	8	6	6	6
Pueblo	Orange-4	8	8	8	8	8
Salish-Shidhe	Green-3	6	8	7	6	6
Sioux	Orange-3	7	8	8	7	7
Trans-Polar Aleut	Green-2	6	6	6	6	6
Ute	Orange-3	7	8	7	7	7
Québec	Green-2	6	8	8	7	7
Tir Tairngire	Orange-5	7	8	8	7	7
Tsimshian	Orange-5	8	8	8	8	8
UCAS	Green-4	6	8	6	6	6



them by connecting to that LTG. If he is already logged on to one host, he can disconnect from that host and access another host without terminating his Matrix run.

Tiered Access

In the Tiered Access Diagram, only Host A is connected directly to the grid. Hosts B, C, and D are connected only to Host A. In this arrangement, Host A functions as a *first-tier* system; Hosts B, C, and D function as *second-tier* systems. Any user who wants to access Hosts B, C, or D must first pass through Host A. To get from Host B to Host C or D, the decker must re-enter Host A.

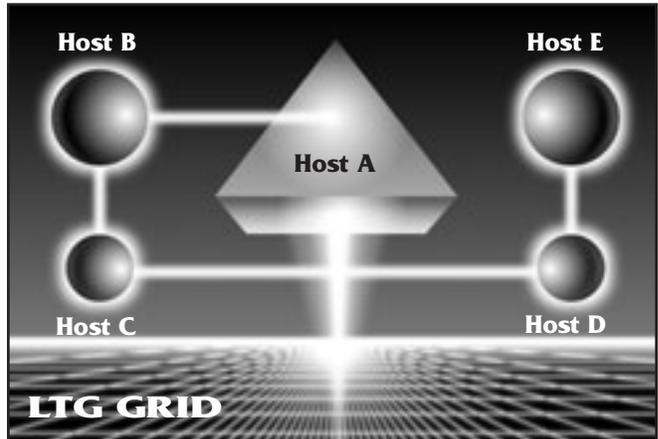


First-tier systems can be designed to act as switchers, passing authorized users into second-tier hosts. Or first-tier systems may allow users to pass to a private local telecommunications grid (PLTG) that provides access to second-tier systems.

The classic Matrix security concept called *chokepoint* design is a specific application of tiered access. In chokepoint systems, the first-tier hosts carry as vicious security as is possible, with the second-tier hosts running relatively lower security.

Host-Host Access

A host-host access configuration consists of a set of hosts linked directly to one another. No single host defends the others. All perform specific jobs but must share data to do so.

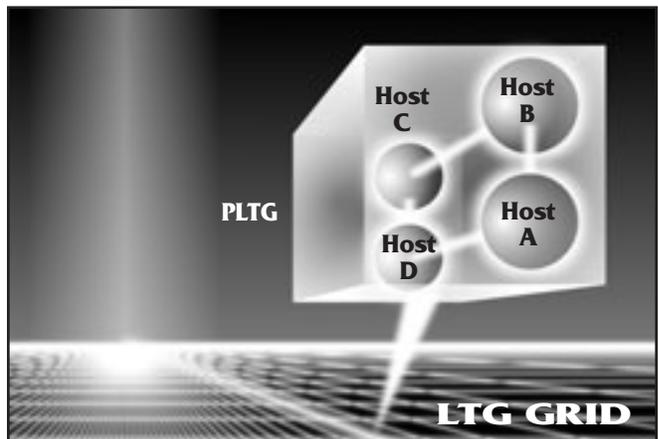


Host-host configurations commonly appear in corporate schemas. Typically, only a few hosts connect directly to public grids, but numerous machines in the second tier of the system are linked to each other. Deckers can only access hosts through other computers that are linked to them. For example, a decker in the LTG of the system in the Host-Host Diagram would have to pass through Hosts B, C and D to reach Host E.

Private Grid Access

A private grid (PLTG) represents a proprietary communications network inhabited solely by the hosts of a given corporation, government, or consortium. These can range from small, local networks called LANs (Local Area Networks) to global PLTGs. Once a decker has accessed any host in a private grid, he can access any other host connected to that grid.

Within a PLTG, hosts may be organized in tiered or host-host access configurations—and are. In the Sixth World, paranoia is not a pathology for Matrix-security designers—it's a requirement.





SYSTEM ACCESS NODES

System-access nodes (SANs) connect host computers to grids and to each other. When a decker performs a Logon to Host operation from the grid or from a dedicated host connection, he enters the SAN icon for the host he is invading. The gamemaster needs to decide—in advance or on the fly—to which LTG a host with open access is attached. Similarly, if the host can only be accessed from a PLTG or via host-host access, then the gamemaster needs to make that choice.

DISTRIBUTED DATABASES

The interconnection of computer networks can make for a real scavenger hunt through the Matrix. Information that seems to be stored on a host may in fact only be there “virtually.” Should the file actually be accessed, one would find a pointer to where the data is actually held on another connected host. This can mean a decker may have to dig up a chain of reference files on various hosts to lead him to the host that actually has the data he wants. The gamemaster can roll 1D6 to determine how many of these links exist in a given chain of files.

SYSTEM RATINGS

Every system, whether a grid or a host, has a Security Rating and five subsystem ratings—Access, Control, Index, Files and Slave. These ratings are collectively known as the System Rating.

The gamemaster sets host System Ratings based on the host’s Intrusion Difficulty. The gamemaster may use dice rolls or his discretion to create these ratings.

INTRUSION DIFFICULTY

There are three levels of Intrusion Difficulties: Easy, Average, or Hard. Generally, Intrusion Difficulty is based on the level of “user-friendliness” that the system must have to do its job, and the number of users who access the host on a typical day. Easy systems share their functions among many different users and offices. Average systems support smaller user-bases than Easy systems, and they handle more limited and secure transactions. Hard systems handle the most secure data and restrict access to a favored few users.

SECURITY RATING

A Security Rating consists of a security code (a color) and a Security Value (a number).

The four security codes are Blue (little or no security), Green (average security), Orange (significant security), and Red (high security). Reportedly, some systems contain killer defenses that send their security codes right off the “official” color scale. Decker slang calls these Ultra-Violet, UV, or black systems.

Generally, Security Values range from 4 to 12, though they sometimes range higher. Double-digit values represent extreme system security. The Security Value indicates the number of dice the gamemaster rolls to oppose a decker’s System Tests (see *System Tests*, p. 209). It is also the number of dice rolled for Security Tests.

HOST RATING TABLE

Intrusion Difficulty	Security Value	Subsystem Ratings
Easy	1D3 + 3	1D3 + 7
Average	1D3 + 6	2D3 + 9
Hard	2D3 + 6	1D6 + 12

SECURITY CODES

The security code of a host measures the level of security precautions the host maintains. Generally, the code reflects the sensitivity of the data on the host, but it may also simply reflect the degree of paranoia suffered by the host’s owner.

Blue Hosts

Blue hosts include most public-service databases: newsfax distribution systems, public library databases, directories of listed commcodes—pretty much anything free, whether provided by a government, a corp, or a private individual. Small businesses too poor to secure their systems tend to have Blue hosts as well.

Green Hosts

Green hosts are average systems, but never make the mistake of thinking a Green host represents easy prey. They may be more patient with intruders than the Orange or Red systems, but they can load any IC the hotter hosts mount.

Orange Hosts

Orange hosts pride themselves on being secure systems, if not wild-eyed killer hosts. Orange hosts store your standard “confidential” data and carry out processing that is important but not absolutely essential to the host’s operators. Orange systems include the typical factory controller and the networks used by middle management in a typical corporate office.

Red Hosts

Red hosts offer the most security that a system may legally carry. They contain “top secret” data, often the kind owners will kill to protect, and mission-critical process controls (life support, vital labs and factories, power grids, and the like). Anti-intrusion defenses tend to be lethal—deckers get no “warning shots” on Red systems.

SUBSYSTEM RATINGS

The five subsystem ratings—Access, Control, Index, Files, and Slave—represent the resistance of a system’s subsystems to unauthorized manipulations by a decker. These ratings function as target numbers for all the tests a decker makes when attempting to manipulate the system illegally. For example, an unauthorized decker trying to read files on a system would use his Computer Skill against the Access and Files Ratings of the host in a Success Contest known as a System Test (see p. 209 for complete information). The Success Contest made against the system’s Access Rating would get the decker into the host



or grid. The test made against the system's File Rating would enable him to read the files themselves.

Keep in mind that a high subsystem rating does not impede authorized users from using the subsystem. For example, a high Access Rating does not affect the logon procedures of authorized users. It simply makes illegal logon attempts more difficult.

Note that when a Passive Alert (p. 211) has been activated, all Subsystem Ratings are raised by 2.

Access Rating

The Access Rating measures a system's resistance to unauthorized access. To access a grid/host, an unauthorized decker must pit his Computer Skill against the grid/host's Access Rating in a Success Contest.

Control Rating

The Control Rating measures a system's resistance to unauthorized administrative commands. For example, an unauthorized decker attempting to kick a legitimate user off a host must make a Success Contest against the host's Control Rating. Generally, successful tests will enable deckers to reprogram a system or defeat its security measures.

Index Rating

The Index Rating measures a system's resistance to unauthorized searches. An unauthorized decker searching a grid or host for a system address or specific file must make a Success Contest against the grid/host's Index Rating.

Files Rating

Deckers must make a Success Contest against the Files Ratings whenever they attempt to illegally read or write datafiles in a system. Deckers must also make tests to decrypt encoded files and send output to devices such as faxprinters or chip cookers.

Slave Rating

The Slave Rating governs the operation of remote devices controlled by a system. For example, a Success Contest against the Slave Rating enables an unauthorized decker to take control of devices manipulated by a host, such as security cameras and elevators.

RATING FORMAT

System Ratings use the following shorthand format:

Security Code–Security Value/Access/Control/Index/Files/Slave

For example, a Red-6 system with Access and Index Ratings of 10, a Control Rating of 12, and Files and Slave Ratings equal to 9 would be written:

Red-6/10/12/10/9/9

The acronym "ACIFS"—**A**ccess **C**ontrol **I**ndex **F**iles **S**lave—may make remembering this format easier.

CYBERDECKS

Cyberdecks are the tools that deckers use to interface with the Matrix. In a nutshell, a cyberdeck is an extremely powerful microcomputer cranking out enough processing power to implement the ASIST interface, converting the decker's neural impulses into holographic command instructions. Running the hottest utilities on the street, the cyberdeck gives the decker the ability to dance across the electron sky.

All decks consist of certain components, fine-tuned by the decker to present the most wiz icon possible. These components generate the decker's persona and define the decker's ratings in the Matrix.

Only one decker can jack into a cyberdeck at any given time. The decker must be physically connected to the deck through a fiber-optic jack to his datajack. The deck must be physically connected to a jackpoint to use the Matrix.

DECK RATINGS

The power of a decker's persona is defined by the processing power of his deck's MPCP (Master Persona Control Program), and his Bod, Sensor, Evasion, and Masking programs. The MPCP represents the master operating system for the deck and has an MPCP Rating that measures its ability to take damage and continue functioning. The Bod, Sensor, Evasion, and Masking programs are called persona programs. The numeric ratings of these programs serve as the "Attributes" for the decker's persona and are used whenever tests are made against the decker while in the Matrix. Deckers also use utility programs, rated in the same manner (see *Utilities*, p. 220).

The MPCP Rating is the central value for cyberdecks. The MPCP Rating multiplied by 3 equals the maximum total of the deck's persona programs. No single Persona Rating may exceed the MPCP Rating, and the maximum value for utility programs is equal to the MPCP Rating.

The shorthand format for describing a cyberdeck's ratings is:
MPCP Rating/Bod Rating/Evasion Rating/Masking Rating/
Sensor Rating

A deck with MPCP-8 and all Persona programs distributed equally among the maximum total ($3 \times 8 = 24$), would be written as follows:

MPCP-8/6/6/6/6

If the decker increased his Bod Rating by 2 points, to the maximum of 8, he'd have to reduce the other Persona programs by a total of 2. If he decided to reduce his Evasion and Sensor Ratings by 1 each, the deck's ratings would be written:

MPCP-8/8/5/6/5

HARDENING

Hardening represents internal deck programs specifically designed to reinforce the deck's resistance to invasive code such as viruses, gray and black IC, etc.

For every point of Hardening, reduce the Power of any Damage from Black IC to the on-line icon or the actual decker by 1 for Resistance Tests. If your icon has been crashed by Gray IC and it makes an Attack Test, for every 1 point of Hardening, add 1 to the Target Number for the Attack Test.



STOCK CYBERDECK TYPES

Model	Deck Rating	Hardening	Active Memory	Storage Memory	I/O Speed	Response Increase	Cost
Alliegance Sigma	MPCP-3	1	200	500	100	0	14,000¥
Sony CTY-360-D	MPCP-5	3	300	600	200	1	70,000¥
Novatech Hyperdeck-6	MPCP-6	4	500	1000	240	1	125,000¥
CMT Avatar	MPCP-7	4	700	1400	300	1	250,000¥
Renraku Kraftwerk-8	MPCP-8	4	1000	2000	360	2	400,000¥
Transys Highlander	MPCP-9	4	1500	2500	400	2	600,000¥
Novatech Slimcase-10	MPCP-10	5	2000	2500	480	2	960,000¥
Fairlight Excalibur	MPCP-12	6	3000	5000	600	3	1,500,000¥

Hardening also works against the Black Hammer and Killjoy utilities, but not against other attack utilities.

ACTIVE MEMORY

Active memory is the cyberdeck's "RAM," to use the old-tech term. Just as hackers in the twentieth century talked about having 64 megs of memory on their computers, a Sixth World decker refers to 100 Mp of active memory on his deck.

A deck's active memory limits the utility programs the deck can run at any one time. For each Mp of Active Memory the deck can have the equivalent Mp in utilities. For example, a deck with 200 Mp of active memory can run no more than 200 Mp of utilities at any one time.

STORAGE MEMORY

Storage memory is analogous to the hard drives on old-time computers. Any program in a deck's storage memory can be loaded onto the deck by using the Swap Memory operation. (See *System Operations*, p. 214).

All utilities must be kept in storage memory, regardless of whether you have them in active memory or not. Additionally, storage memory is used for data uploads and downloads. The total amount of MPs for all utilities, and other stored data cannot exceed the storage memory of the deck. As such, if a decker has only 500 Mp of storage memory left on his deck—because of the number of utilities he is storing, he would not be able to download any information over 500 Mp.

I/O SPEED

The input and output of a deck is analogous to the old modems that connected terminals and computers back in the dark ages of computing. All uploads and downloads are always at the full I/O speed of the deck, in Mp per Combat Turn.

RESPONSE INCREASE

Response Increase is the Matrix equivalent of wired reflexes. Each point of Response Increase increases a persona's Reaction Attribute by 2 and Initiative by +1D6.

A deck can support only 3 points of Response Increase. Furthermore, Response Increase cannot exceed a deck's MPCP Rating divided by 4, rounding fractions down (so a deck with MPCP Rating 3 or below cannot sustain any level of Response Increase).

DETECTION FACTOR

The gamemaster uses the decker's Detection Factor as the target number when making tests to detect a decker's presence or prevent a decker from performing actions within the Matrix (see *System Tests*, p. 209). To determine the decker's Detection Factor, calculate the average (round up) of the decker's Masking Rating and Sleaze program rating. For example, an MPCP-8/6/8/6/4 deck, running a Sleaze-8 program, would have a Detection Factor of 7. That's [6 (Masking) + 8 (Sleaze Rating) = 14] divided by 2 = 7.

If a decker is not running a Sleaze program (p. 221), the Detection Factor equals half the Masking Rating. This makes a drek-hot Sleaze program a necessity for any decker with aspirations, not to mention a keen sense of self-preservation.

THE HACKING POOL

The Hacking Pool follows all the normal rules of dice pools, as detailed in *Game Concepts*, p. 43. To determine a decker's Hacking Pool, add the decker's Intelligence Rating and her deck's MPCP Rating, divide the total by 3 and round down. (Any increases to a decker's Intelligence apply to her Hacking Pool as well, whether they come from cyberware or magic. Increases are cumulative.)

Generally, Hacking Pool dice may be added to any test made in the Matrix—System Tests, attack or defense tests, maneuvers, or Attribute Tests.

Hacking Pool dice cannot be used in Body or Willpower Tests made to resist the effects of gray or black IC that is damaging the decker. Only Karma Pool dice, enhancements connected to the cyberdeck, or magic boosts to the decker's Body or Willpower can help in such situations.

CYBERTERMINALS

Not everyone in the Matrix is using a cyberdeck to do their job. In fact, most Matrix users jack in through a cyberterminal, as decks are quite expensive and the corps don't just hand them out to every keypuncher and clerk in the office. Cyberterminals are known by deckers as "tortoises" for their lack of speed and finesse.

A cyberterminal is simply a keyboard with a viewing screen and a set of electrodes or a datajack-plug. Some have antiquated paraphernalia such as monitors, VR gloves and goggles, or even a mouse or joystick.



These terminals have roughly the same ratings as cyberdecks, however no cyberterm can have an MPCP higher than 4. They cannot be outfitted with Response Increase, and any programs run on them have their ratings reduced by 1 to reflect the lack of fine control that cyberdecks provide. On the positive side, tortoise users cannot be hurt by black IC or dump shock, and they generally cost 10 percent the price of an equivalent cyberdeck.

ACCESSORIES

Cyberdecks and cyberterminals frequently come with accessories such as off-line storage, or a vid-screen display so that others may shoulder-surf the Matrix going-ons from the decker's point-of-view. Hitcher jacks, whether electrodes or datajack feeds, allow others to "jack in" and shoulder-surf directly, as the decker's icon. Hitchers cannot manipulate or effect the decker's persona in any way, they are merely along for the ride. Hitchers are also protected from nasty IC side-effects in the same way as cyberterminal users. Many people find it annoying to hitch, as they cannot control the movements or perspective of the decker. Prices for these accessories can be found in *Street Gear*, p. 304.

RUNNING THE MATRIX

Decking is an art. How it is done is often as important as what is being done; the egos and one-upmanship battles among deckers are legendary, even outside their own circles. There is an entire subculture of Matrix existence out there to explore. It's a whole different world in the machine, chummer.

MOVEMENT IN THE MATRIX

Movement in the Matrix is virtually instantaneous unless the decker is engaged in Matrix combat, attempting to deal with IC, performing system operations, transferring data, or loading programs. In the Matrix, data is transmitted at megabaud rates (that's fast, folks), and system response is measured in microseconds. Only when dealing with something that requires real attention does the action slow down to where the decker can notice time passing.

When moving in the Matrix, Distance is *entirely* relative. It is a matter of commline connections, available memory in sub-systems, and switching systems and transmission rates, not actual meters and kilometers. Sure, the decker can float leisurely from point to point, but why crawl when it's possible to zoom? Perception is everything.

Subjective Time

Keep in mind that characters experience time somewhat subjectively in the Matrix. The apparent time spent moving through the Matrix environment may be much longer than the actual game time used to perform actions. For example, a decker who makes a single system operation to find a file may experience the test as a walk down a long hallway lined with books, which ends when he finds the icon he wants. He may feel as if he has spent several minutes or even hours searching, when actually only a few seconds of game time have elapsed.



Exiting the Matrix

A decker can leave the Matrix any time by jacking out, pulling the plug that connects his datajack to the deck. Keep in mind that the decker's Matrix-image, the persona, is only a program running on the computers of the Matrix. The persona does not really *go* anywhere and has no independent consciousness. Despite decker legends, one cannot get "trapped" in the Matrix. Jacking out is a Free Action, unless the decker is under attack by black IC (see p. 230).

A decker kicked out of the Matrix involuntarily has been dumped. The rapid cutoff of the deck's simsense signal can cause the decker to experience mild disorientation called dump shock. See *Dump Shock*, p. 227 for effects.

MATRIX PERCEPTION

Inside a grid, distances appear vast and the scale enormous, although there is no "real" distance involved. Inside hosts, distances and space can appear infinite or cramped, depending on the prevailing metaphor. In technical terms, the question is whether the persona (remember, it's only a program) is able to access the data space of other programs or the controllers for hardware elements in a system. In an odd sort of way distance is relative to the amount of time (in nanoseconds mostly) that it will take the deck to access the hardware of the next node.

Noticing New Icons

Whenever a new icon, such as a decker or program, enters the area currently occupied by the decker, she may make a free Sensor Test (no utilities allowed), to see if she becomes aware of the new icon. The target number for this test is Masking Rating + sleaze utility if the icon is a decker, or the icon's rating if it is IC or another program. Only 1 success is necessary to detect the icon (if the icon is IC, 2 successes will tell the type and 3 will reveal the rating), although the decker may not know what the icon represents unless she performs an Analyze Icon operation (see p. 215). Once located, the icon remains "visible" unless it maneuvers to escape the decker (see *Combat Maneuvers*, p. 224). This Free Action represents the capability of the deck's sensors in identifying other programs. If the Sensor Test fails to detect the icon, the decker is unaware of its presence until it chooses to reveal itself or attacks her.

If a decker suspects the presence of another icon, she can use a Locate operation (see p. 217) to verify that suspicion.

Noticing Triggered IC

Deckers don't always know when they trigger IC. Before a decker can attack IC or take other measures to neutralize it, a decker must first "locate" the IC.

Obviously, a decker can easily locate proactive IC as soon as it attacks her. Once located, the IC remains "visible" unless it maneuvers to escape the decker (see *Combat Maneuvers*, p. 224).

Reactive IC is more insidious, because it does not betray its presence to the decker by any actions. Whenever a decker triggers reactive IC, the gamemaster secretly makes a Sensor Test against a target number equal to the IC's Rating. If the test results in 1 success, the gamemaster informs the decker that her actions triggered IC. On 2 successes, the gamemaster tells the decker the type of IC triggered. On 3 or more successes, the gamemaster reveals the IC's Rating and location. This Sensor Test is made only once, when the IC becomes active.

If a decker suspects the presence of active IC, she can use the Locate IC operation (see p. 217) to check out that suspicion.

NON-COMBAT ACTIONS

For non-combat actions, deckers need not roll for Initiative. Instead, divide the decker's Reaction Attribute (augmented by Response Increase) by 10 (round up the result). The result is the number of actions the decker may perform during each 3-second game turn (equivalent to a Combat Turn). Add 1 action for every Initiative die the decker receives in the Matrix beyond the standard 1D6.

For example, a decker with 2 actions per turn could perform a Logon to Host operation (a Complex Action) and an Analyze Icon operation (a Free Action) on his first Initiative Pass. On the next action, he could perform an Analyze Host operation (a Complex Action). See p. 224 for a list of actions deckers can perform and p. 214 for details on system operations.

Reactive IC programs that perform tasks at the end of a Combat Turn act after all deckers have performed their allotted actions for a turn.

SYSTEM TESTS

In order to perform specific tasks in the Matrix, a decker submits a command or series of commands to the host/grid. These commands are known as system operations (see p. 214 for a detailed list of system operations that deckers can perform). Each such operation requires a specific game action (Free, Simple, or Complex) and is affiliated with a specific subsystem (Access, Control, Index, File, and Slave), all noted under their individual descriptions.

In addition, unauthorized deckers must make a test—known





as a System Test—whenever they attempt to perform system operations within the Matrix. This is due to the fact that as unauthorized Matrix users they must coerce various computer systems to commit processing time and power to their tasks. The more a decker tasks a system, the more likely the system is to become aware of the intruder and activate countermeasures.

System Tests are always resolved as a Success Contest between the decker and the target host/grid. The decker uses his Computer Skill (or specialization in Decking) to make a test using the Subsystem Rating appropriate to the operation he is attempting as the target number. For example, a Logon To Host operation requires a Computer (Access Rating) Test. The target number for these tests may be modified by appropriate utility programs the decker is running (see *System Operations* for utilities appropriate to specific operations, p. 214). Hacking Pool may be used for System Tests.

At the same time, the host/grid rolls makes a Security Test, rolling its Security Value against a target number equal to the decker's Detection Factor.

If the decker achieves more or an equal amount of successes than the host/grid, he wins the Success Contest and succeeds at whatever task he is attempting to perform. If the host achieves more successes, the decker fails.

Regardless of the test outcome, the gamemaster records the host's number of successes and adds the total to any previous successes the host achieved in System Tests against the decker. This running total creates the security tally.

For simplicity's sake, many System Tests are referred to by the subsystem that is affected. For example, the term Access Test applies to a Success Contest that pits the decker's Computer (Access Rating) Test against the computer's Security (Detection Factor) Test. Likewise, Files Test, Index Test, Control Test, and Slave Test are used as shorthand.

The following example illustrates the first step any decker is going to take: getting into the host within which he wants to operate.

HeadCrash has Computing-6 and an MPCP-8/6/6/6/6 deck. He is running Sleaze-5, so his Detection Factor is 6 (6 + 5 = 11, divided by 2 = 5.5, rounded up). He is also running Deception-4. Head is decking into a Red-8 host with Access-11. He needs to make a Logon To Host Operation, which is a Computer (Access) Test, to log on.

HeadCrash rolls 6 dice, his Computer Skill. The target number is: 11 (Access Rating) minus 4 (Deception Utility Rating), for a final Target Number of 7.

The gamemaster rolls 8 dice, the host's Security Value, against a Target Number 6, Head's Detection Factor.

HeadCrash achieves results of 2, 2, 3, 4, 5, 9, for one success against the Target Number of 7. The host achieves results of 1, 2, 2, 2, 3, 3, 5, 5—no successes. HeadCrash logs on to the host. He got lucky, and he'd better hope his luck holds.

Note that had HeadCrash not been running the Deception program, his Target Number would have been 11 rather than 7. He'd have had no successes, and would have failed to log on. Moral: you can't do anything unless you can get into a host in the first place, so a good

Deception program is a must for any decker interested in hosts with high security levels.

SYSTEM OPERATIONS ON GRIDS

Certain locations, such as the physical jackpoint at the beginning of a run, can limit a decker's options in terms of system operations. In addition to the following system operations, deckers can always perform a Graceful Logoff operation at any time. (See *System Operations*, p. 214.)

From a Jackpoint

Deckers jacking in via legal or illegal telecom connections can only perform the Logon to LTG operation. Then they have to find the host/grid they want to invade, if they don't know its location. Deckers jacking in via a dedicated workstation, slave-controlled remote device, or console can only perform the Logon to Host operation and must log on to the host that controls the gizmo they are using for access.

On an LTG

Once logged on to an LTG, the decker can move to the parent RTG with a Logon to RTG operation or try to access any host connected to the LTG with a Logon to Host operation. If a PLTG is attached to the LTG the decker is on, he can use a Logon to LTG to try to break into it.

On an RTG

Once logged on to an RTG, the decker can either move to another RTG (i.e., make a "long-distance call" to get on to the grid in another part of the world) by using a Logon to RTG operation or enter any LTG attached to the RTG with a Logon to LTG operation.

The character may also perform the Locate Access Node operation on an RTG.

On a PLTG

A decker logged on to a PLTG may perform any System Operation available on public RTGs and LTGs.

SECURITY TALLY

The gamemaster tallies all the successes a host/grid achieves while opposing a decker in System Tests. This includes all successes made, not just net successes (in other words, even if the host/grid lost the System Test, it may still have scored some successes and raised the decker's security tally). This tally runs as long as the decker is logged on to that particular host/grid. When the tally reaches a level set by the gamemaster, it may trigger actions within the host/grid, ranging from the activation of black IC programs to nothing at all. The bottom line is that a decker never knows what will happen as a result of his next test, or how many more tests he can safely afford before the host/grid catches on to his presence and does its best to crash him.

SECURITY SHEAVES

A security sheaf describes the security measures in place on a host or grid as well as how the host/grid reacts to intruders. Quite simply, a sheaf consists of a list of trigger steps.



These steps represent security tally thresholds. As a decker's security tally reaches each trigger step, the system activates one or more IC programs. Trigger steps also activate the various alert levels in a system. The alert status of the system, in turn, affects the types of IC programs the system activates.

The security code of the host/grid determines the frequency of trigger steps in a system, and the gamemaster determines the events activated by each trigger step. Gamemasters may use their own discretion or random generation to determine these events.

Trigger Steps

As noted above, trigger steps consist of specific security tally numbers. Whenever the security tally of a decker reaches or exceeds one of a system's trigger steps, the system automatically activates one or more security measures, such as IC programs or alerts. Low-security systems, such as Blue hosts, maintain few trigger steps—as a result, they have fewer IC programs and other security measures. High-security systems, such as Red hosts, set trigger steps in small increments, and so they have more IC programs and security measures.

A system's security sheaf lists the system's trigger steps and indicates the events triggered at each step. The Sample Security Sheaf Table depicts a system that activates a Probe-5 IC program when a decker's security tally reaches 3. When a decker's security tally reaches 7, the system activates a Probe-7 IC program, and so on.

Gamemasters may assign system trigger steps at their own discretion or generate them randomly. If generating trigger steps using dice rolls, roll $1D6 \div 2$ and apply the appropriate modifier from the Trigger Step Table to the roll result, based on the system security code. Add each die result to the previous trigger step.

To create a high-security system, simply use the lowest value in the security-code range when determining the system's trigger steps. For more mild-mannered systems, use the highest values when setting the steps.

For example, a low-security Blue host might have the following trigger steps: 6, 12, 19, 24, 31, 36, 42, and so on.

Multiple Triggers

If a decker performs several actions on a system that together add a large number of points to his security tally all at once, the increase may cover two or more trigger steps. In this case, the indicated events for ALL the triggered steps that have been reached or exceeded occur at once (otherwise known as "the drek hits the power supply").

GRID SECURITY TALLIES

Switching LTGs within the same RTG does not affect the security tally against a decker. For example, if a decker logs on to UCAS-SEA-2206 and incurs a tally of 2, then logs on to the UCAS-SEA RTG central system and picks up another point to his tally, then finally accesses UCAS-SEA-

SAMPLE SECURITY SHEAF TABLE

Trigger Step	Event
3	Probe-5
7	Probe-7
10	Killer-8, Passive Alert
13	Killer-10, Active Alert

4206 and picks up another 2 points, his Security Tally stands at 5 and stays at 5 for as long as he is logged on to the UCAS-SEA grids. However, the tally does not follow the decker if he logs on to another RTG.

PLTGs and Security Tallies

Because PLTGs maintain very active security routines, a security tally built up under a given RTG does remain in force if the decker logs on to a PLTG from the RTG. This occurs because PLTGs pick up security "flags" from RTGs when they acknowledge logons. This means that a decker who racks up a big tally working his way through the public grids may trigger IC as soon as he enters private dataspace.

The decker in our example, with a Security Tally of 5, would retain that tally when he enters a PLTG from the RTG. If that tally is enough to trigger security responses in the PLTG, they go off as soon as he finishes the logon. Whatever the immediate result, his Security Tally on the PLTG begins at 5, plus any points he incurs while logging on.

ALERTS

After determining the intervals of the trigger steps for a system, the gamemaster chooses the IC programs and security measures activated by each trigger step. In order to determine an appropriate level of response for each trigger, however, the gamemaster must first determine the timing of the system alerts.

All systems have three alert statuses—no alert, passive alert, and active alert. The normal status for all systems is no-alert. Specific trigger steps activate passive and active alerts. In turn, the alert status of a system determines the types of IC programs that go into action at the system's trigger steps.

No Alert

Generally, trigger steps under a no-alert status activate reactive IC programs.

Passive Alert

In a typical security sheaf, the third or fourth trigger step activates a passive alert.

Passive alert means that a system suspects an intruder has invaded it, but is not 100 percent certain. Under passive-alert status, trigger steps typically activate proactive white or gray IC programs.

When a system goes on passive alert status, increase all Subsystem Ratings by 2.

System Security Code	Die Roll Modifier/Trigger Step Range
Blue	+4 modifier, for a final range of 5 to 7
Green	+3 modifier, for a final range of 4 to 6
Orange	+2 modifier, for a final range of 3 to 5
Red	+1 modifier, for a final range of 2 to 4



Active Alert

A typical system goes on active-alert status on the second or third trigger step after the system goes to passive alert. Active alert means the system has verified the presence of an illegal icon.

Under active-alert status, trigger steps typically activate proactive and sometimes black IC programs. Trigger steps may also activate corporate or law-enforcement deckers in the system.

Once a system reaches active-alert status, running away and sneaking back into the system become much more difficult for illegal deckers. Security personnel know that someone has been snooping around, and the system managers remain particularly vigilant for some time to come.

HOST/GRID RESET

If a decker logs on to a host/grid, raises nine kinds of havoc, jacks it up to within a hair of shutting down and then logs off, he can't expect to log back in five minutes later and find that all is forgiven and forgotten. Undoubtedly, the host/grid will still be running IC programs and other security measures. Before jacking back in, the decker will want to wait until the host/grid "decides" to reduce its alert level, deactivate running IC programs and in general get back to work. That process is known as a host/grid reset.

Blue systems reset completely in 2D6 minutes, during which time the system deactivates security measures and the security tally drops to 0. More secure systems do not reset as quickly. Green, Orange, and Red systems begin to reset after 3D6 minutes, provided the decker did not trigger a passive or active alert.

If a decker triggers an alert on a Green, Orange, or Red host/grid, the system resets even more slowly. Roll 1D6 every 5 minutes for Green systems, every 10 minutes for Orange systems, and every 15 minutes for Red systems. Reduce the system's security tally by the result. Any IC program left running when the decker logged off remains running until the security tally drops below the trigger step that activated the IC.

If any decker logs on to the host/grid illegally before it finishes its reset, his security tally begins at the level the security tally had dropped to when the intrusion occurred.

Selena invaded an Orange host and raised its security tally to 18 before she logged off with a killer IC program lasting for her chitlins. The system then began a host reset.

Half an hour later, when Cybersushi logs onto the same host, the system is still resetting. Its security tally stands at 6. During Selena's run, the host went on passive-alert status at trigger step 5, so the system remains on passive alert. The killer IC activated at 12, so the IC program has shut down.

TRIGGERING IC

IC stands for intrusion countermeasures. (For all you Matrix virgins, it's pronounced "ice.") Some IC just impedes the decker, maybe tries to get a network ID on him. Other programs are designed to crash his icon off the Matrix. Still others go after his deck. Finally, there's black IC—which flat out tries to kill him.

This section describes IC programs and their ratings. For details on specific IC programs and how they function, see *Intrusion Countermeasures*, p. 227.

PROACTIVE VS. REACTIVE

IC is either proactive or reactive. Proactive IC attacks the decker in cybercombat once it is alerted to his presence (see *Cybercombat*, p. 222). Proactive IC acts like a hostile NPC. It makes Initiative rolls during combat, maneuvers for advantage, and uses its weapons and other tricks.

Reactive IC, on the other hand, just "sits there." It may activate when the security tally reaches a specific threshold, decker actions may trigger it, or it may reside in a specific location or resource of the host, such as a file, slave remote, or even an entire subsystem. In the latter case, the IC becomes active when a decker accesses the protected location or resource. Once a decker triggers reactive IC, the IC affects the decker's operations until the decker destroys or deceives it, or otherwise convinces it to go away. Reactive IC rarely possesses Initiative.

CRASHING IC

Whenever a decker "kills" or crashes IC in cybercombat, add the rating of the crashed IC to the decker's security tally. The rationale for this is that crashing IC is like opening up on a perimeter guard with full autocannon fire—the action destroys the guard but alerts his colleagues that company's coming.

Suppressing IC

A decker can avoid the penalty for crashing IC by suppressing it when he destroys it. However, suppressing IC lowers a decker's Detection Factor. Reduce a decker's Detection Factor by 1 for each IC program he suppresses. This reduction remains in effect as long as the decker remains in the system, unless he releases the suppressed IC.

Deckers must declare their intention to suppress IC as soon as they crash it. Deckers may "unsuppress" or release IC at any time. For each IC program the decker releases, he regains 1 point to his Detection Factor. His security tally, however, increases by the appropriate amount for each released IC program.

Deckers cannot suppress IC in a system they have left.

IC RATINGS

Each IC program has its own rating. This rating measures the damage the IC does or acts as a target number for tests the decker makes to avoid its effects. It is also used to make certain tests, such as the Scramble Test made by scramble IC to delete data, or the Probe Test made by probe IC to increase the security tally (see individual IC descriptions under *Intrusion Countermeasures*, p. 227).

In cybercombat, an IC program makes its Attack Tests using its host's Security Value as a "skill", determining the number of dice it rolls. In other words, the host computer attacks the decker and uses the IC as a weapon.

The host/grid's Security Value also equals the number of dice rolled to make Damage Resistance Tests for the IC program.

TYPES OF IC

There are three specific types of intrusion countermeasures. Below is a short description of each type of IC. For further explanation, see *Intrusion Countermeasures*, p. 227.





White

White IC is only programmed to attack a decker's on-line icon and cannot permanently damage the decker or his deck.

Gray

Gray IC is designed to specifically target the decker's cyberdeck and utilities, which can result in permanent damage.

Black

Black IC is specifically programmed to attack the decker himself, creating dangerous biofeedback between the decker and his cyberdeck, possibly leading to permanent physical and psychological damage or even death.

SYSTEM OPERATIONS

Almost any task a decker may perform in cyberspace is expressed as a system operation. This section covers most of them. If a decker wants to perform some action not covered in the listed system operations, gamemasters may create their own system operations, using those described here as guidelines.

In game terms, a system operation is not a skill or program—it is simply a rules procedure for determining whether the decker succeeds in performing his intended action. Every system operation consists of three parts: a System Test, an appropriate utility, and a type of game action.

The System Test indicates which type of Success Contest the decker makes to perform the action: Access Test, Control Test, Index Test, Files Test, or Slave Test. Each test uses the appropriate Subsystem Rating of the host/grid as the target number. Each operation description lists appropriate utilities that deckers may use to reduce the target number for the System Test. As part of the Success Contest, the gamemaster makes an opposed Security Test for the host/grid against the decker's Detection Factor (see *System Tests*, p. 209 for further information).

The action listed in each operation entry describes what type of game action—Free Action, Simple Action, or Complex Action—the decker must spend to perform the operation. Very simple operations—obtaining a single piece of information, manipulating a single control on a virtual panel for a machine, and so on—are generally Free Actions. Such tasks are the Matrix equivalents of opening doors or looking out windows. More complex operations involving a single program, icon, or control usually are Simple Actions. Any task involving a search, analysis, or control of a complicated or precise process is a Complex Action.

Most system operations fall into one of three broad categories: interrogations, ongoing operations, and monitored operations.

INTERROGATIONS

In most system operations, a decker gives the host/grid system an order, which the system immediately carries out. During interrogation operations, however, a decker engages in a "dialogue" with a system as he searches for specific information. A decker may have to repeat an interrogation operation more than once to locate the exact file or slave control that he needs. Keep track of a decker's successes when he performs an

interrogation operation. When he accumulates 5 or more successes, he has located the objective of his search. Alternatively, the gamemaster may independently assign the number of successes needed to find a piece of data, or even build a list of data to reveal to the decker as the character achieves specific numbers of successes.

The more precisely the decker defines the criteria for the interrogation, the better his chances of success in an interrogation operation. The character should provide specific references to names, events, or functions in order to succeed. Conducting an interrogation operation resembles legwork in the physical *Shadowrun* world—the character must ask questions until he gets the answer he needs or verifies that the information is not available.

Apply a +1 target-number modifier to tests for any vague or general questions the character poses during an interrogation operation. Apply a +2 modifier for extremely vague or general questions. For well-phrased, very relevant or insightful inquiries, apply a -1 or -2 target-number modifier to tests. Remember, computers can be programmed to conceal data but they cannot lie—so a decker who puts together clues from an adventure to make a good inquiry should have a better chance of success than one who is shooting in the dark.

If a host/grid does not have the information the decker is after, reveal this to the decker after he achieves 3 or more successes.

In addition, after all the interrogating is accomplished, a decker may have only found a pointer that gives him the address of a file on another host. The decker may in fact have to follow several links through several hosts before he actually scores the data. See *Distributed Databases*, p. 205.

The following operations are interrogation operations: Locate Access Node, Locate File, Locate Slave.

Grid Reaper is running Matrix overwatch while his friends do a run on a corp facility. He hears over the radio that they're trapped inside a room, and are being hit with knockout gas. If he doesn't stop it fast, his buddies are hell hound food.

In order to shut off the gas system, Reaper must first find the slave subsystem that's controlling it—an interrogation operation. He performs a Locate Slave operation, and the gamemaster awards him a -1 target number modifier because he knows where exactly this slave system is located in the building and what it's doing. He only gets 1 success, but at least he's on the trail. His buddies are quickly passing out, so he interrogates the host some more, making another Locate Slave operation. This time, he scores 4 net successes, and locates the slave. Unfortunately for Reaper (and his pals), he won't have time to turn the gas delivery system off, because he triggered some IC ...

ONGOING OPERATIONS

Some operations are finished as soon as the decker succeeds at the System Test. Other operations, such as uploads and downloads, take time. In these ongoing operations, the decker begins the operation, then allows it to run without giving it any further directions.



The time required for ongoing operations is measured in seconds, according to the rules for the specific operation. If the operation interacts with other events, the gamemaster should calculate the exact point in a Combat Turn that the operation is completed.

To convert seconds to Combat Turns, divide the number of seconds by 3 (round up). For example, John is performing a utility upload that requires 6 seconds. That translates to 2 Combat Rounds, so if John begins the upload at the start of Combat Turn 3 he can begin using the uploaded utility at the start of Turn 5 or halfway through Turn 4. If the upload took 7 seconds, that would translate to 2 Turns plus a 1-second remainder. In this case, John cannot begin using the uploaded utility until his second or third Initiative Pass of Combat Turn 5 (gamemaster's discretion).

The following are ongoing operations: Download Data, Swap Memory, Upload Data.

MONITORED OPERATIONS

Monitored operations must be carefully controlled after they are set in motion. After a decker makes the initial System Test to begin a monitored operation, he must spend a Free Action to maintain the operation each Initiative Pass. If he fails even once to spend these actions, the operation aborts and he must repeat the operation System Test to restart it.

In some cases, allowing a monitored operation to abort may result in irreversible consequences in the real world. For example, a decker may be running an Edit Slave operation that prevents a security camera from showing human guards the image of the decker's companions breaking into their facility. If the decker allows the Edit Slave operation to abort, the guards may see the decker's companions and foil the run—or worse.

The following are considered monitored operations: Control Slave, Edit Slave, Make Comcall, Monitor Slave, Tap Comcall.

OPERATIONS DESCRIPTIONS

The following text provides specific information on the current set of available system operations. The gamemaster should feel free to invent additional system operations based on character-deckers' proposed actions.

Analyze Host

Test: Control

Utility: Analyze

Action: Complex

An Analyze Host operation enables a decker to analyze the ratings of a host. For each net success in the System Test, the decker chooses one of the following pieces of information, which the gamemaster supplies:

- the host's Security Rating (code and value)
- the rating of any one of the five subsystems on the host

Seven or more successes gain the decker all the available information about the host. Note that a decker must be on the host to run an Analyze Host operation on it—no sneak previews from the grid.

Analyze IC

Test: Control

Utility: Analyze

Action: Free

The Analyze IC operation enables a decker to identify any specific IC program that he has located (deckers may locate IC programs by performing Locate IC operations or by coming under attack from the IC program). If the Analyze IC operation succeeds, the decker learns the type and rating of the IC program and any options or defenses it carries.

Analyze Icon

Test: Control

Utility: Analyze

Action: Free

The Analyze Icon operation scans any icon and identifies its general type: IC, persona, application and so on. The decker may reduce the Control Test target number by his Sensor Rating and any analyze utility he is running. However, the test target number may not drop below 2, regardless of the decker's combined Sensor and analyze utility ratings.

Analyze Security

Test: Control

Utility: Analyze

Action: Simple

The Analyze Security operation tells the decker the current Security Rating of the host, the decker's security tally on the host (including any tally points accrued by the test for Analyze Security), and the host's alert status.

Analyze Subsystem

Test: Targeted Subsystem

Utility: Analyze

Action: Simple

An Analyze Subsystem operation identifies anything out of the ordinary about the targeted subsystem. The operation identifies the presence of scramble IC programs or other defenses or system tricks present on the subsystem.

Control Slave

Test: Slave

Utility: Spoof

Action: Complex

The Control Slave operation enables a decker to take control of a remote device controlled by the host's Slave subsystem. Remote devices range from simple automatic security doors and elevators to entire automated factories full of robotic assemblers.

If the decker is attempting to take control of a manufacturing or scientific process controlled by the Slave subsystem, he must make the System Test with the average of his ratings in Computer Skill and a B/R or Knowledge Skill that applies to the process. For example, a decker attempting to take control of an automated medical lab would make the test with an average of his Computer and Biotech Skills, or Computer and Medicine



Skills, or Computer and some similar skill. Be strict about appropriate skills here, especially if the decker is attempting a task that might call for some obscure skill specialization.

The Control Slave operation is a monitored operation.

Decrypt Access

Test: Access

Utility: Decrypt

Action: Simple

The Decrypt Access operation defeats scramble IC programs guarding access to a host. IC programs on a scrambled SAN must be defeated with a Decrypt Access operation before a decker can perform a Logon to Host operation on a scrambled SAN.

Decrypt File

Test: Files

Utility: Decrypt

Action: Simple

The Decrypt File operation defeats scramble IC programs on a file. Deckers must perform successful Decrypt File operations on scrambled files before performing other operations on such files. A file with scrambled IC program cannot be downloaded until after it has been decrypted.

Decrypt Slave

Test: Slave

Utility: Decrypt

Action: Simple

The Decrypt Slave operation defeats scramble IC programs on a Slave subsystem. A decker cannot make Slave Tests against a scrambled Slave subsystem until he has performed a successful Decrypt Slave operation on the subsystem.

Download Data

Test: Files

Utility: Read/Write

Action: Simple

The Download Data operation copies a file from the host to the decker's cyberdeck. The data moves at the decks I/O speed. It may be transferred to active memory, storage memory, or even off-line storage.

The Download Data operation is an ongoing operation that continues until the data transfer is completed, the decker logs off or is crashed, or the decker terminates the download early. If the operation is terminated before the transfer is completed, it creates a corrupted copy of the file, which is worthless.

However, if the file contains information that is particularly important to an adventure, the gamemaster may allow partially completed downloads to produce damaged, yet readable file copies. The base time to reconstruct a damaged file is calculated as follows:

(full file size in Mp divided by amount of data downloaded in Mp) x 2.

The result is in days. Once a damaged file is reconstructed, the gamemaster determines whether the file contains the pertinent

information by dividing the size of the downloaded file by the full size of the original file.

For example, if a decker manages to copy 10 Mp of a 100 Mp file, the base time for reconstructing the file is $(100 \div 10) \times 2$, or 20 days. Dividing 10 by 100 yields .10, so there is a 10 percent chance that the copied file contains the pertinent information.

Edit File

Test: Files

Utility: Read/Write

Action: Simple

The Edit File operation enables a decker to create, change, or erase a datafile. Small changes (approximately one line of print or the equivalent of one short form of some kind) can be made directly on the host by performing this operation. Before replacing larger amounts of data, the decker must prepare the new material off-line first, then upload it and perform an Edit File operation to insert it into the file. Any uploaded information may be inserted with a single Edit File operation, regardless of its size.

A successful System Test creates new files. Because these files have counterfeit headers, the operating system may notice irregularities.

Deckers also can use Edit File operations to make copies of files on the same host. Thus, deckers can copy a file from a particularly secure datastore, stash it on a less secure part of the same host and retrieve it at a later time. When using the Edit File operation in this manner, a decker must make two System Tests. The first test is a Files Test. The second test is made against the subsystem that controls the location where the decker hid the copied file.

After altering, inserting, or deleting a file, a decker may make a Control Test, with target number reduced by his read/write utility, to authenticate the file's headers. Note the number of successes. If the decker fails to successfully take this step, make a Masking (Files) Test. The number of successes is the number of hours before the host notices the tampered file and reports it to the host's supervisor.

Deckers may also check to determine whether a file has been tampered with. If the file was altered by an unauthorized decker who failed to make a Control Test to authenticate the headers, then a simple Files Test will reveal the tampering. If the file headers were authenticated, the Files Test must achieve more successes than the tampering decker achieved on the Control Test to recognize signs of tampering in the file.

Keep in mind that any time a decker deletes a host file, the gamemaster must consider the impact on the adventure in progress and decide whether back-up copies of the file exist.

Edit Slave

Test: Slave

Utilities: Spoof

Action: Complex

This operation enables a decker to modify data sent to or received from a remote device controlled by the host's Slave subsystem. For example, a decker could perform Edit Slave operations to alter video signals or sensor readings from a



computer-controlled security system or alter readings being sent to a console or simulator.

The Edit Slave operation is a monitored operation.

Graceful Logoff

Test: Access

Utility: Deception

Action: Complex

The Graceful Logoff operation enables a decker to disconnect from a host and the LTG where he logged on to the grid without experiencing dump shock.

In addition, a successful Graceful Logoff operation clears all traces of the decker and his actions from the security and memory systems of the host. A track utility in its location cycle will add its rating as a target number modifier to any Graceful Logoff attempts (see *Track*, p. 221).

Locate Access Node

Test: Index

Utility: Browse

Action: Complex

The Locate Access Node operation is “directory assistance” Sixth World-style. It enables a decker to find the codes of LTGs that provide access to the hosts he wants. The operation also lets him locate commcodes for regular telecom calls.

Modify the target number for the System Test according to the decker’s stated goal. For example, if all he knows is a company or individual name—“I’m looking for a Mitsuhamasystem”—apply a +1 modifier to the target number. If his goal is a bit more specific—“I’m looking for a Mitsuhamasystem”—do not modify the target number. If he has a definite, specific goal—“I’m looking for the Mitsuhamasystem out of the Mitsu office in Bellevue on LTG 5209”—apply a –1 modifier to the target number.

Once a decker has located an LTG code, he need not repeat the Locate Access Node operation to find the host in future—unless its owners change the address, of course.

The Locate Access Node operation is an interrogation operation.

Locate Decker

Test: Index

Utility: Scanner

Action: Complex

The Locate Decker operation is a two-step process. The decker makes the standard System Test and then an Open-ended Sensor Test. The decker locates any other deckers whose Masking Attributes are equal to or lower than his Sensor Test results. In addition, he knows if they log off or jack out. If a targeted decker is running a sleaze utility, add its rating to the targeted decker’s Masking Rating to determine if the testing decker locates the target decker.

Located deckers may break contact by maneuvering (see *Combat Maneuvers*, p. 224).

Friendly deckers who wish to make their presences known to each other may do so automatically.

Locate File

Test: Index

Utility: Browse

Action: Complex

The Locate File operation is an interrogation operation that searches for specific datafiles. To use the operation, the decker must have some idea of what he is looking for—“valuable data” is not enough.

If the operation succeeds, the decker knows the system location of the file.

Locate IC

Test: Index

Utility: Analyze

Action: Complex

The Locate IC operation follows the same rules as the Locate Decker operation. However, the decker automatically locates the IC program(s) if his System Test succeeds—he need not make a Sensor Test. The IC program(s) remains located unless it maneuvers to evade detection.

Locate Slave

Test: Index

Utility: Browse

Action: Complex

The Locate Slave operation follows the same rules as the Locate File operation (see *Locate File*). The operation is used to determine system addresses for specific remote devices controlled by the host. A vague inquiry would be, “Find all the security cameras controlled by this computer.” A very specific inquiry would be, “Find the camera that monitors the eastern stairwell door on the third floor.”

On the other hand, most hosts are likely to control far fewer slaves than files, so a decker need achieve only 3 successes on his System Test to locate the desired system. After locating the slave node, a decker can perform operations such as Edit Slave for that node.

Locate Slave is an interrogation operation.

Logon to Host

Test: Access

Utility: Deception

Action: Complex

The Logon to Host operation simply consists of the standard System Test. Apply any appropriate modifiers to the test and remember to begin counting the decker’s security tally with any successes the host achieves.

The decker will not know the host’s Access Rating until he takes his first crack at the logon. At that point, the rating will be all too evident. No need to make it a big secret.

Once the deckers succeeds at the System Test, the virtual landscape of the computer becomes visible. If the decker is accessing a host directly through a work station, his icon may appear in scenery corresponding to an I/O port. Of course, with the preponderance of sculpted systems in the Matrix today, the scene may be something quite unique.



Gaining access to a host through a remote device means the decker's icon enters the host at a slave controller, and access through the console puts the decker in the heart of the CPU node. These virtual locations do not affect the decker's tests, but are provided as guidelines when describing the scene to the decker.

Once on the host, the decker can perform all of the operations that take care of biz—analyzing the host and its defenses, looking for paydata, fiddling files, the whole bit.

Logon to LTG

Test: Access

Utility: Deception

Action: Complex

The Logon to LTG operation simply consists of the usual System Test using the Access Rating of the LTG. Remember to begin counting the decker's security tally on the grid with any successes the grid achieves. If the decker loses the test, his logon attempt fails. The decker can try again, but his security tally remains on the grid for some time (typically, public LTGs "remember" unauthorized access attempts for 1D3 x 5 minutes). The decker also can switch to a different jackpoint before his next logon attempt—which means the grid will have to start a new security tally for him.

Once the decker succeeds in the Success Contest, his icon appears in the familiar virtual landscape of the LTG. From an LTG, the decker can log on to the RTG that controls the LTG, or on to the PLTG attached to this LTG (if he knows its address), or to any host attached to the LTG (if he knows the host's address).

Logon to RTG

Test: Access

Utility: Deception

Action: Complex

Once he has logged on to an LTG, a decker can log on to its controlling RTG by performing a Logon to RTG operation. He *must* perform this operation if he wants to connect to a different LTG on the same RTG, or to a different RTG altogether.

To perform the operation, the decker makes a System Test against the RTG's Access Rating. Remember that "local" changes in the LTG system ratings (see p. 202) will not carry over to the RTG. The gamemaster can assign temporary changes to the RTG Ratings, of course.

Remember that an RTG maintains the same security tally for all a decker's activities on any LTGs it controls, as well as the RTG itself.

Once the decker is on the RTG, he can perform a Logon to LTG to reach any LTG attached to the RTG, or a Logon to RTG operation to reach any other RTG in the world.

Make Comcall

Test: Files

Utility: Commlink

Action: Complex

A decker on an RTG can make a call to any commcode on an LTG controlled by that RTG by performing a Make Comcall operation. But this operation is not just a way to beat payphones. The decker can make a call, then move to another RTG

and make a call to a number under its control, then link the two together. A decker can move to multiple RTGs in this manner, building a secure conference call. Each call the decker links together requires another System Test.

Deckers can be licensed to provide this service on various RTGs. This means they get a passcode from the RTG vendor that authorizes this operation. In that case, no tests are needed to make the calls or link them together. This license is usually restricted to corporate deckers.

The Tap Comcall operation cannot trace this kind of call, but another decker could use the track utility to try to locate the commcodes involved in the call. (See *Tap Comcall*, p. 219, for further information.)

In addition, the decker can detect any taps or tracers on the commlines by winning an Opposed Sensor versus Device Rating Test. He can neutralize them with another Opposed Test, pitting Evasion against the Device Rating.

Dumping a participant from a comcall requires a Files Test. Likewise, jumping into a tapped comcall requires a Files Test.

Deckers often arrange secure calls as a profitable sideline. The typical charge is 100 nuyen per caller per minute.

The Make Comcall operation is a monitored operation.

Monitor Slave

Test: Slave

Utility: Spoof

Action: Simple

This operation enables the decker to read data transmitted by a remote device. He can listen to signals from audio pickups, watch feeds from security cameras, examine readouts on a computerized medical scanner hooked up to the host, and so on. As long as he maintains the operation, he receives constant updates from the device.

The Monitor Slave operation is a monitored operation.

Null Operation

Test: Control

Utility: Deception

Action: Complex

The gamemaster may require a decker to perform one or more Null Operations whenever the decker is waiting for something to happen, whether it is an event on the Matrix, the end of an ongoing operation, or something else that involves hanging around in cyberspace without making System Tests. The gamemaster may also call for a Null Operation if a decker is doing anything that requires actions but not System Tests, such as maintaining an Edit Slave. The gamemaster may secretly perform these operations on behalf of the decker, if he so desires.

Use the host's base Security Value for the Success Contest if the decker is inactive on the host for less than 10 seconds. If the period of inactivity is less than a minute but more than 10 seconds, apply a +1 modifier to the Security Value. If the period is less than an hour but more than a minute, apply a +2 modifier. If the period is less than 12 hours but more than 1 hour, apply a +4 modifier; apply an additional +1 modifier for every additional 12 hours. The gamemaster may set an upper limit on the inactive period, depending on the decker's ability to avoid falling asleep in the event of such implausibly long times.



Selena begins a download that will complete in 12 seconds. She has nothing else she wants to do, so she waits. The gamemaster requires a Null Operation and adds +1 to the host's Security Value.

On a different run, Selena is waiting for a ground team to get through a locked door (don't you just hate those manual doors with no computer overrides on the lock?). The gamemaster determines that the maglock penetration task will take 7 minutes. He also performs a secret Null Operation for Selena and applies a +2 modifier to the host's Security Value for the Success Contest. The test yields several successes that push the security tally past its next trigger step, which triggers a truly unpleasant IC program. The gamemaster decides to have the IC show up 3 minutes into the waiting period.

If the Security Test raises the decker's security tally and triggers a response from the host, the gamemaster should activate the response as he sees fit, perhaps after a percentage interval of the decker's period of inactivity.

Swap Memory

Test: None

Utility: None

Action: Simple

The Swap Memory operation enables a decker to load a new utility program into his deck's active memory and then upload it to his on-line icon.

Loading the utility to active memory is a Simple Action—the decker simply tells the deck to do it. If his deck does not have enough active memory to hold the new program, he must first spend a Free Action to unload a program from his deck's active memory. No tests are required for these actions.

Once the utility is in active memory, it automatically starts uploading to the icon. See *Ongoing Operations*, p. 214, for details on just when the utility will be available to the persona.

Tap Comcall

Test: Special

Utility: Commlink

Action: Complex

The Tap Comcall operation enables deckers to locate active commcodes on an LTG, trace and tap comcalls. Deckers use the commlink utility for all the tests required during this monitored operation.

To locate active commcodes on an LTG, a decker must be active on an RTG that controls the LTG. The decker makes an Index Test to determine if any commcodes on the LTG are sending or receiving a call. If the decker is checking for a particular commcode, he must be on that commcode's parent RTG, and he receives a -2 target number modifier for the Index Test. If the decker finds a commcode in use, he can make a Control Test to trace the call to its origin or destination. If multiple participants are undertaking a conference call with that commcode, each net success on the test reveals the commcode of one participant.

If the call was set up by another decker using the Make Comcall operation, then the Control Test locates the decker

controlling the call. The decker trying to trace the call must move to the RTG the calling decker is currently located in and use a track utility against him. Note that using the track utility on a decker is considered an attack and reveals your presence to that decker. The track utility locates all the other commcodes involved in the call.

If the decker wants to tap the call and record it in his deck's storage memory or off-line storage, he must make a Files Test. Each minute of recording occupies 1 Mp of storage.

If the comm connection is scrambled, the decker must decrypt it by making an Opposed Test pitting his Computer Skill against the Device Rating of the data encryption system on the comm line. The decrypt utility reduces the decker's target number. The number of phones and encryption devices involved in the call have no effect on the decker's target number. If the first decryption test fails, the decker can try again; apply a +2 modifier to the target number for each additional test. None of the tests against scrambling affect the decker's security tally on the RTG.

If any of the phones involved in the call is equipped with a dataline scanner, the decker may set that off even if he doesn't trigger an alert on the RTG. Dataline scanners (p. 291) have a rating from 1 to 10. Once the decker establishes his tap, the decker must make an Opposed Test, Computer Skill versus the scanner's Device Rating. The commlink utility reduces the decker's target number. If the decker wins, he has synchronized the tiny fluctuations in signal integrity caused by his tap and fooled the scanner. If multiple dataline scanners are in use on the call, use the highest rating among them for the test. In this case, the decker needs 1 success for each scanner involved, or some of the devices detect the tap (presumably the more expensive ones). Whether this test succeeds or fails, the result does not affect the decker's security tally on the RTG.

Once a decker has tapped and unscrambled a call, he can listen in and record, as he wishes. When the call terminates, he can stay locked on to any of the commcodes, either the original one that he was after or any that he traced. He can then attempt to monitor any subsequent calls placed from the commcode. If the decker is monitoring a code that he has already tapped, he does not need to make Index Tests to determine when it becomes active again. He does need to make new tests to trace or tap the new calls and defeat any dataline scanners or encryption on the calls.

Deckers may also reveal themselves and enter in tapped comcalls, or disconnect participants from comcalls by performing a Make Comcall operation (Files Test, modified by commlink utility).

Tap Comcall is a monitored operation.

Upload Data

Test: Files

Utility: Read/Write

Action: Simple

This operation enables a decker to transmit data from his cyberdeck to the Matrix. This data comes directly from the deck's storage memory and does not affect active memory.

If the decker is creating a new file on the host, the file is written automatically. If the decker intends to modify an exist-



ing file on the host—adding false records to a database, for example—the decker must perform an Edit File operation after the upload is finished.

Note that the Upload Data operation is not used to upload utilities. The Swap Memory operation handles that function.

The Upload Data operation is an ongoing operation.

UTILITIES

Theoretically, a sufficiently godlike decker could command the Matrix with nothing but his bare persona and skill alone. Less divine netheads, however, must supplement their puny skills with utility programs. Utilities come in four varieties: operational, special, offensive, and defensive. Operational utilities apply to a decker's System Tests. These prove especially useful when performing system operations, hence the name *operational* utilities. Special utilities perform specific tasks in the Matrix. Offensive utilities are used to damage opposing deckers, IC programs, and so on. Defensive utilities are designed to prevent or reduce damage taken in cybercombat.

The multiplier value listed in each utility entry is used to determine program size (see Program Size Table, p. 223). Each listing also notes any system operations for which the utility may be used (see *System Operations*, p. 214, for descriptions and rules for system operations).

Utility programs come in two formats, the original source code and copies. A decker must have the source code of a program to upgrade or modify the program. See *Source and Object Code*, p. 295.

Unless otherwise noted, utility programs must be preloaded into active memory to work.

OPERATIONAL UTILITIES

Operational utilities help deckers execute system operations, in the same way that a samurai's smartlink makes his gun a more effective tool and his dermal armor backs up his armored jacket. Operational utilities reduce the target numbers of a decker's System Tests by the utility rating (see *System Tests*, p. 209). Deckers may perform system operations without utilities (see *System Operations*, p. 214)—not having the right program does not make the operation impossible, just more difficult.

Analyze

Multiplier: 3

System Operations: Analyze (Host, IC, Icon, Security, Subsystem), Locate IC

The analyze utility reduces the target numbers for System Tests that identify IC, programs, and other resources or events controlled by a host.

Browse

Multiplier: 1

System Operations: Locate Access Node, Locate File, Locate Slave

The browse utility reduces the target numbers of Index Tests made to locate specific data values or system addresses. Unlike analyze and scanner utilities, which search for Matrix

activity, the browse utility works on the contents, or real-world functions, of these data nodes.

Commlink

Multiplier: 1

System Operations: Make Comcall, Tap Comcall

The commlink utility reduces the target numbers of any tests that affect the decker's communications link.

Deception

Multiplier: 2

System Operations: Graceful Logoff, Logon to (LTG, RTG, or Host), Null Operation

Unless otherwise noted, the deception utility may be used to reduce the target number of all Access Tests.

Decrypt

Multiplier: 1

System Operations: Decrypt Access, Decrypt File, Decrypt Slave

The decrypt utility reduces the target numbers of any System Tests made to defeat scramble IC programs.

Read/Write

Multiplier: 2

System Operations: Download Data, Edit File, Upload Data

The read/write utility reduces the decker's target number for System Tests necessary to transfer files or otherwise access, edit, or create data in the Matrix.

Relocate

Multiplier: 2

This utility is used against track utilities in their location cycle. The decker using relocate engages the tracking decker in a Success Contest. The relocating decker makes a Computer Test, with a target number equal to his opponent's Sensor Rating minus the Relocate Utility Rating. The tracking decker makes an MPCP Test against the Relocate Utility Rating. If the relocating decker wins, the track program fails completely. The attacker must successfully attack the target decker again before using the track utility against his opponent.

Scanner

Multiplier: 3

System Operations: Locate Decker

The scanner utility reduces the target numbers of System Tests made during operations that search for deckers.

Spoof

Multiplier: 3

System Operations: Control Slave, Edit Slave, Monitor Slave

The spoof utility reduces the target numbers for all System Tests made to affect system and subsystem slaves.

SPECIAL UTILITIES

Special utilities perform specific jobs that fall outside the standard utilities, such as offensive or operation utilities.



Sleaze

Multiplier: 3

The sleaze utility combines with a deck's Masking Rating to enhance the deck's Detection Factor: (Masking + Sleaze) ÷ 2, round up.

Track

Multiplier: 8

The track utility is a trace program used as a combat program against hostile deckers. After each successful attack, note the number of successes the attacking decker scored. The target decker must make an Evasion (Track Rating) Test. If the Evasion Test fails to yield an equal or greater number of successes, the attacker's track utility locks onto the target decker's datatrail and begins its location cycle. Divide 10 by the attacker's net successes to determine how many turns the track utility needs to locate the target decker's jackpoint.

For the purposes of measuring the location cycle, only count full Combat Turns. If a decker can destroy the utility before the last Initiative Pass of a Combat Turn is completed, that turn is not considered completed.

The target decker can try to escape the attacking decker by logging off or jacking out. However, the track utility makes logoff operations more difficult.

Targeted deckers can use the relocate utility against track programs (see *Relocate*). Of course, the target decker can

always crash the attacking persona, which would stop all its pesky programs.

OFFENSIVE UTILITIES

Offensive utilities inflict damage on the icons of deckers, IC programs, running programs, datafiles—pretty much anything. Some offensive utilities, such as the attack utility, are general, brute-force destructive viral logics. Others are subtler and more limited. The following descriptions specify the targets each utility program can attack.

Attack

Multiplier

Light: 2

Medium: 3

Serious: 4

Deadly: 5

Target: Personas, IC

The attack utility, the least subtle offensive program, can be programmed to inflict Light to Deadly damage. It samples the instruction algorithms of the targeted icons and tries to introduce fairly coarse memory faults into the icon's most frequently accessed code segments. In cybercombat, that translates to a direct attack on the Condition Monitor of the decker's persona or IC icon.

The attack utility affects on-line icons only and has no effect on a decker's meatbody or cyberdeck. The armor utility reduces the Power of damage done by attack utilities.

Black Hammer

Multiplier: 20

Target: Deckers

Five year ago it was a rumor, four years ago a bleeding-edge weapon on the decks of Lone Star's GridSec elites. Three years ago the so-called black hammer utility began cropping up in shadowy hands and today it is a standard offensive utility that most deckers take for granted.

The black hammer utility is a black IC program that targets the decker, not the deck. It can kill a decker without knocking his cyberdeck off-line, so that the decker's jackpoint remains traceable. Black hammer lacks the blaster-like capabilities of mainframe-driven black IC, but otherwise its effects are identical to those of lethal black IC (see *Black IC*, p. 230).

Killjoy

Multiplier: 10

Target: Deckers

The killjoy utility mimics non-lethal black IC. Killjoy programs inflict Stun damage to a decker's meatbody. Otherwise, the killjoy utility is identical to the black hammer utility.



Slow

Multiplier: 4

Target: IC

The slow utility reduces the execution speed of proactive IC. Whenever a decker attacks IC with the slow utility, make an Opposed Test, pitting the Security Value against the Slow Rating. If the IC generates more successes, nothing happens to it. If the slow achieves more successes, the IC loses 1 action for every 2 net successes the slow achieved. If the IC has no actions left in a turn, it hangs—goes dead.

Note that temporarily disabling IC in this manner prevents the IC from raising the decker's security tally. However, suppressing the IC requires 1 point of Detection Factor (see *Suppressing IC*, p. 212). If the IC is not suppressed at the beginning of the next Combat Turn, the gamemaster rolls Initiative for the IC per standard rules and the IC resumes where it left off.

Reactive IC is not vulnerable to the slow utility.

DEFENSIVE UTILITIES

Defensive utilities are designed to prevent, reduce, or repair damage taken in cybercombat. As with offensive utilities, add or subtract the utility rating as indicated in the individual descriptions.

Armor

Multiplier: 3

The armor utility reduces the Power of damage inflicted on a decker's icon by the Armor Rating. For example, the armor utility reduces damage caused by killer IC or the attack utility. Against black IC, armor only reduces the Power of damage taken by the decker's icon—not damage taken by the decker's meatbody. In short, the armor utility is always effective against standard damage to the icon's condition monitor but has no effect on collateral damage to the decker or his deck, which must depend on Hardening for protection.

The armor utility loses 1 Rating Point every time the decker takes damage—every time it fails to completely absorb damage from a hit. Deckers can replace degraded armor utilities with fresh copies of the program by performing the Swap Memory operation.

Cloak

Multiplier: 3

The cloak utility reduces the target numbers for Evasion Tests made during combat maneuvers (see *Combat Maneuvers*, p. 224).

Lock-On

Multiplier: 3

The lock-on utility reduces the target numbers for opposed Sensor Tests made during combat maneuvers (see *Combat Maneuvers*, p. 224).

Medic

Multiplier: 4

The medic utility is used to reduce the number of filled-in boxes in the on-line icon's Condition Monitor. To use the utility, a decker must spend a Complex Action and



make a Success Test using a number of dice equal to the medic utility's rating. The target number is determined by the level of damage the icon has suffered, as shown on the Medic Target Numbers Table.

Each success achieved on the Success Test repairs 1 wound on the icon's Condition Monitor. The program loses 1 Rating Point each time it is used, whether it scores any successes or not. Deckers may load a new copy of the medic utility at its full rating by performing a Swap Memory operation.

CYBERCOMBAT

Deckers and IC can engage in cybercombat. Icons representing system resources and applications cannot attack or be attacked this way. Deckers may use system operations to engage these icons.

CYBERCOMBAT SEQUENCE

Cybercombat in the Matrix follows much the same sequence as standard *Shadowrun* combat. First, the opposing characters and icons determine Initiative, then declare and resolve their actions.

Combat Turns in the Matrix are 3 seconds long, the same as standard *Shadowrun* Combat Turns. (Though 3 seconds is an endlessly long time in actual computer use, the 3-second turn enables gamemasters to more easily synchronize Matrix actions and physical actions elsewhere in the game.) Resolve any simultaneous actions in an Initiative Pass in the following order: astral actions, Matrix actions, and physical actions, with the following exceptions.

If a decker declares a Delayed Action (p. 103) to wait for something to happen in the physical world, resolve his action along with any physical actions of the Initiative Pass. For example, John has an action available on 9 of the turn's fourth Initiative Pass. He delays his action, waiting for his meat colleagues to get to a security door. An IC

MEDIC TARGET NUMBERS TABLE

Wound Level	Target Number
Light	4
Moderate	5
Serious	6



PROGRAM SIZE TABLE

Program Rating	Multiplier									
	1	2	3	4	5	6	7	8	9	10
1	1	2	3	4	5	6	7	8	9	10
2	4	8	12	16	20	24	28	32	36	40
3	9	18	27	36	45	54	63	72	81	90
4	16	32	48	64	80	96	112	128	144	160
5	25	50	75	100	125	150	175	200	225	250
6	36	72	108	144	180	216	252	288	324	360
7	49	98	147	196	245	294	343	392	441	490
8	64	128	192	256	320	384	448	512	576	640
9	81	162	243	324	405	486	567	648	729	810
10	100	200	300	400	500	600	700	800	900	1,000
11	121	242	363	484	605	726	847	968	1,089	1,210
12	144	288	432	576	720	864	1,008	1,152	1,296	1,440
13	169	338	507	676	845	1,014	1,183	1,352	1,521	1,690
14	196	392	588	784	980	1,176	1,372	1,568	1,764	1,960

Decker Initiative

The Initiative of a decker is based on the Reaction Attribute of the decker's persona. If his Reaction has no enhancements, the decker rolls 1D6 and adds the result to his Reaction to determine Initiative.

Each level of Response Increase (p. 207) adds 2 to a decker's Reaction and +1D6 to his Initiative.

Wired reflexes,

program jumps John on 8. The IC program resolves its action along with other Matrix actions on 8. John can take his delayed action on 8, but as Matrix actions come before physical actions, John goes after the IC. So think hard about delaying, netheads—combat usually goes to the swiftest.

Deckers who are communicating directly by voice or datascreen with the meatworld resolve their actions along with the physical actions of an Initiative Pass as well, even if they have actions available before that time. This penalty does not apply to communications via hitcher electrodes, with someone "along for the ride" on the decker's own terminal, or to communications with other personas on the system.

INITIATING COMBAT

A decker may initiate combat with any icon that is "visible" or any icon he has located. Any icon that attacks a decker automatically becomes visible, unless it successfully performs a combat maneuver to conceal itself (see *Combat Maneuvers*). Deckers may locate reactive IC programs by performing the appropriate Analyze operations, and they may locate other deckers by performing Locate Decker operations (see *System Operations*, p. 214). In addition, other deckers may make themselves visible to a decker by communicating with him, attacking him, or deliberately revealing themselves in some other way. Once a decker is "visible" or located, he remains so unless he makes a successful combat maneuver to evade detection.

Proactive IC programs may initiate combat with any decker whose security tally triggers the IC. The IC program can continue to attack until the decker gets off the system or evades detection with a combat maneuver.

INITIATIVE

Any icons with a Reaction Attribute roll for Initiative per standard SR3 rules (p. 100).

magical augmentation, vehicle-control rigs, and other enhancements that increase the Reaction Attribute of a decker's physical body do not affect Initiative in the Matrix.

Initiative and the Physical World: If a decker is engaged in direct communication with the physical world via voice, print, datascreen, and so on, he loses 1D6 of Initiative until he drops the communications link. This penalty does not apply to communications with a meathead via hitcher electrodes, nor does it apply to users with tortoises.

IC Initiative

When calculating the Initiative of an IC program, use the formulas supplied in the IC Initiative Table.

When IC is triggered in the middle of a Combat Turn, reduce its Initiative by 10 for each Initiative Pass that has completely passed that turn. The IC will act on its next Initiative Pass. For example, if IC is triggered by a decker during Initiative Pass 3 (2 passes have completed), and the IC rolls 29 for Initiative, it will go on 9. Since the decker triggered the IC during his Combat Phase on 7, the IC won't get to go until the next Combat Turn (lucky for the decker).

ACTIONS

An icon may take one Free Action, and either two Simple Actions or one Complex Action during a Combat Phase.

Besides the actions listed here, deckers may perform system operations (See *System Operations*, p. 214). Deckers must perform specific actions to execute each operation.

Free Actions

Free Actions are simple, almost automatic actions that require hardly any effort to complete.

The following system operations are Free Actions: Analyze IC, Analyze Icon.

IC INITIATIVE TABLE

Host Security Code	Initiative
Blue	1D6 + IC Rating
Green	2D6 + IC Rating
Orange	3D6 + IC Rating
Red	4D6 + IC Rating



CYBERCOMBAT TARGET NUMBERS TABLE

Host Security Code	Target Number to Hit Intruding Icon	Target Number to Hit Legitimate Icon
Blue	6	3
Green	5	4
Orange	4	5
Red	3	6

IC DAMAGE TABLE

Host Security Code	IC Damage Level
Blue	Moderate
Green	Moderate
Orange	Serious
Red	Serious

Delay Action: Deckers may delay actions per standard *SR3* rules (see p. 103). See *Cybercombat Sequence*, p. 222, for rules on resolving delayed actions.

Jack Out: A decker can jack out of the Matrix anytime as a Free Action, unless she has been attacked and successfully hit by Black IC (see *Black IC*, p. 230). If the decker has not performed a Graceful Logoff operation before jacking out, she is susceptible to dump shock (see *Dump Shock*, p. 227).

Speak a Word: Standard *SR3* rules apply for verbal communications (see p. 106). Direct communications with characters in the physical world affect the decker's Initiative as noted in *Initiative*.

Deckers may also "buffer" messages. When buffering a message, the decker may write a message up to 100 words long and give it to any character linked to the decker with hitcher electrodes, radiolink, datascreen, or other device. The second character may also operate an icon the decker can "see." The second character receives the buffered message at the end of the Combat Turn.

Terminate Download/Upload: A decker can suspend or terminate a data transmission at any time.

Unload Program: The decker can remove a program from his deck's active memory at any time. Removing a program releases active memory for a Swap Memory operation.

Unsuppress IC: A decker can release IC from suppression and restore the points being used to suppress the IC to his Detection Factor at any time. If the suppression was keeping crashed IC from increasing the decker's security tally, the tally increases immediately. If the suppression was suspending the IC's actions, it becomes active immediately. (See *Suppressing IC*, p. 212.)

Simple Actions

A Simple Action requires a bit more concentration to perform than a Free Action, and may be slightly more complex.

The following system operations are Simple Actions: Analyze Security, Analyze Subsystem, Decrypt Access, Decrypt File, Decrypt Slave, Download Data, Edit File, Monitor Slave, Swap Memory, Upload Data.

Attack: A decker may attack an icon with any offensive utility loaded in his deck. IC programs and other icons may attack according to their programming.

Combat Maneuvers: Deckers and icons may engage in any listed combat maneuvers as a Simple Action (see *Combat Maneuvers*).

Complex Actions

Performing a Complex Action requires intense concentration on only that task. Certain System Operations require a complex action, as well as attempting to jack out after having been attacked by Black IC (see *Black IC*, p. 230).

The following system operations are Complex Actions: Analyze Host, Control Slave, Edit Slave, Graceful Logoff, Locate Access Node, Locate Decker, Locate File, Locate IC, Locate Slave, Logon to Host, Logon to LTG, Logon to RTG, Make Comcall, Null Operation, Tap Comcall.

COMBAT MANEUVERS

Deckers, proactive IC, and any other self-directed icons can perform combat maneuvers to avoid detection, parry attacks, or gain a position to make more accurate attacks. All combat maneuvers are Simple Actions.

Each combat maneuver requires an Opposed Test between the icon performing the maneuver and the icon opposing the maneuver. The maneuvering icon pits its Evasion against the opposing icon's Sensor Rating. If either icon is an IC program, substitute Security Value for the Attribute. (Non-IC programs that lack Evasion Attributes cannot perform combat maneuvers, nor can non-IC programs that lack Sensor Attributes oppose them—although if the maneuvering icon achieves no successes, it still fails.)

If the maneuvering icon achieves more successes, note the net successes—the number of successes that exceed the opposing test successes. The net successes determine how successfully the icon maneuvered. If the opposing icon achieved an equal or greater number of successes, the combat maneuver fails.

If the maneuvering icon has a cloak utility, reduce that icon's target number by the Utility Rating. If the opposing icon has a lock-on utility, reduce its target number by the Utility Rating.

Hacking Pool can be added to these tests.

Evade Detection

An icon may perform an evade-detection maneuver to evade an opposing icon that has detected it.

A decker must use the Locate IC operation to re-detect an IC program that has evaded him with the maneuver. To re-detect personas that have evaded him, a decker must use a Locate Decker operation.

IC programs re-detect evading icons in a number of Combat Turns equal to the net successes of the icon's Evasion



Test. This time is shortened by 1 turn for each point added to the icon's security tally during the period. The IC program shows up at the end of the last turn of the evasion period, ready for the Initiative step in the next Combat Turn.

Cybersushi is on an Orange-8 host when he comes under attack from a killer IC program. He needs a breather to upload a more powerful attack program, so he attempts an evasion maneuver.

First, Sushi makes his Evasion Test against the host's Security Value. He has an Evasion Attribute of 6, so he rolls 6D6. He also has a Cloak-4 utility, so the target number for the test is 4 (host Security Value – Cloak Rating). Sushi achieves 3 successes. Meanwhile, the gamemaster makes a Security Test for the host against Sushi's Evasion Rating. He rolls 8D6 against a Target Number 6 and achieves 1 success.

That makes Sushi the winner of the test with 2 net successes. As a result, he evades the killer IC program for 2 Combat Turns.

However, the host spots Cybersushi during the next turn as the decker runs a Swap Memory operation. His security tally rises 2 points, which wipes out his evasion

period—the killer IC program re-detects him at the end of the turn.

Parry Attack

The parry-attack maneuver enables the maneuvering icon to enhance its defenses in cybercombat. If the maneuvering icon wins the Success Contest, increase target numbers for attacks against the icon by its net successes on the test.

The bonus lasts until the next attack by the opposing icon. If the opposing icon performs a position-attack maneuver (see below), the maneuvering icon retains the parry bonus. If either icon successfully performs an evade-detection maneuver, the bonus is lost.

Position Attack

The position-attack maneuver enables an icon to position itself for an attack on an opponent. This is a dangerous maneuver that may backfire on an icon. If the maneuvering icon wins the Success Contest, the icon may reduce the target number for its next attack by its net successes or increase the Power of its attack by the net successes. If the opposing icon wins the Success Contest, that icon receives the bonus.

The bonus lasts only until the next attack.



Cybersushi has an Evasion Attribute of 6 and is running a Cloak-2 utility when he runs into a corp decker with a Sensor Attribute of 5 and a Lock-On-3 utility. Sushi tries a position-attack maneuver to get the jump on his opponent. He makes an Evasion Test against a Target Number 3 (opposing icon's Sensor Rating – Sushi's Cloak Rating). His opponent makes a Sensor Test against a Target Number 3 (Sushi's Evasion Rating – opposing icon's Lock-On Rating). Sushi achieves 4 successes on his test, but his opponent achieves 5. As a result, the corp decker may decrease the target number of his next attack against Sushi by 1 or increase the Power of his attack by 1.

Sushi uses his remaining Simple Action in the phase to perform a parry-attack maneuver. The tests are the same, but this time Sushi wins, with a net success of 1. That increases the target number of the corp decker's attack by 1. The corp decker decides to accept the increased target number and applies his position-attack bonus to the Power of his attack.

RESOLVING ATTACKS

All cybercombat attacks are Simple Actions. To make an attack, the attacker makes a test with his offensive utility program. (Hacking Pool dice may be used to augment the program.) The target number for the test depends on two factors: the target icon's status—*Legitimate* or *Intruding*—and the Security Code of the host where the attack occurs. Any decker icon or IC program that has logged onto a system with a valid passcode is considered *Legitimate*. All other icons are *Intruding*. The Cybercombat Target Numbers Table provides target numbers for icons based on these factors.

Apply any appropriate target-number modifiers from utility options, maneuvers, damage, and so on.

If a decker has somehow acquired a *Legitimate* passcode, or previously planted one on the host, he may log in using it. In general, if the decker uses that passcode to take advantage of *Legitimate* status during a fight with the host's own security programs, the host devalidates the passcode when the decker jacks out or logs off. He has blown his cover, so to speak. However, he can use the passcode in combat against *Intruding* deckers without blowing his cover.

Record the number of successes scored on the Attack Test, because they determine the effects of the attack. The various types of offensive utilities have different effects on their targets, but most inflict damage on a decker's physical body. Any special effects and tests made by the targeted icon are noted in the offensive utility descriptions (see *Offensive*

Utilities, p. 221). For offensive utilities that do not inflict special damage, see *Icon Damage*, below.

Icon Damage

Many programs, such as attack and killer IC programs, inflict damage per standard *Shadowrun* rules. Each of these programs has a Damage Code, which consists of a numeric Power and a Damage Level: Light, Moderate, Serious, or Deadly. The Power for such programs is equal to their ratings.

The Damage Level for such IC programs is determined by the host's Security Code, as shown on the IC Damage Table.

The icon that has been hit rolls a Damage Resistance Test using its Bod Rating against a target number equal to the Power of the damage. For IC programs that take damage, make a Damage Resistance Test using the host's Security Value. The armor utility reduces the Power for the test.

Compare the attacker and defender's successes. If the attacker achieved more, for every 2 net successes stage up by 1 level the Damage Level of the attack. If the defender achieved more, stage down the Damage Level by 1 level for every 2 net successes.

Cassie is attacked by a Killer-6 program on an Orange host, so she faces 6S damage. The IC achieves 3 successes on its Attack Test. Cassie is running an Armor-4 utility, which reduces the Power of the attack to 2. Cassie makes a Bod (2) Test and achieves 4 successes. She achieved only 1 net success, so the damage is not staged down, and her persona takes Serious damage."

Condition Monitors

All icons use the standard *Shadowrun* Condition Monitor (see p. 125), although they use only one damage track—there is no Stun damage done to icons. Damaged icons suffer target number modifiers as indicated on the Condition Monitor. If all 10 boxes on an icon's Condition Monitor are filled, the icon crashes. If the icon is a persona, the persona's decker is dumped from the Matrix. The decker is vulnerable to dump shock (see *Dump Shock*, below) and possibly other effects (when black IC kills an icon, it does not disconnect the decker—it just makes it easier to fry his brain).

Simsense Overload

Whenever a decker's icon takes damage from white or gray IC, the decker's physical body may suffer Stun damage through a resonance effect over the ASIST interface.

To determine whether the decker takes simsense overload damage, he makes a Willpower Test against a target number based on the damage taken by his icon. These target numbers are pro-

OVERLOAD DAMAGE TARGET NUMBERS

Icon Damage Level	Target Number
Light	2
Moderate	3
Serious	5

DUMP SHOCK DAMAGE LEVELS

Host Security Code	Damage Level
Blue	Light
Green	Moderate
Orange	Serious
Red	Deadly

vided in the Overload Damage Target Numbers table. Any icon that takes Deadly damage crashes automatically and exposes the decker to dump shock.

If the Willpower Test fails, the decker suffers a Light Stun wound and fills in 1 box on his Mental Condition Monitor.

Simsense overload damage is not an issue when dealing with black IC. Any damage the decker suffers in that case is no side effect!

Dump Shock

When a decker is crashed off the Matrix or jacks out without performing a Graceful Logoff operation, he risks Stun damage from dump shock. The Power of the damage equals the host's Security Value. This measures the shock of the sudden transition from virtual to physical reality. The Damage Level is determined by the host's Security Code, as shown on the Dump Shock Damage Levels table.

INTRUSION COUNTERMEASURES

The following section details various forms of white, gray, and black IC and their specific effects. For information on how IC comes into play, see *Triggering IC*, p. 212.

WHITE IC

White IC affects only the decker's on-line icon. It attacks the icon's ratings but does not affect the cyberdeck's permanent ratings or utilities. The worst that white IC can do is dump a decker or scramble data she is trying to read or write.

Crippers

Crippers are proactive white IC programs that each attack one of the decker's icon's Attributes. Crippers come in four types: acid, binder, jammer, or marker programs. Acid crippers attack an icon's Bod Rating. Binder crippers attack an icon's Evasion Rating. Jammer crippers attack the Sensor Rating, and marker crippers attack the Masking Rating.

Whenever a crippler program attacks an icon, they engage in a Success Contest. The gamemaster makes an Attack Test for the host and tallies the successes (see *Cybercombat*, p. 222, for details on Attack Tests). At the same time, the decker makes a test using the affect-





ed icon Attribute against a target number equal to thecrippler IC's Rating. If the decker achieves a greater or equal number of successes, the IC does no damage. Reduce the affected icon attribute by 1 point for every 2 net successes the IC scores. Yes, that means 1 net success for the IC does no damage. Two successes do 1 point of damage, four successes do 2 points, and so on.

Neither Armor nor Hardening (see pp. 222 and 206) protect against cripplers.

Cripler IC cannot reduce an icon Attribute below 1.

Selena is on an Orange-6 system when she's attacked by Acid-4crippler IC. The gamemaster makes an Attack Test for the IC and achieves 4 successes.

Selena's icon has a Bod Rating 6, so she rolls 6 dice when she makes her Bod (4) Test to resist the IC. Selena scores 2 successes—2 fewer successes than the acid IC. As a result, Selena's Bod Rating drops to 5.

Killer

Killer IC is proactive IC that causes damage to icons in cybercombat. All killer IC has a Damage Code and its Power is equal to its IC Rating. The Damage Level of killer IC is based on the host's security code. Killer IC on Blue or Green systems does Medium damage; killer IC on Orange and Red systems does Serious damage. For example, Killer-6 IC on an Orange host would do 6S damage. This damage rises a stage for every 2 successes achieved on the host's Attack Test, just like damage in standard combat.

If an attack from killer IC fills the Condition Monitor of a decker, the decker is dumped. Armor utility programs (p. 222) reduce damage from killer IC.

Probe

Probe IC is reactive IC that conducts additional interrogations of data packets and program requests for computer resources. Probe IC helps detect any operations performed by unauthorized programs.

For a probe-equipped system, the gamemaster makes a Probe Test using its probe IC Rating against a decker's Detection Factor every time the decker makes a System Test. Add any successes from the Probe Test to the decker's security tally.

Scramble

Scramble IC is reactive IC used to protect elements of a host's Access, Files, or Slave subsystems. Scramble IC can be programmed to protect a specific component of a subsystem or the entire subsystem. For example, scramble IC can protect an individual data file, a datastore, or all the Files functions on a host—including faxprinter output and dedicated terminals. Similarly, scramble IC on an Access subsystem can oppose logons from specific entry points, such as public grids and dedicated workstations, or all logons. On a Slave subsystem, scramble IC can defend specific remote devices or all devices connected to the subsystem.

Scramble IC programs are designed to make it impossible to Access any host or slave devices they protect, unless it is

decrypted. Additionally, scramble IC will destroy the data under its care rather than letting it fall into unauthorized hands. If the decker tries to decrypt scramble IC and fails, the gamemaster makes a Scramble Test using its Rating against a target number equal to the decker's Computer Skill. If the test fails, the decker has managed to suppress the scramble IC's destruct code. If the test succeeds, the data is destroyed.

Deckers may use specific system operations to defeat scramble IC, all of which can be augmented by the decryption utility program (see *System Operations*, p. 214). Decrypting scramble IC does not add to the decker's security tally. Deckers can use attack programs to crash scramble IC, but doing so will increase the decker's security tally unless he suppresses the scramble IC.

Tar Baby

Tar baby is reactive IC that attempts to crash deckers' utility programs. Each tar baby is pre-programmed to target a specific type of utility (operational, offensive, defensive, special), determined by the gamemaster. Tar baby IC does not attack completely passive utilities such as armor and sleaze programs.

Whenever a decker uses one of the trigger utilities, the gamemaster makes an Opposed Test between the two programs' ratings. Make the Tar Baby Test against a target number equal to the utility program's rating. Make the Utility Test against a target number equal to the tar baby IC's Rating.

If the tar baby wins the Opposed Test, it crashes both itself and the utility program. Tar baby IC does not increase the decker's security tally when it crashes this way. The decker has to load a fresh copy of the utility program with a Swap Memory operation.

If the utility wins the Opposed Test, it remains safe and the gamemaster makes a secret Sensor Test to determine if the decker notices the tar baby IC (see *Noticing Triggered IC*, p. 209).

Selena is on a run when she performs a system operation using Analyze-6. The utility triggers a Tar Baby-8 program that makes a grab at the utility. The gamemaster makes a Tar Baby (6) Test for the IC and an Analyze (8) Test for the analyze program. The Tar Baby Test achieves more net successes, and so both the IC and the utility crash.

GRAY IC

Gray IC programs attack a decker's cyberdeck and utilities directly. Any damage caused by a gray IC attack permanently affects the deck's ratings. Damaged chips and other components must be replaced to restore the deck's original ratings.

Blaster

Blaster IC is proactive IC that attacks in cybercombat in the same manner as killer IC (see *Killer IC*, above). Armor reduces damage from blaster attacks.

Additionally, blaster IC may permanently damage a decker's MPCP if it crashes his icon. If blaster IC dumps a decker, make a Blaster Test using its Rating against a target number equal to the deck's MPCP Rating. Hardening increases the target number but armor has no effect. Reduce the MPCP Rating by 1 point for every 2 successes on the Blaster Test. Note that the decker may



need to crank down his persona programs if his deck takes damage, because their total ratings may not exceed the deck's MPCP Rating multiplied by 3 (see *Cyberdecks*, p. 206).

It's not Selena's day. The program that blew her off the Matrix wasn't just killer as she'd hoped—it was a Blaster-6 program.

Selena's deck has MPCP-6 and Hardening-2, so the gamemaster makes a Blaster (8) Test. The test produces two successes, so Selena's MPCP Rating is permanently reduced to 5. If she goes on a run before replacing it, she'll have to adjust her persona programs to make sure their total ratings don't exceed 15.

Rippers

Ripper IC is a gray version ofcrippler IC. This proactive IC attacks in the same manner (see *Crippers*, p. 227). In addition, whenever a ripper program reduces an icon Attribute to zero, make a Ripper Test using its rating against a target number equal to the deck's MPCP Rating (Hardening increases the target number). For every 2 successes on this test, reduce the rating of the MPCP by 1. Replacing the MPCP is the only way to restore this damage.

Four different types of ripper IC exist: acid-rip, bind-rip, jam-rip, and mark-rip. Acid-rip, also known as "bod-stripper," "sizzler," or "peeler," attacks the deck's Bod Rating. Bind-rip, also known as "gluefoot," "mummy," or "flypaper," attacks the Evasion Rating. Jam-rip, also known as "blinder," "gouger," or "stick," attacks the Sensor Rating. Mark-rip, also called "screamer," "paint," or "tag," attacks the Masking Rating.

Sparky

The proactive IC called sparky IC attacks in the same manner as Killer IC (see *Killer IC*, p. 228). However, if sparky IC crashes the persona, it causes an overload in the deck's power supply that feeds random jolts of electricity to the MPCP and the decker's brain. Results can range from a little impromptu electroshock therapy to a killing jolt. This is dark gray IC indeed—bordering on black—but because it is not designed to *deliberately* cause physical trauma, it is technically considered non-lethal.

Whenever sparky IC crashes a persona, make a Sparky Test against a target number equal to the deck's MPCP Rating + 2. Hardening increases the target number. Reduce the MPCP Rating by 1 point for every 2 successes of the Sparky Test. A sparky attack also causes (IC Rating)M damage to the decker. Stage the Damage up one level for every 2 successes on the Sparky Test. The decker resists this damage as he would any other. Hardening reduces the Power of the damage.

HeadCrash gets trashed off the nets by a Sparky-8 program. The Sparky Test yields 2 successes. That melts 1 point off the MPCP right away. It also raises the Damage Level to HeadCrash from 8M to 8S. Head's meatbod has a



Body Rating 4 and his deck has Hardening-1. He rolls a Damage Resistance Test: 4 dice (his Body) against a target number of 7 (Sparky Rating of 8 - 1 for Hardening). His test produces 1 success, which does not stage down the damage. Can you say ZAP?!

Tar Pit

The reactive IC known as tar pit IC operates and attacks in the same manner as tar baby IC (see *Tar Baby*, p. 228). However, if tar pit IC trashes a utility on-line, it also injects the deck with viral code that corrupts *all* copies of the program in the deck's active and storage memories. Unless the decker has a backup copy of the utility stashed in off-line memory, he's lost it for good. And even if he has a backup, he can't get at it for the rest of the run.

When tar pit IC trashes a program, make a Tar Pit Test against a target number equal to the deck's MPCP Rating.



Hardening increases the target number. If the test produces no successes, the viral code is defeated and the tar pit IC has the same effect as the tar baby program, so the decker can reload his utility with a Swap Memory operation. If the Tar Pit Test produces any successes, however, the IC corrupts all copies of the program stored on the deck. The decker cannot get the utility back until he jacks out and reloads the utility from a source outside his deck (from a storage chip, most likely).

BLACK IC

Black IC is a form of proactive IC that samples the command transactions between the decker and his deck and then injects dangerous biofeedback responses into the deck's ASIST interface. These feedback responses raise the deck's simsense signal to the same levels as a BTL chip on overdose intensity. As a result, the signal may overload the decker's neural connections and in turn render him unconscious, trigger psychological disorders, brainwash him, or cause death from stroke, heart failure, respiratory paralysis, aneurysm, or neurotransmitter autotoxicity. And those are just a few of the possible effects.

Black IC in Combat

Black IC begins to subvert the ASIST interface in a decker's cyberdeck as soon as it scores a successful attack on the decker, even if the hit does no damage. Until the IC scores that first attack, jacking out of the Matrix is a Free Action.

After a black IC hit, the decker must spend a Complex Action and make a successful Willpower (Black IC Rating) Test to jack out. If the test succeeds, the decker may jack out, but the black IC makes one more cybercombat attack against him before the connection goes down. Black IC also makes an automatic attack if a companion at the jackpoint pulls the plug when the deck indicates black IC activity.

Lethal Black IC

Lethal black IC fights like killer IC in cybercombat. However, successful lethal black IC attacks cause damage to a decker and his icon. The Damage Code for the IC depends on the Security Code of the Host: (IC Rating) Moderate for Blue and Green systems, (IC Rating) Serious for Orange and Red ones. The Damage Code applies to damage to both the decker and his icon.

Stage up the Damage Level for every 2 successes on the IC's Attack Test. Every time black IC hits a decker, the decker rolls two Resistance Tests. Hardening reduces the Power of the damage for these Resistance Tests. A Body Resistance Test, using his Body Attribute, enables the decker to resist damage to his person. The Hacking Pool may not be used for this test, though Karma Pool dice may be. The decker also makes a Resistance Test using his icon's Bod Rating to resist damage to the icon. The icon resists damage as it resists damage from killer IC (see *Killer*, p. 228), and armor protects the icon normally.

The decker's Matrix connection remains intact if the icon is killed before the decker dies or manages to jack out. In such cases, the IC completely dominates the decker's icon band-

width. Increase the effective rating of the IC by 2. Of course, the decker cannot fight back at all with his icon down. All he can do is try to jack out before the IC kills him.

The Matrix connection automatically goes down if black IC kills the decker. But before it turns the deck loose, the black IC gets a shot at the MPCP, making the attack as if it were blaster IC, with *double* its rating. If the black IC completely destroys the MPCP, the IC deletes *all* data downloaded by the decker during the run. It deletes any such data stored in any connected storage memory as well, and reduces the MPCP's Rating to 0.

Permanent Effects: Lethal black IC damage overflows in the same manner as Physical damage to a *Shadowrun* character. Any Deadly wound may produce permanent aftereffects (see p. 127). Overflow damage from lethal black IC represents increased levels of brain damage. In addition to permanent damage, these aftereffects may include neurological damage that produces memory lapses, hallucinations, tremors, phantom pain, migraines, or similar conditions. In the case of neurological damage, the gamemaster may devise his own rules for the long-term effects. However, if the decker can be revived, all the rules for Deadly damage apply.

Cybersushi, who has Body-4 and Hardening-1, is rummaging around a Red-8 system when he runs into a black IC-10 program. The IC attacks him and hits, scoring 2 successes on its Attack Test. We won't worry about what happens to the icon—Cybersushi has enough troubles of his own.

The 2 successes stage up the Damage Level from Serious (S) to Deadly (D). Cybersushi takes a 10D hit from the IC! His Hardening reduces the Power of the damage to 9. With only 4 Body dice, Cybersushi is not thrilled by this benefit. He adds 4 Karma Pool dice to the Body dice for the Resistance Test and achieves 2 successes, which stage down the Damage Level to Serious. Close call.

Cybersushi fills in 6 boxes on his Physical Condition Monitor. Meanwhile, the IC rips his icon into junk logics and takes complete control of his icon bandwidth.

On its next action, the IC whacks Cybersushi again. Now his icon is down, so the IC's Rating is up 2 points, to a 12! It scores 1 success this time, so Cybersushi has to resist 12S damage, which his Hardening-1 reduces to 11S. Good luck, Soosh.

Non-Lethal Black IC

Non-lethal black IC functions in the same manner as lethal black IC, with the following exceptions. First, non-lethal black IC causes Mental, not Physical damage. Deckers resist such damage with Willpower Tests. If damage from non-lethal black IC renders a decker unconscious, the decker's Matrix connection is automatically broken. However, the non-lethal black IC still gets a final shot at the cyberdeck's MPCP and the data downloaded during the run.

Mental damage done by non-lethal black IC can overflow into the Physical Condition Monitor.

RUNNING THE SHADOWS



Whether fighting gun battles, slinging spells or surfing the electrons, running the shadows requires players to take a few other things into account when their characters are attempting to get out alive with the goods. Some of these factors, such as defeating security systems and making Perception Tests, come into play during a shadowrun. Others, such as fencing the loot and maintaining a reputation or a lifestyle, become important when the run is over.

PERCEPTION

The gamemaster usually keeps the players informed of obvious information about their characters' surroundings. But what about the not-so-obvious information—like whether or not that corp suit over there is packing heat, or whether the character can smell the chromed ork hiding behind an invisibility spell?

To determine what a character is aware of in such situations, the gamemaster tests the character's perception. The character's Intelligence Rating determines the number of dice to roll; the target number depends on the circumstances.

An individual making a Perception Test should roll dice as described above. If the gamemaster wants to make one Perception Test for the entire team, he finds the average Intelligence Rating for the team and rolls that many dice plus an additional die for each team member. Such group Perception Tests should not be made when surprise is possible (see *Combat*, p. 108).

A player or gamemaster may make a Perception Test for any situation that involves sight, hearing, smell, touch or taste. Set the base Target Number at 4 and use the Perception Test Modifiers Table to determine appropriate modifiers. The table is not meant to cover every situation, merely to offer guidelines. For things that have specific numbers already assigned to them, such as the Concealability of guns, make the Perception Test against the relevant number. All such values are listed in the *Street Gear* section, p. 270.

A single success on a Perception Test indicates that someone has noticed something. Consult the Perception Success Table, p. 232, to determine other levels of success.

In certain cases, Complementary Skills (p. 97) such as Stealth (Awareness) may be added to Perception Tests.



PERCEPTION TEST MODIFIERS TABLE

Situation	Modifier		
Perceiver is distracted	+2		
Sight			
Very small object	+6		
Object partially hidden	+2		
Object brightly colored	-2		
Action very obvious	-4		
Action not obvious	+4		
<i>Visibility Modifiers*</i>			
	Normal	Low Light	Thermographic
Full Darkness	+8	+8/+8	+4/+2
Minimal Light	+6	+4/+2	+4/+2
Partial Light	+2	+1/0	+2/+1
Glare	+2	+4/+2	+4/+2
Mist	+2	+2/0	0
Light Smoke/Fog/Rain	+4	+4/+2	0
Heavy Smoke/Fog/Rain	+6	+6/+4	+1/0
Thermal Smoke	+4	+4	+8/+6
Sound			
			Modifier
Single gunshot			-2
Silenced single gunshot			0
Burst fire			-4
Sound-suppressed burst fire			-2
Full autofire			-6
Sound-suppressed autofire			-4
Grenade blast			-8
A person's yell			-2
Sound is rooms away			+2
Sound is on same floor			+4
Sound is floors away			+6
Perceiver has active sound enhancements			Rating, or -2
Smell			
Odor obvious			-4
Other odors present			+2
Touch			
Temperature extreme (hot or cold)			-4
Perceiver wearing gloves			+2
Taste			
Taste obvious			-4
Perceiver has a cold			+2

* See p. 111 in *Combat* for details on these visibility conditions. When target modifiers are separated by a slash, the first number applies to cybernetic vision enhancements and the second to natural vision.

PERCEPTION SUCCESS TABLE

Successes	Result
1	Something is there.
2	Something is definitely there, and the perceiver suspects what general type of thing it is.
3	The perceiver knows what type of thing it is and suspects its exact nature.
4+	The perceiver knows what it is, but has no specifics without further information or examination.

SECURITY SYSTEMS

Security is a profitable business in the 2060s. Every corporation worth its rep has a decent security system, as do most homeowners, small businesses, crimelords and shadowrunners. Inevitably, the characters will come up against some form of security during the course of a run. The following descriptions and rules provide gamemasters with the means to make penetrating a security system more realistic, challenging and fun for the players. Gamemasters can use this information to decide exactly how the security system works, and require the players to explain, step by step, how their characters will attempt to defeat it.

Gamemasters and players alike will quickly realize that some security subsystems, and combinations of subsystems, are quite literally impossible to defeat without the use of magic—or even with magic. And that's okay. Some things shadowrunners just shouldn't be able to get at easily. Just remember that there are more ways to circumvent a security system than simply cracking it. Instead of using physical, magical, or technical skills, characters can resort to their guile and charm, using social engineering to get the information they need to bypass a system. Or they may just need to snatch the right person, have a chat with blunt objects and obtain the crucial passcode.

In the world of *Shadowrun*, many companies which are licensed to provide security are also licensed to use lethal force "in self-defense." This is not true of all security providers, but it is becoming more common. It is important to keep in mind as well that many larger corporations have extraterritoriality, and so issue their own laws and justice on their own property.

Security systems can add a lot more interest, intrigue and complexity to an adventure. Of course, gamemasters who prefer a less complicated run can still handle the whole thing by rolling the dice.

PHYSICAL SECURITY

Physical security is the primary component of any security system. The less accessible the site, the less problem with uninvited guests. A number of basic features can go a long way to improving security—open free-fire zones, defensive landscaping, strategic architecture, and so forth. Lighting is often situated to blind intruders and aid defenders, and may be sound- or time-triggered. Some corporations use only infrared security lighting—invisible to most, but bright as day to the guards equipped with thermographic vision.

Natural Perimeter Barriers

Hedges, tree lines, dense brush, hills and so on are all examples of natural barriers. Often, these barriers are supplemented by perimeter alarms and/or wire. Player characters may traverse dense brush, but must add a -2 modifier to any Stealth Open Tests they





make while getting through it. Solid or area-wide obstructions must be skirted.

Manmade Perimeter Barriers

Manmade barriers include walls, fences, manmade lakes and hills, and so on. For the ratings of various barrier materials, see *Barriers*, p. 124. Note that firearms cannot usually damage fences, because the rounds pass harmlessly through the fence's latticework. Climbing or swimming requires an appropriate Athletics Test.

Electric Fences

A character who touches a charged electric fence takes 4D damage as from a shock weapon (see p. 124). The character must also make a Willpower or Body (6) Test to remove her paralyzed hands from the fence. Failure to achieve any successes means that the character remains in contact with the fence and receives another 4D damage on her next Initiative Pass. If knocked unconscious by the damage, the character receives one final 4D shock before her muscles go slack and she drops to the ground. Regardless of how many shocks the character receives or when she goes unconscious, she still suffers the long-term stun effects of the shock.

Wire

Natural and manmade perimeter barriers often incorporate obvious or concealed barbed, concertina (coiled razorwire), or monowire. Barrier Ratings, Damage Codes, and the base target numbers for noticing the various types of wire appear on the Wire Table.

Trip Wires

Trip wires are a simple but effective type of perimeter security. All trip wires have the same Visibility as monowire (see above), but most do no damage when tripped (other than setting off the alarm). At the gamemaster's discretion, some corp sites may use monowire as a trip wire; if so, it does the Damage listed for monowire on the Wire Table, as well as setting off the alarm.

TECHNICAL SECURITY

Almost every security system incorporates alarms and other technological sensors into its architecture.

Surveillance Cameras

Big Brother is everywhere, and constantly watching. In some neighborhoods, it's impossible to litter without getting caught and reported on three different cameras. Often, surveillance is blatant and obvious, to discourage trespassers, but modern tech allows extreme subtlety as well, with cheap, mass-produced micro-cameras and sensors. Both video and

WIRE TABLE

Wire Type	Perception Target	Damage*	
		Grab/Walking/Running	Barrier Rating**
Barbed	4	3L/4L/6L	6
Concertina	3	4M/5M/8M	6
Monofilament	8	7S/9S/11S	5

* Impact armor offers one-half (round down) protection against this kind of damage. Combat Pool dice do not help in the making the Damage Resistance Test.

** Damage must be applied directly to the wire. Wire clippers double the character's effective strength for the purposes of cutting the wire. A Strength Test may be made against the Barrier—every two successes boosts the character's effective strength by 1 for the purposes of cutting the wire.

The following modifiers apply to the Perception Test target number for spotting wire:

Situation	Modifier
Obscured in brush	+1 to +4
Character distracted/running	+2
Illumination level fluctuates	Add +1 to modifier of worst level

trideo cameras can be outfitted with various optical options: low light, thermographic, vision magnification, flare compensation and so on. Many cameras are also equipped with microphones. Due to the affordability of electronic storage, most footage is archived for some time.

Luckily for shadowrunners, such measures are still only as effective as the person watching the monitors. A proper distraction can go a long way.

Door and Window Alarms

Doors and windows are often rigged with alarm contacts running current through them, so that if the door is opened, the contact ends, the circuit is broken and an alarm sounds (often silent). With the right tools, characters may almost routinely defeat a simple door or window alarm. Getting past the alarm requires two steps. First, the character must make a Perception Test against a Target Number of 8 to determine the location of the alarm contacts. Electronics B/R may be used as a Complementary Skill for this test. Once the contacts have been located, in order to defeat the system the player makes an Electronics Test against the rating of the system. Use the modifiers suggested in the Build/Repair Table on p. 95.

Motion Sensors

Motion sensors usually transmit an ultrasonic field and react to changes in the field when someone enters the area. Simple ultrasound detectors (see p. 293) can detect the presence of an ultrasound field within 5 meters. Player characters can defeat motion sensors by moving very slowly through the area, one half-meter per Combat Turn, and making an Opposed Stealth (Sensor Rating) Test. An unsuccessful test triggers the alarm. Moving faster than one meter per Combat



Turn raises the target number by +1 for each additional quarter of a meter moved.

Player characters may also try to spook or confound the sensor by using an ultrasound emitter/detector (see p. 293).

MAGLOCKS

Maglocks are the premier device used for access control in the Sixth World. Powered magnetic locks that come in varying security levels and equipped with various physical or biometric pass systems, maglocks can be keyed to individual users or groups of users. See p. 293 for details on various maglock systems.

Maglocks come equipped with several optional identification systems. Keypad systems require personnel to enter an (alpha)numeric code. Anyone unable to enter a valid code may not pass. The system also logs the ID code and identity of the person each time they pass through that point. Similarly, cardreaders require ID cards that have an ident number encoded on a magnetic strip or microchip within the card. Print scanners and voice recognition systems quickly digitize and analyze the input they receive, allowing those with recognized patterns to pass.

Keypads

Keypad systems carry standard ratings from 0 (available at local electronics stores) to 10 (custom-designed systems). Unless the character knows the access code, he or she can defeat a keypad only by rewiring the internal electronics. This requires two steps: removing the casing and tampering with the circuits.

Breaking a Keypad: First, the runner must remove the keypad casing. This requires a successful Electronics (B/R) Test against a target number equal to the Barrier Rating of the casing. Usually, the Barrier Rating of the casing is equal to the rating of the actual keypad system. It is possible to install a keypad system of one rating in a casing of a different rating, but the cost of the procedure is too prohibitive to make this a standard practice. All but the very high-end security systems will have a keypad and casing of equal rating.

The character must generate at least 1 success to remove the casing. Failure to generate any successes simply means that the character could not remove the case. This task requires a base time of 60 seconds, and extra successes may be used to reduce the base time (see *Taking the Time*, p. 92).

The character adds the rating of any anti-tamper alarm system attached to the casing to his or her Electronics (B/R) Test target number. Anti-tamper systems are usually rated from 1 to 4. The character must generate at least 1 success to defeat the anti-tamper system and remove the casing. Failure to generate any successes in this instance sets off the alarm.

To avoid revealing too much information to the players, keep the target number for this test a secret and simply indicate success or failure as appropriate.

Circuit Tampering: Once the keypad case is breached, the character must tamper directly with the keypad circuits. Resolve a standard Electronics (System Rating) Test. The test has a base time of 60 seconds, and the character must achieve 1 success to override the alarm and may use any additional

successes to reduce the base time required for the task. Failure to achieve any successes means that the computer system controlling the keypad noticed the penetration attempt and triggered a passive alert.

For both the above tests, apply the appropriate modifiers from the Build/Repair Table (p. 95).

Of course, modern technology provides a device to assist in this task, called a sequencer (see p. 293). To use a sequencer, make an Opposed Test between the sequencer and maglock ratings. If the sequencer wins, the lock is bypassed; extra successes reduce the 10-second base time. If the maglock wins, a Passive Alert is triggered.

Cardreaders

Cardreaders are normally rated from 1 to 10 and can be defeated using the same method as for keypads—by tampering with the works or applying a special device. As with keypads, the “guts” of cardreaders are protected by cases that must be removed before the circuits can be tampered with. The target number for the Electronics B/R Test used to remove the casing is equal to twice the rating of the cardreader. The base time for the task is 60 seconds. A player who succeeds in removing the casing can tamper with the circuits in the same manner as for a keypad, but must add +2 to the target number for the Electronics Test.

Devices known as maglock passkeys are available in the shadows to assist in defeating cardreaders (see p. 293). Maglock passkeys work the same as sequencers, above, except that using a passkey does not require breaking the keypad.

Print Scanners

Print scanners are security devices that scan fingerprints, palm prints, or even retinal prints. Physical print scanners carry ratings of 1 to 10, whereas retinal scanners are commonly available in ratings from 3 to 9. Clever shadowrunners have developed numerous methods for bypassing such systems.

Synthetic print duplications, which require a casting of the original finger/palm print, carry a rating of 1 through 8, depending on the technology used to make the phony print. The cost for the materials to manufacture a phony print is 200 nuyen per Rating Point. Characters must make a successful Intelligence Test against a Target Number of 3 to make an original cast accurate enough to create a usable phony print. The final product is a “sleeve” or glove-like membrane that fits over a wearer’s hand.

Actual fingers or hands, removed from the owner, have a Rating of 8, but lose 1 Rating Point per hour after being removed from the original owner. Proper care of the appendage can slow the rating loss to 1 point per 3 hours. These guidelines also apply to the use of a finger or palm still attached to a dead person.

The finger or palm still attached to its living owner always works properly for a print scan.

Retinal duplication implants are available for hard-core trespassers. See p. 300 for details.

To determine if the print scanner detects the fake print, make an Opposed Test between the Print Rating and the Scanner Rating. If the scanner achieves at least 1 success in this test, it detects the fake and triggers a passive alert.



Characters can tamper with and defeat print scanners in the same way they can defeat keypads, but must add +4 to the target number.

Voice Recognition Systems

Unlike other scanner or recognition systems, voice recognition systems have an active component. These systems demand a response from an approved user's voice within a certain amount of time. If the response is not given within the time limit, the system sounds an alarm. These systems prove very difficult to tamper with physically because the security checkpoint requires only a simple microphone/speaker combination; the system's circuitry is secure in another part of the building.

Characters can only defeat voice recognition systems by "speaking" with the voice of an approved user—by using a recording, some other simulation or the real voice.

Voice recognition systems carry ratings of 1 to 10. The technology used to deceive these systems varies, from Rating 1 pocket recorders to Rating 6 professional recording decks. Voice modulator cyberware (p. 301) can also be used to attempt to bypass such systems.

In order to defeat a voice recognition system, an Opposed Test is made between the system's rating and the rating of the deception gear. The system that generates the most successes wins. Ties produce no results for either system, and the recognition system repeats its request for a response. The character may make another attempt to deceive the security system.

ACTIVE SECURITY MEASURES

Security companies provide a wide array of active security measures to deal with intrusion threats. These range from trained security guards or even security riggers with patrolling drones, to automatic gun-port systems, to containment responses such as sliding barriers and doors. Guard animals are sometimes used, including paranormal watch critters and normal guard dogs, sometimes augmented with cybertech implants.

It is up to the gamemaster to determine how well-staffed, trained and equipped a site's active security measures will be. The level of difficulty should be based on how much of a challenge the job should be for the characters (see *Non-Player Characters*, p. 248).

Automatic Gun Systems

Automatic gun systems come in two general types: "dumb" and "smart." Dumb weapons simply open up on an assigned area indiscriminately, much like an automatic sprinkler system. The objective of a dumb gun system is to fill the area with as much ammo as possible and hope to hit the target or targets. Systems of this nature are commonly used only in sealed areas with minimal chance of inflicting accidental or collateral damage. These systems usually fire gel rounds.

Dumb guns have a standard arc of fire, usually restricted to 180 degrees or less. Their accuracy depends on how much of

PHYSICAL SEARCH MODIFIERS TABLE

Situation	Modifier
Searcher's level of professionalism	
Average/Amateur (Professional Rating 1)*	+2
Semi-trained (Professional Rating 2)*	+1
Trained or better (Professional Rating 3 or 4)*	+0
Time spent on the search	
Cursory (very quick pat-down) (1–2 seconds)	+2
Brisk (fast pat-down) (3–5 seconds)	+1
Standard (6–20 seconds)	+0
Detailed (21–60 seconds)	–1
Deliberate (1–2 minutes)	–2
Practically a fraggin strip search (3–5 minutes)	–3
Strip search (6–10 minutes)	Weapon found
Searcher is	
Intimidated/Fearful	+2
Working under normal conditions	+0
In complete control	–2

*Refers to the Professional Rating rules, p. 248.

the 180 degree arc they cover. Dumb guns covering a restricted 60 degree or less arc have an effective appropriate Skill Rating of 4. Automatic guns covering 60 to 120 degrees have an effective Skill Rating of 3, and those covering the full 180 degrees have a Rating of 2. These systems usually use the equivalent of an HK227 firing the appropriate round type at full autofire. The gun immediately attacks any target entering the assigned area of fire. If the target remains within the field of fire, he or she is attacked again every Initiative Pass (see *The Initiative Pass*, p. 102). Automatic gun systems usually use rudimentary sensors that only indicate if a potential target is within the arc of fire. Standard dumb gun systems are activated by outside command and left to fire when a valid target appears.

In sharp contrast, smart guns, also referred to as autonomous gun systems, or sentry guns, use a selective system to choose targets. They selectively acquire and track targets and engage them with the appropriate rate of fire. Sentry systems incorporate sophisticated low-light, thermographic and ultrasound targeting and tracking systems into an advanced tactical-analysis data-processing system. Built around an assault rifle or light machine gun mechanism firing at minigun rates, these weapons fire in burst or autofire modes as appropriate (gamemaster discretion) and feed at least 1,000 rounds of ammunition. Traditionally mounted on tripods (providing 6 points of Recoil Compensation), these systems have 360 degree full-traverse mounting, allowing them to engage targets in any facing. Some systems include a vertical pivot system used to engage targets at up to a +20 degree inclination, or down to a –10 degree declination.

"Smart" automatic gun systems carry an effective appropriate Skill Rating of 6 and have an Initiative of 25 + 2D6. The system will automatically delay actions as needed. As minigun-rate firing mechanisms, these systems can fire up to 15 rounds an action, usually in five 3-round bursts. They can and will engage multiple targets within one action.



MAGICAL SECURITY

There are a number of methods used to keep astral intruders out, the most common of which are bound patrolling spirits and astral barriers such as wards (see p. 174). Various dual-natured paranormal critters are often used as watch animals, as they can detect and attack astral as well as mundane targets. Respectable security companies train their guards to detect the “shivers” that mundanes sometimes feel when an astral form passes through them (see p. 173), and it is not uncommon for certain facilities to have guard mages on site or on call.

MATRIX SECURITY

The various security triggers and intrusion countermeasures used to protect Matrix hosts are described in *The Matrix*, p. 199. While quite a few security systems are vulnerable to Matrix intruders who can override alarms, edit video camera feeds and so forth, numerous companies have learned their lessons and often keep their entire security system (or large portions of it) separate from the Matrix.

WEAPON DETECTION

It is not uncommon for characters to carry concealed weapons, or to attempt to smuggle weapons past security checkpoints. Most corporate and government buildings, nice restaurants, seedy bars and especially airports will have detection systems. Gamemasters may use the following rules to determine whether characters sneak past. In most cases, this involves a test against the Concealability Rating of the weapon (see p. 270).

Automatic Systems

Various technological devices exist to detect weapons, whether used to aid a manual search or discreetly built into a building’s doorway. The most common of these is the magnetic anomaly detector (MAD) which typically has a rating of 1 to 4 for hand-held models and 4 to 9 for architectural versions. To determine if the system detects a weapon, it makes a Rating (Concealability) Success Test. Any successes set it off.

Gamemasters may wish to give characters a chance to notice built-in MAD systems before they walk through them. Such systems typically have a Concealability of 8, but may be harder to detect.

Manual Detection

At some point, despite their best precautions, the runners will be forced to submit to a thorough pat-down, a down-and-dirty physical search. Gamemasters should use the following guidelines to determine the effectiveness of such searches. In addition to the relative ability of the individual conducting the search, two other factors are important: how much time the “security officer” spends making the search, and how badly the searcher wants to find something.

In all cases, make a standard Perception Test against the Concealability of the weapon in question. Apply the modifiers in the Physical Search Modifiers Table, p. 236.

Cyberware Detection

Many security systems also scan for cyberware in addition to weapons. Cyberware scanning systems generally are rated

between 3 and 9. They also come in built-in architectural (Concealability 8) and hand-held models. Whenever someone with cyberware is scanned, roll the device’s rating. The target number for typical cyberware is 3, for alphaware it is 6. The more successes obtained, the more specifically the system identifies the purpose and rating of the implants.

FENCING THE LOOT

A character just snatched an optical chip full of hot data fresh off some corp’s top-secret database. The character also snagged an exec’s limo that has enough ordnance in the trunk to equip half a squad of bodyguards. How does he or she get rid of all the swag, preferably for the maximum personal profit?

If a shadowrunning team has a prearranged deal for disposing of loot, then the following rules do not apply. If the runners have a pile of stuff and nowhere to sell it, however (which is the usual situation), then it’s time to find a fence.

FINDING A FENCE

Depending on what the runners have to sell, the fence can easily be one of the team’s regular street contacts, such as a fixer or a talismonger. Other times, the runners may need to rely on the kindness of strangers. Finding a fence requires a successful Etiquette (Street) Test. The Base Target Number is 4, modified per the situations on the Finding a Fence Table, p. 238.

THE LOOT

Most fences will buy loot that is easy to dispose of before taking on the fancy stuff. A fence typically prefers to buy in the following order:

Standard gear, including weapons, clothing, armor, vehicles, jewelry, credit balances (money) and so forth.

High-tech loot, including ordinary data, equipment, research files and such.

Hot loot, including one-of-a-kind items, secret datafiles, prototypes or procedures for new processes, magical items, or anything that belonged to a big, big boy and is irreplaceable.

If a team is working together to find a fence, roll a number of dice equal to the average Etiquette (Street) Skill for the group plus one die for each member against a modified target number (Base Target Number 4, plus or minus the appropriate situation modifier from the Finding a Fence Table). All of the characters who contribute their Etiquette (Street) Skills to the total must attend the meet at which the loot will be sold. If one or more of them cannot show, the fence will get nervous and skip the meet.

Successes achieved on the roll can be used in two ways: to reduce the time required to find the fence, or to increase the fence’s bankroll.

Hustle It Along

Locating a fence and setting up a meet takes a base time of 10 days. Characters may allocate successes to reduce this time, to a minimum of 1 day. Each day spent looking for a fence increases the chances that the former owners of the merchandise will learn that the player characters are trying to move it. At the end of each day, the gamemaster rolls a number of dice equal to the days spent searching against a Target Number of 6. One or



more successes means the bad guys are on to them. If the gamemaster thinks the bad guys would hunt down the team, he can set up an ambush at the meet.

Financing the Fence

Fences have limited means; they are just ordinary businessmen, trying to turn a dishonest nuyen. To increase the characters' chances of getting a good price for their stuff, the team can allocate successes to increase the fence's bankroll. The gamemaster secretly rolls two dice and multiplies the result by 100,000 nuyen to determine the base bankroll. He then multiplies that amount by the number of successes the team allocates to the fence's bankroll. The result is the total amount of money the fence will have available for the meet. (Of course, the fence isn't necessarily going to spend all of it without considerable persuasion ...).

THE MEET

A meet can take place anywhere. Once it is in progress, make a Negotiation Test between any one character and the fence. Roll a number of dice equal to each opponent's Negotiation Skill, using the other's Intelligence Rating as the target number. Naturally, both sides are suspicious of each other, adding an automatic +2 modifier to the target number. The gamemaster sets the skill and Intelligence ratings for the fence.

The Negotiation Test determines the price paid for the player characters' loot. The base price for most loot is 30 percent of its actual value as listed in the *Street Gear* chapter, p. 270. For loot not on the table, the gamemaster sets the base price. Whichever side wins the Negotiation Test alters the price paid in his or her favor by 5 percent per extra success. If the fence won, the payment price will not drop below 10 percent of the actual value. If the team won, the payment price will not rise above 50 percent of the actual value.

The fence will almost certainly bring enough muscle along to forestall any unscrupulous business practices the team may consider. If the original owners of the loot are coming after it, they will show up at the meet as well.

SINLESS

Identity is something shadowrunners take very seriously—especially their real ones. Thanks to the modern information superstructure, it's possible to track people by their names, SINS, and credit transfers if you know what you're doing. As most shadowrunners value their privacy, they tend to take anonymity to an extreme.

WHAT'S IN A SIN?

System Identification Numbers (SINs) were introduced by the UCAS in 2036, requiring the registration of every UCAS citizen. Individuals residing in the UCAS without a SIN are considered "probationary citizens," which means they are not allowed to vote and have few to no civil rights. Nowadays,

FINDING A FENCE TABLE

Situation	Modifier
Using a regular contact	-1
Disposing of standard gear	-1
Disposing of hi-tech or other important loot	+1
Disposing of hot loot	+3
While being sought by police	+1
While being sought by a corp or organized crime	+2
Magical loot (focuses, spell formulae and so on)	+2

SINs are legally registered at birth—assuming the child is born in a standard hospital. Those that aren't are born SINless, and unless they register or are arrested, do not officially exist.

It is possible to attempt to register with the UCAS government and obtain a SIN, but to do so one must prove that he is a solid, upstanding citizen and that

the UCAS has something to gain by admitting him. For most SINless members of the sprawl, this is not a viable option. Most governments in the world have adopted SINS or something similar, and frequently cross-pollinate their databases with each other. Corporations also frequently issue "corporate SINS" to track and register their employees/citizens.

The actual numbers that compose a SIN are generated by a complex formula from several pieces of personal data. What this means is that law enforcement officials can determine your birthdate, state of origin and initials from your SIN.

If a SINless person is arrested, several things can happen. It is not uncommon for SINless to be horribly abused, locked away, or "disappeared," as they have no rights to speak of and no datatrail to even prove they exist. Most SINless arrestees, however, are issued a "criminal SIN"—which they are then stuck with for the rest of their lives. That SIN is now archived in multiple law-enforcement databases, and indexed with their photograph, fingerprints, palmprints, and perhaps even voiceprint, retinal scan and tissue sample.

If you lack a SIN, many activities that normal citizens take for granted become impossible for you. For example, you need a SIN to get a legal job, open a bank account, own property, go to school, rent an apartment, establish utility services, and so forth. Most importantly, a SIN is now required for any form of legal travel—including just buying a bus ticket. Even those with criminal SINS will find it difficult to perform many of these activities without facing red tape and hassle.

Players may decide when creating their character background whether or not they have a SIN.

CREDSTICKS AND ID

Credsticks are pen-sized tubes that serve as simultaneous ID and credit card. A credstick shows any licenses and permits a person holds, such as a drivers license or firearms permits (see *Permits*, p. 274). It can also provide emergency medical information, as well as store encoded finger/palm/retinal prints and more. In many ways, credsticks can be a person's single most important connection to the world.

In addition to storing SINS and other ID, credsticks primarily are used to transfer money. Credsticks contain encoded optical chips that retain the access codes necessary to transfer funds to or from the owner's account, as well as the account's most recent balance information.

To use a credstick, a shopper inserts it into the store's credstick reader, which connects through the Matrix to the



appropriate financial institution and allows the user to deposit, withdraw, or transfer funds. In order to manipulate funds, an ID check is required.

Credsticks can also record transactions not already in the financial computer network, but they must be periodically connected to the network to validate such transactions. Failure to do so results in invalidation of all non-network transactions and cancellation of the credstick's financial function.

Registered credsticks come in five types, distinguished by the amount of funds one can access and the amount of ID cross-referencing each requires for use, as noted on the Credstick Table.

Certified Credsticks

Similar to a cash or bearer bond, a certified credstick is not registered to a specific person and is worth the amount of cred-it encoded on it. It requires no identification to use. As it is encoded by the financial institution that issued it with raw funds, it can be used by individuals other than the person to whom it was originally issued. Banks usually charge a small percentage to create a certified credstick. They cannot be used as ID.

Certified credsticks are a popular form of payment among shadowrunners.

FORGING CREDSTICKS AND IDS

Forging a credstick is a difficult task. Though the stick itself may be easy enough to rig, fabricating the background identification files that make a credstick legitimate requires considerable effort.

In a credstick ID verification, the information offered by the credstick is instantly cross-referenced and double-verified through a dozen or more channels. Such cross-referencing is a simple matter for the international computer grid of the Matrix, and so falsifying an identity involves an incredible amount of electronic manipulation. That is, someone must create and covertly insert into the world's databanks a suitable, appropriate and credible "credit history" that appears to be a permanent part of the information net.

An average Joe working at home on his legal cyberterm has no hope of creating a usable false ID for a credstick. Only an extremely well-connected expert possesses the resources to pull off a scam of these proportions. Entire shadowy organizations exist solely for the purpose of creating false identities and credsticks. These organizations, normally based in one of the world's data havens, maintain contact with the "real world" only through secret channels.

Creating the credit history and the forged stick itself costs money. The greater the detail and reliability of the history required by the client, the higher the rating of the credstick, and the more money it costs to produce.

The Creating A Credstick Table provides information on how much it costs to create a false credstick, if and when a credstick is available, and how long it takes for a client to get a credstick from a top-notch forgery organization. At least

half the cost of creating the credstick must be paid to the fixer in advance.

Once created, a credstick is used as if it is the real thing. Under most circumstances, a good forgery will stand up to the verification process and be accepted as legitimate. Only a particularly sophisticated credstick checking and ID verification system might detect a fake.

Using a Forged Credstick

Whenever a character uses their fake credstick to pass an ID check, they must make an Opposed Test pitting their fake credstick's rating against the rating of the verification system. The side achieving the most successes wins. If both sides achieve the same number of successes, the verifying system instructs the operator to further "interrogate" the credstick bearer. The operators's display screen will then flash a series of questions based on the bearer's history which the bearer must answer correctly. If the credstick bearer answers any question incorrectly, the verifier rejects the credstick or ID. See *Using Charisma-linked Skills*, p. 92, for rules regarding Interrogation Tests.

LIFESTYLES OF THE RICH AND SHADOWY

Even though it may sometimes seem that many *Shadowrun* characters live in a bar or a rundown squat, each character actually has a unique lifestyle. Players can use the following information to flesh out events that might occur in their characters' lives between adventures, and also to influence certain game mechanics such as healing (see *Combat*, p. 126).

Lifestyle measures the quality of a character's daily life and his or her living expenses, including shelter, food, entertainment, clothing and so on. It does not cover technical resources, weapons, magical equipment, professional hirelings or other major but not personal items. The player and the gamemaster can also decide on other interesting details of the character's lifestyle. For example, a character might live in an abandoned

CREDSTICK TABLE

Credstick Type	Transaction Amount	ID Required
Standard	1–5,000¥	Passcode
Silver	1–20,000¥	Fingerprint
Gold	1–200,000¥	Voiceprint
Platinum	1–1,000,000¥	Retinal Scan
Ebony	Unlimited	Cellular scan

CREATING A CREDSTICK TABLE

Stick Rating	Cost	Availability	Street Index
1–4	Rating x Rating x 1,000¥	Rating/24 hours	1
5–8	Rating x 5,000¥	Rating/72 hours	1
9–12	Rating x 10,000¥	Rating/14 days	1
13+	Rating x 50,000¥	Rating/30 days	1



building, but install enough conveniences in it to qualify as having a Luxury lifestyle. Keeping all those gadgets running, buying security, maintaining water supplies and keeping a low profile will cost him as much as a mansion in a ritzy neighborhood.

Players can choose from one of six lifestyles: Luxury, High, Middle, Low, Squatter or Streets. They may also temporarily find themselves saddled with the Hospitalized lifestyle (see below). A character living a Middle or higher lifestyle can support guests at a rate of 10 percent of his own cost of living per guest. A host can also keep a guest at a lower lifestyle than his own by paying 10 percent of the cost of the guest's lifestyle.

LUXURY

This lifestyle offers the best of everything: ritzy digs, lots of high-tech toys, the best food and drink, you name it. The character has a household staff, maid service or gadgets to do the chores. He is likely (and expected) to have a powerful car and a big house, a snazzy condo or the penthouse suite in a top hotel. Home security is top-of-the-line, with well-trained guards, astral security and instant response times. His holophone is SOTA with all the features, multistation trideo, all satellite and cable channels, and subscriptions to several major newspapers and journals. He's on the VIP list at several exclusive restaurants and clubs, both real and virtual. This is the life for the high-stakes winners in the world of *Shadowrun*: high-level executives, government big shots, Yakuza bigwigs and the few shadowrunners who pull off the big scores (and live to spend their pay).

Cost: 100,000¥ a month and up-up-up!

HIGH

A High lifestyle offers a roomy house or condo, good food and the technology that makes life easy. The character may not have the same perks as the really big boys, but neither does he have as many people gunning for him. His home is in a secure zone or protected by good, solid bribes to the local police contractor and gang boss. He has a housekeeping service or enough tech to take care of most chores, and a luxury commuter car is at his beck and call. This is the life for the well-to-do on either side of the law: mid-level managers, senior Yakuza and the like.

Cost: 10,000¥ a month

MIDDLE

The Middle lifestyle offers a nice house or condo with lots of comforts. Characters with this lifestyle sometimes eat nutrisoy as well as higher-priced natural food, but at least the autocook has a full suite of flavor faucets. Characters also have a commuter car or first-class tube pass. They have a basic vid-phone with fax, and subscribe to a few cable channels and a local news screamsheet. This is the lifestyle of ordinary successful wage-earners or criminals.

Cost: 5,000¥ a month

LOW

With this lifestyle, the character has an apartment, and nobody is likely to bother him much if he keeps the door bolted. He can count on regular meals; the nutrisoy may not taste great, but at least it's hot. Power and water are available during assigned rationing periods. Security depends on how reg-

ular the payments to the local street gang are. When characters with a Low lifestyle travel, they ride the tube. Factory workers, petty crooks and other folks stuck in a rut, just starting out or down on their luck tend to have Low lifestyles.

Cost: 1,000¥ a month

SQUATTER

Life stinks for the squatter, and most of the time so does the character. He eats low-grade nutrisoy and yeast, adding flavors with an eyedropper. His home is a squatted building, perhaps fixed up a bit, possibly even converted into barracks or divided into closet-sized rooms and shared with other squatters. Or maybe he just rents a coffin-sized sleep tank by the night. He has to use a public dataterm (when he can find one that works) to call, fax, or e-mail anyone, but he might pick up a pirate trid station on his dumpstered trid unit. The only thing worse than the Squatter lifestyle is living on the streets.

Cost: 100¥ a month

STREETS

The character lives on the streets—or in the sewers, steam tunnels, condemned buildings, or whatever temporary flop he or she can get. Food is wherever the character finds it, bathing is a thing of the past, and the character's only security is what he creates for himself. This lifestyle is the bottom of the ladder, inhabited by down-and-outers of all stripes.

Cost: Hey chummer, life ain't all bad. It's free.

HOSPITALIZED

This special lifestyle applies only when a character is sick or injured. The character is confined to a hospital: a real one, a clinic equipped as a hospital or a private location with the necessary equipment. Characters cannot own this lifestyle. They only pay for it until they get well or go broke, whichever comes first.

Cost: 500¥ a day for basic care, 1,000¥ a day for intensive care

KEEPING UP THE PAYMENTS

Characters must shell out nuyen each month to keep up a lifestyle. If they miss a payment, they may end up in debt and living a lower lifestyle.

Each month that a character misses a payment, roll 1 die. If the result is greater than the number of consecutive months of payments missed, no sweat. The character's credit (which is part of the cost of the lifestyle) absorbs the missed payment. If he makes the next payment, everything is fine.

If the die roll result is less than or equal to the number of missed payments, the character is in trouble. His lifestyle gets downgraded one level, which means being evicted from his former home, having some of his tech repossessed, having to hock some clothes and so on.

The character is also in debt, and owes somebody one month's cost of his former lifestyle. If the character is mostly legit, he's in debt to a credit company. If the character is a criminal or shadowrunner or is living a lifestyle lower than Middle, being in debt may mean that he or she has defaulted on less formal financial obligations. This situation can lead to earnest discussions with large persons on the subject of debt management. After the character gets out of the hospital, he or she can pay back the loan. If



not, there's always a good market for fresh body parts. "Taking it out of your hide" has a whole new meaning in the year 2060.

Getting Paid

Deciding how much nuyen to pay a shadowrunner for a run is the gamemaster's toughest job. A simple rule of thumb is to pay a runner enough in a month to pay for his or her lifestyle(s). To simulate real life, the gamemaster can create a pay scale based on how long the job will take in days and divide that by the character's monthly expenses (generally his lifestyle). The base payment can be increased by good negotiations or incentives—for example, the runners might get to keep anything they can carry, or receive bonuses for certain actions (keeping quiet, framing a rival and so on). To determine an appropriate base payment for a run, add together the characters' lifestyle expenses and calculate the average, then multiply by the number of team members going on the run.

BUYING A LIFESTYLE

A character can permanently buy a given lifestyle by making a payment equal to 100 months' upkeep. For example, ten million nuyen buys a permanent life of luxury. This sum represents investments, trust funds and so on that take care of payments. Admittedly, a player doesn't have much reason to spend 10,000¥ buying a permanent lifestyle for his character as a squatter, though doing so might be useful if the character wants to maintain a getaway or hideout somewhere.

Nothing in life is certain, however. A character can lose a permanent lifestyle through an enemy's action or through sheer bad luck. A decker can rip investments to shreds, or enemies can blow real estate holdings into scrap. These things depend on how the character's story unfolds, not on how much is on his credstick at the time.

If a player wishes, his or her character can sell a permanent lifestyle of Middle or better. If the character has a couple of months to broker a legitimate deal, roll 2 dice. Multiply the result by 10 percent to determine how much of the purchase price the character gets paid for his "property." If the character is a shadow person—that is, lacking a SIN—roll only 1 die. Also roll 1 die if the character must dump his home and possessions fast or through an agent because he is on the run.

MULTIPLE LIFESTYLES

There is no limit to the number of lifestyles characters can have. Each lifestyle is bought separately and maintained for the period of time per the standard lifestyle rules. Players can have one lifestyle for meeting clients, one for shadow-ops, one to hide out in when the heat is too great and even one that they can live in outside the shadow community. The options below give some other uses for lifestyles.

Safehouses

Living the life of a shadowrunner is full of pitfalls, double dealings and paranoia. That means the smart runner invests in a

few flop houses, known in the biz as safehouses, where they can hole up while the heat dies down. Characters can purchase as many sites as they wish by purchasing multiple lifestyles.

Safehouses work on many different levels depending on the individual. Because characters don't live in their safehouse, they usually prefer something cheap that they can pay for without sacrificing their bottom line. Usually, safehouses are considered Low lifestyles because they are basement apartments, former warehouses, tenements and other out-of-the-way locales that they hope no one will want to search. Players can improve their safehouses by paying for upgrades themselves and still maintain the same "cheap" monthly lifestyle. Security devices, electronics, "comforts of home," extra weapons or biotech gear are common improvements.

TEAM LIFESTYLES

Shadowrunning teams may jointly purchase one or more lifestyles for the team, gaining them safehouses in various areas where they can hide out or stash gear. Rather than putting the financial burden on one team member, teams can pool their resources at any time to purchase these additional lifestyles. As the team gets paid, they can buy more safehouses and pay upkeep on existing ones.

Each character should still have at least one lifestyle of his own, as a home. Two or more characters can live together, if they wish, but as in real life, this can lead to unexpected complications.

If a team thinks they will need an upper-level spot from which to do business, they may be better able to afford it as a group than to put the burden on one player. Having a showcase spot for business meets also means that none of the characters has to conduct business in her home.

If the team is purchasing a Low lifestyle or higher, one member of the team will have to be the tenant of record. For either a Low lifestyle or a luxurious one, there will be no scrutiny—in either case, the landlord is happy to take the money, no questions asked, please clean up any bloodstains before the neighbors complain. For Middle and High lifestyles, the characters will need someone with a SIN or a very good cover story. Corps often rent apartments to house visiting or relocating workers; this is a standard explanation for a runner who is renting a place she won't be living in. For any level of lifestyle, the tenant of record is the one stuck with the debt if the team doesn't keep up payments.

Even if the team has purchased safehouses for the group, characters are free to maintain their own additional lifestyles. Shadowrunners are by nature highly individualistic creatures, and they may eventually need a place that even their teammates cannot accidentally reveal. In addition, team members will have widely divergent types of gear to store. That old shack next to the train tracks may be great for stowing a few bits of magical gear, but a risky place to keep a stash of grenades.

BEYOND THE SHADOWS



This section is primarily intended for the gamemaster, though players will also find it helpful to read. It covers the elements of *Shadowrun* that are the gamemaster's primary responsibilities, such as non-player characters, using and awarding Karma, improving skills and Attributes, and various other aspects of creating and running a successful adventure.

As with all *Shadowrun* rules, the following are primarily guidelines. If players and the gamemaster do not agree with how a particular rule works or feels for their game, they are free to change it. (No one will come by your house late one night to find out if you are playing by the *published* rules. We stopped doing that years ago.)

KARMA

In *Shadowrun*, Karma measures the experience characters gain when they go out on an adventure. They do not get Karma for doing the laundry, unless the laundromat is in an urban combat zone. Karma is used to improve Attributes, skills and special resources.

Karma is awarded at the end of an adventure, but not necessarily after a single playing session. The gamemaster decides who gets Karma and how much they receive. Every character in a group receives Karma for some things, but certain awards go only to individuals.

Each surviving member of a team gets Karma for staying alive, succeeding at a mission, and for the degree of danger in the mission. Individual characters can pick up additional Karma for good roleplaying, gutsy fighting, smart planning, sheer luck and other personal feats.

Once awarded, Karma is split into two subsets, Good Karma and Karma Pool. Good Karma is what the players use over time to improve their character. Karma Pool is used by players during game sessions for saving their character's hoop in tight situations. Both are tracked separately, and the Total Karma a character has been awarded should be noted as well. All awarded Karma counts as Good Karma, except for every twentieth point, which is added to the character's Karma Pool. Human characters add every tenth point to their Karma Pool.

Brynn is a new human character. She starts with a Karma Pool of 1. After her first few runs, the gamemaster awards her a total of 12 Karma Points. Because she is human, every tenth point goes into Karma Pool (increasing it to 2), leaving her with 11 Good Karma. When later Brynn earns another 9 Karma, her Total Karma has reached 21, so she adds another point





to her Karma Pool (the twentieth). Her Karma Pool is now 3, and her Good Karma is now 19 (11 + 8).

Shetani, an elf character, has a Total Karma of 62, Good Karma of 10, and Karma Pool of 4. That means over time, his character has been awarded 62 points of Karma. Every twentieth point has been added to the Karma Pool (each character starts with 1 Karma Pool) and the rest (59) has gone to Good Karma (of which he has spent 49 points improving his character over time, leaving him with 10).

AWARDING KARMA

Characters earn Karma for surviving an adventure and for achieving certain goals in the process. The gamemaster awards Karma to all surviving team members in equal amounts, based on the following criteria. He also makes individual awards to characters whose actions deserve them.

Karma is awarded to characters who personally advance the story or the overall gaming enjoyment in some way. Good roleplaying, guts or smarts above and beyond the call of duty and similar actions should earn a player character extra Karma. These awards can become quite high; if a character has an absolutely amazing run that enables the group to succeed at a very tough mission, that character might earn up to 10 or 12 Karma Points. A Karma award greater than 12 points for a single adventure, however, is highly unlikely.

Good roleplaying: Award 1 Karma Point to players who mostly stayed in character. Excellent roleplaying is worth 2 Karma Points. The standards for good roleplaying will depend on how a gamemaster and his or her group like to play. Be flexible, however. *Shadowrun* is supposed to be fun, not a course in method acting.

Guts: Brave and/or effective fighters should get a point of Karma, two if they are particularly heroic. (Stupidly brave fighters don't earn this award. Survival is its own reward, should they be so lucky.) Actions that might merit this award include gutsy magical battles in astral space and hard-fought combat in the Matrix as well as shoot-'em-ups in the physical world.

Smarts: Players whose characters come up with a clever strategy, solve a puzzling clue or pull off a good scam should get at least 1 point of Karma. This award also goes to characters smart enough to know when to surrender or run.

Motivation: Players whose characters really drive the storyline forward, or who are continuously motivated to resolve problems and find solutions may be deserving of 1 Karma point. Characters who start plotlines on their own accord, instead of awaiting the gamemaster to drop something in their lap, are particularly deserving.

Right place/right time: Characters who are in the right place, with the right skill to do some necessary job, should get 1 point of Karma. However, don't award Karma just for making good dice rolls. The award should go to a character who has a vital skill and knows when to use it. The character should not have known in advance that she would need the skill. If the players knew that they would need to pick a lock and so had a character slot the Lockpicking Skill beforehand, a Karma award is unmerited. If the team got trapped in a dead-end alley with the bad guys closing in, and one of them just happened to spot

an old doorway and picked the lock under fire so the team could escape—well, that's different story.

Surprise: A surprising and effective strategy is worth a Karma Point to the player who comes up with it. Ideas or actions that foil a gamemaster's well-laid plans should be rewarded.

Humor and drama: A player who paralyzes the entire gaming group with laughter while acting in character should get 1 Karma Point. We are in this for fun, after all. Likewise, if a player acting in character impresses the group with a particular piece of high drama (or melodrama), he or she should earn a point of Karma.

IMPROVING THE CHARACTER

Players can use Good Karma between adventures to improve a character's Attributes or skills. Skills and Attributes are improved separately.

IMPROVING ATTRIBUTES

A character can increase Physical and Mental Attributes 1 point (at a time) by paying a number of Good Karma points equal to twice the rating to which the Attribute is being raised. For example, increasing Strength from 5 to 6 costs 12 Good Karma points. Use the natural, unaugmented Attribute when calculating this cost. Characters use this method when improving Attributes up to their Racial Modified Limit (see Racial Attribute Limit Table, p. 245).

If for some reason a character's Physical or Mental attributes have been reduced during game play, they can be increased again by spending Good Karma in this manner.

There are some limits to what Good Karma can improve. Characters cannot raise the Attributes of Essence or Magic with Good Karma, even if they have been reduced. Reaction cannot be directly improved, but by improving a character's Intelligence and Quickness a character's Reaction can be increased.

Exceeding the Racial Modified Limit

It is possible for characters to improve their Attributes to a rating higher than their Racial Modified Limit, up to their Attribute Maximum. A character's Attribute Maximum is equal to their Racial Modified Limit times 1.5 (see Racial Attribute Limit Table, p.245). To improve an Attribute above the Racial Modified Limit has a cost equal to 3x the rating to which the Attribute is being raised. For example, an elf character who wanted to raise her Strength from 6 to 7 would have to spend 21 Good Karma Points to do so.

Raising Attributes higher than the Racial Modified Limit should be a rare thing. We don't recommend having "super characters" whose standard Attribute ratings are their Attribute Maximum, as they can unbalance the game.

IMPROVING SKILLS

Players can also increase skill ratings and acquire new skills using Good Karma. Since skills are linked to Attributes, costs to improve them are based not only on the skill rating but on the linked natural Attribute Rating as well. Costs for improving Active Skills are also different from the costs for improving Knowledge or Language Skills. The cost in Good Karma for



increasing a skill rating can be found on the Skill Improvement Cost Table. Multiply the number given on the table by the new rating (round fractions down) to determine the cost in Good Karma.

The cost in Good Karma of the skill improvement is determined at the time of the increase. Because Attributes can also increase (or in some cases decrease) over time, some skills may fluctuate in cost depending on when the player purchases them. There are no “rebates” of Good Karma if the skill cost decreases due to Attribute increases. Payment of Karma is made at the time of improvement under the conditions at that time.

Specializations do not automatically increase when the base skill increases. Specializations must be increased separately, and their cost also depends on the Linked Attribute Rating and whether they are Active, Knowledge, or Language specializations. Costs for improving specializations appear on the Skill Improvement Cost Table. A specialization rating may not be more than twice its base skill rating (with the exception of base skills of 1 with specializations of 3); the base skills must be raised before the specialization can be raised further.

As with base skills, specialization costs may fluctuate as Attributes are improved, but there are no “rebates” of Good Karma.

Iris has the Active Skill Pistols 3, with a specialization in Beretta 101Ts at 5. The Linked Attribute for Pistols is Quickness—Iris has Quickness 4. Raising her Base Skill to Pistols 4 costs Iris (4 x 1.5 =) 6 Good Karma. Raising it later to Pistols 5 (higher than Quickness 4) would cost her (5 x 2 =) 10 Good Karma. She'll probably want to raise her Quickness first.

If Iris instead chose to raise her specialization to Beretta 101T at 6, it would cost her (6 x 1 =) 6 Good Karma.

LEARNING NEW SKILLS

New skills can be purchased at a skill rating of 1, by paying a cost of 1 in Good Karma. New skills only cost 1, whether they are Active, Knowledge, or Language Skills. To raise the skill beyond Rating 1, follow the skill improvement rules above.

A character cannot purchase a specialization unless they possess the base skill. To begin a new specialization, you must buy the specialization at rating 1 point higher than your base skill, as if you already had the specialization at the rating of the base skill, following the skill improvement rules above. Creating or improving a specialization does not mean the base skill must be reduced. To improve the specialization beyond that, follow the

RACIAL ATTRIBUTE LIMIT TABLE

Racial Modified Limit (Attribute Maximum)

	Elf	Dwarf	Ork	Troll	Human
Body	6 (9)	7 (11)	9 (14)	11 (17)	6 (9)
Quickness	7 (11)	6 (9)	6 (9)	5 (8)	6 (9)
Strength	6 (9)	8 (12)	8 (12)	10 (15)	6 (9)
Charisma	8 (12)	6 (9)	5 (8)	4 (6)	6 (9)
Intelligence	6 (9)	6 (9)	5 (8)	4 (6)	6 (9)
Willpower	6 (9)	7 (11)	6 (9)	6 (9)	6 (9)

rules above as normal. There may be more than one specialization to a base skill, up to a maximum number of specializations equal to the base skill's Linked Attribute Rating.

Brick has Stealth at 5 and Quickness 6. He decides to start a specialization for Stealth, and chooses Sneaking. To begin the specialization, he must buy Sneaking at 1 point higher than his base skill (5 + 1 = 6), as if he had Sneaking 5 already and was merely raising it. In other words, he must pay the cost for Sneaking at 6, which is (6 x .5 =) 3 Good Karma. If he decides to raise it again later, it will cost him (7 x 1 =) 7 Good Karma, because he would be raising it higher than Quickness. Instead, he chooses to buy a second specialization in Awareness, which also costs him 3 Good Karma. He then has Stealth 5 (Awareness 6, Sneaking 6).

TRAINING

Gamemasters should not allow characters to simply spend large amounts of Karma and become vastly more powerful almost overnight. Realistically, characters should have to train and/or spend some time using and improving their skills and abilities. They may even need to search out a teacher to learn or improve a skill (see *Instruction*, p. 95).

It is up to the gamemaster to balance the requirements for learning new skills and improving Attributes and skills against the gaming group's style of play. Such training can be made into a short and simple mechanic, such as requiring a Skill Test using the skill to see if it can be learned or improved. The target number for such a test would be twice the Skill Rating

SKILL IMPROVEMENT COST TABLE

Base Skill

New Skill Rating Is ...

	Active	Knowledge/Language
Less than or equal to Attribute Rating	1.5	1
Less than or equal to (2 x Attribute Rating)	2	1.5
More than (2 x Attribute Rating)	2.5	2

Specializations

New Skill Rating Is ...

	Active	Knowledge/Language
Less than or equal to Attribute Rating	.5	.5
Less than or equal to (2 x Attribute Rating)	1	1
More than (2 x Attribute Rating)	1.5	1.5



sought. If the character did not possess the skill, the character would have to default. An instructor could add dice to this test, per the Instruction rules. Good Karma could only be spent to learn or raise the skill after this test was successfully made.

Alternately, learning or improving abilities could be roleplayed to the max, perhaps even becoming the basis for an adventure as the character drags his team into his personal goals. Maybe the character's instructor was recently the target of a corp extraction, or a shaman's totem requires a quest to be made before the character can improve his ability to conjure spirits. Gamemasters are encouraged to be creative and to make improving characters an engaging and integral part of the game.

KARMA POOLS

A character's Karma Pool reflects his or her accumulated "luck." Generally, Karma Pool Points give more experienced characters an advantage over less experienced characters with the same levels of ability, lending support to the maxim, "Age and treachery will beat youth and skill every time." The bottom line is that Karma Pool is the stuff that pulls your hoop out of the fire.

One-twentieth (one-tenth for humans) of all Karma earned goes into the character's Karma Pool (every twentieth/tenth point earned). Karma Pool is slightly different from other dice pools, as it has different uses and different costs (described below). Many uses of Karma Pool are quite specific and require specific circumstances.

Since Karma Pool reflects the mystical nature of luck, it *does not* refresh every Combat Turn like other dice pools. Instead Karma Pools refresh on an abstract basis, determined by the gamemaster. The basis for refreshing the Karma Pool should be roughly every new "scene" within the game's storyline. This can mean every 24 hours of game time, or it can be a matter of hours or days. In most cases, Karma Pool should refresh at the beginning of each gaming session, and will likely not refresh until the beginning of the next gaming session.

Gamemasters can adjust this time frame to meet their campaign needs and to fit the nature of their *Shadowrun* world. If the characters are on the lam, they may not be able to reset the karma wheel and their luck may run low (or out). Or the adventure they are currently wrapped in may have a series of encounters in which the player characters can catch their breath and re-evaluate the situation before the next encounter is thrown at them, allowing partial or even full refreshment of the Karma Pool. Under certain situations, gamemasters may even allow some characters to refresh faster than others. For example, a character on the verge of death may not see his Karma Pool refresh until he's healed, whereas a live and kicking character pulling off a series of heroic stunts may see his pool refresh in short order.

Sometimes the rules may say that a character must *burn* Karma. In this situation, the rules are calling for a character to permanently give up or lose a point (or points) of Karma Pool. Subtract it, for it is gone forever; burned Karma Pool dice do not refresh.

RE-ROLLING FAILURES

A player can use 1 point from his character's Karma Pool to re-roll any dice in any test that came up failures. For example, the player rolls 4 dice and scores 2 successes. For 1 point of Karma, he can re-roll those 2 failed dice again. If the player wishes to re-roll failure dice on a test more than once, the Karma Pool cost increases incrementally. It costs 1 Karma Pool die to re-roll failures once, 2 Karma Pool dice (for a total of 3) to re-roll failures again, 3 more dice for the third re-roll, and so on. Once a dice comes up as a success, it may not be re-rolled.

Dodger is trying to break open the case on a maglock in a hurry with his Electronics B/R of 5 and a target number of 8. He rolls 1, 2, 5, 5, 8 on his test for one success. He needs at least 4 success to cut the base time down, so he spends 1 Karma Pool and re-rolls the 4 failures, getting 3, 5, 5 and 9—a total of 2 successes now. He spends 2 more Karma Pool dice (a total of 3 spent so far) to re-roll the 3 failures left, getting a 2, 2, and 4. Ouch! He bites the bullet and spends 3 more Karma Pool (a total of 6, all he has) to re-roll those 3 dice again, and prays that he gets the 2 successes more that he needs.

AVOIDING AN "OOPS"

Karma can help characters avoid the worst consequences of the Rule of One (p. 38). If all the dice on a given test come up 1, it usually means a disastrous failure. Paying 1 point of Karma does not allow a re-roll, but does turn the disaster into a simple failure rather than a catastrophe. A player may not spend additional Karma to re-roll failed dice on an "oops" roll.

OPEN TESTS

If a character is dissatisfied with the results of an Open Test, he can spend Karma Pool to re-roll dice, at an incremental cost. To re-roll one die costs 1 Karma Pool point, to re-roll 2 dice costs 2 more Karma Pool points (a total of 3), to re-roll 3 dice costs 3 more Karma Pool (a total of 6), and so on.

BUYING ADDITIONAL DICE

A player may spend 1 point of Karma to buy an additional die for use in a test, up to a maximum of however many skill, Attribute or rating dice he is currently using (not including dice from other pools). These karmic dice work normally. More than one die can be bought, at an incremental cost (2 more Karma Pool for a second die, 3 more Karma Pool for a third, and so on).

BUYING SUCCESSES

A player can purchase successes for his or her character by burning 1 Karma Point per success. In order for a character to burn Karma Pool in this manner, he must at least achieve one success on the test normally. Karma Pool dice burned in this manner are gone forever.

EXTENDED ACTIONS

Gamemasters may also allow player characters to use Karma Pool Points when performing time-consuming actions such as writing Matrix utilities, spell research, enchanting and



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other activities that require hours, days or even longer periods of time to complete.

The character must allocate Karma Pool Points to the Skill Test for the action when the extended activity begins, even if the required Skill Test comes at the end of the task. In addition, the Karma Pool does not refresh until the action is completed.

THE HOOPER-NELSON RULE

If the gamemaster chooses to allow it, a player can decide to lower the target number of a spectacularly difficult action by burning (and permanently losing) Karma Pool dice. The amount paid is equal to the amount removed from the target number. We recommend that this rule not be used unless the Target Number is 12 or higher. The lowest a target number can be reduced to using this option is 8.

Saigon Sam wants to bust a heroic move to save his buddies who are being wiped out by an ork gunner in a helicopter. The helicopter just happens to be level with the roof Sam is on, and he wants to make a flying leap off the roof and into the gunner, knocking the gunner to the pavement below—not to mention grab onto the helicopter and not fall himself. The gamemaster judges the distance for jumping, adds in the relevant target number modifiers, and tells Saigon Sam his target number for the entirely fool-hardy action is 18. Sam knows that this is the defining moment in his shadowrunning career (did we mention his girlfriend is being held captive onboard the helicopter?) and decides to burn Karma Pool to lower that target number. He only has 7 Karma Pool dice, and he decides to burn them all, lowering his target number to 11. He rolls his 6 Athletics dice and gets a result of 1, 3, 4, 5, 8 and 11. He makes it! The ork gunner, so surprised to see Saigon Sam leap off the roof, is totally unprepared for the kick delivered by Sam and falls to the pavement below—leaving Sam hanging onto the helicopter's runners. Sam's gamble paid off and the street will be alive with the gossip about the flying shadowrunner who took out a whole helicopter all by himself.

HAND OF GOD

The Hand of God is a second optional use for Karma. This rule allows player characters to spend their entire stock of Karma—both Good Karma and Karma Pool—in a single instant.

This rule is designed for use when a character faces dire circumstances and no single Karma Pool will save his hoop—for example, when that high-powered sniper rifle goes off and the character is seeing the white light at the end of the tunnel. This use of Karma represents divine intervention—the Big Wheel of Fate deciding that the character's time on this planet is not yet up and miraculously pulling him from the jaws of Death. Gamemasters can explain this phenomena with any rationale they like, from sheer coincidence to the intervention of gods, totems and so on.

METAHUMAN VARIATION TABLE

2D6	Total Attribute Points
2	-4
3-4	-2
5-7	—
8-9	+2
10-11	+4
12	+8

To use Hand of God, a character must possess at least 1 Karma Pool Point. When the character burns all his or her Karma at once to avoid certain death, these points are gone. The character has no Karma until he or she earns new Karma Points.

A character may use the Hand of God only once, ever.

NON-PLAYER CHARACTERS

The gamemaster can use the various sample characters and contacts provided in this book for the non-player characters (NPCs) with whom the player characters interact during the game. Often, the game statistics presented for the sample character or contact will work as published and require no modification. Most times, however, the stats will need modification to better suit the particular character or situation.

The character creation system beginning on p. 52 is designed to create starting player characters rather than non-player characters of varying power. NPCs need not be balanced to anything beyond the gamemaster's needs for the story. The NPC's Attributes, skills, abilities and gear should be tailored to the story and the characters rather than to a creation system. Gamemasters are free to adjust any statistic they wish to something they feel is more appropriate—even if that means making a character that the creation system can't. Gamemasters can freely invent characters by assigning Attributes, skills, and gear at a whim, without actually making sure they fit the creation system.

Alternately, the gamemaster can take the Sample Characters (p. 64) or contacts (p. 257) and adjust them to fit the campaign at hand. For some random variety, gamemasters can use the Metahuman Variation Table to adjust the character's base Attributes and make each character unique. Roll on the table and adjust the character's Attributes as necessary. Gamemasters can also use this system to randomly adjust skills.

DICE POOLS

NPCs use dice pools just like player characters. Calculate these dice pools using the formulas on p. 44. All normal rules for the various pools apply.

Karma Pool is the equalizer for many critters and NPCs and should equal the average of the characters' Karma Pool, adjusted for the threat level the NPC or critter should represent.

NPC PROFESSIONALISM

Non-player characters are rated by their professionalism and how well their courage holds up under fire. The NPC's Professionalism Rating determines how long he will remain in a fight after he is injured. The gamemaster should take that rating into consideration when that character gets into a scrap, but should never feel constrained by it.

NPCs can be Average, Semi-Trained, Trained or Professional. For all except professionals (who are expected to battle on under almost all circumstances), the gamemaster may make a Willpower (4) Test for the character to determine whether or not he can steel himself to keep fighting after being wounded.



Average

Average NPCs are untrained and unfamiliar with combat situations. They tend to react clumsily, slowly, and without a plan. Examples of Average non-player characters are pedestrians, wage slaves and so on. Average NPCs will stop fighting or flee immediately after receiving a Light wound.

Semi-Trained

Semi-trained characters have some training and/or combat experience. They will remain in a fight until the situation is obviously no longer going their way. They tend to act deliberately and with a plan, but do not have the cool head of the true professional. Examples of Semi-Trained characters include street cops, low-ranking corporate security guards and the like. Semi-trained characters will stop fighting or run immediately after receiving a Moderate wound.

Trained

Trained characters have received special combat training, and in general know what they are doing. They are not stupid and will not take foolish chances. Some examples of Trained characters are bodyguards, mercenaries, ranking or experienced street cops, corporate security guards and so on. Trained characters will stop fighting or withdraw immediately after receiving a Serious wound.

Professional

Professional non-player characters live for combat. They will fight on till the bitter end, or until personal motivation dictates otherwise. Examples of Professional characters include shadowrunners, elite law enforcement or security characters, or other important non-player characters (in the gamemaster's judgment).

DISEASES AND TOXINS

Toxins (drugs and poisons) and diseases can do damage from which a character may recover normally. Many also have side effects that affect the character as long as the nasty stuff is active. As the disease or toxin runs its course through the character's body, some of these side effects may manifest at different stages. Diseases and toxins are rated according to the damage they do and the speed with which they take effect.



Speed determines how soon after exposure the victim will have to resist damage. Toxins usually act immediately; many diseases may not begin to do damage for hours or even days. In either case, the victim must make a Body Test to resist damage once this period has passed. If he or she is still in contact with the toxin or infected by the disease when the relevant time period elapses again, the character must make another Body Test with a target number modifier of +4. This will continue for as long as the character is in contact with the toxin or infected by the disease.



The Body Test to resist diseases and toxins uses the Power of the attack as the target number. Every 2 successes reduces the Damage Level.

Antidotes, which counteract toxins and diseases, usually reduce the Power of the disease or toxin's damage. In most cases they must be applied after exposure, but before damage is taken. Many vaccines, however, can be administered before a character is exposed to a disease or drug. These provide immunity to it, and so the character need not make a Body Test to resist damage.

If the patient has taken Deadly damage from the effects of something nasty, the injection of the correct antidote counts as professional attention. See *Deadly Wounds and First Aid*, p. 129.

The description of each disease or toxin specifies any side effects or symptoms. It also includes notes about how the nasty stuff gets into the victim's system and any special treatments that might be necessary.

TOXINS

Neuro-stun VIII

Damage: 6S Stun **Speed:** End of the following Combat Turn

Description: Delivered as a gas in an organic binder, N-S VIII takes effect if inhaled, or on contact with the skin. At the end of the turn following the turn during which a character is exposed to N-S VIII, he suffers Stun damage. Even if he resists this, he suffers disorientation for about an hour, adding +2 to all target numbers.

Narcoject

Damage: 6D Stun **Speed:** End of that Combat Turn.
Description: Injected. Can be used in drug darts; a touch is sufficient to inject. No side effects.

Gamma-Scopolamine

Damage: 10D Stun **Speed:** Immediate
Description: Injected. This neuromuscular blocking agent renders a target unable to move. Derived from the natural toxin found in *Atropa Belladonna*, commonly known as nightshade.

Gamma-scopolamine takes effect immediately, causing dizziness, dilation of the pupils, speech loss, delirium and paralysis. Deadly stun damage indicates full paralysis; for lesser damage, apply an additional +2 to all modifiers appropriate for the Stun wound (for example, a Serious stun wound applies a +5 modifier to all target numbers and a -5 modifier to Initiative). The full effects last for one hour. After the hour has passed, the residue remaining in the body acts as a "truth serum" for an additional hour. Adjust the target's Willpower by -2 (down to a minimum Rating of 1) for the duration of the chemical's effect.

Fugu Family

Damage: version 5 is 3D **Speed:** Instantaneous
version 6 is 6D
version 8 is 8D

Description: Injected or eaten. The Fugu family is a manufactured version of one of the deadliest neurotoxins in nature. There are no side effects if the character successfully resists



damage. Fugu-8 is the strongest of the chemically made versions of this toxin, and has been used for years by corps to torture their enemies. Two watered-down versions have hit the street: the more common Fugu-5 (10,000¥ per dose), and also Fugu-6 (20,000¥ per dose).

DISEASES

VITAS-3

Damage: 6D

Speed: 12 hours

Description: Aerosol virus transmitted by close contact or by an infected person sharing confined space with another person. After the incubation period, fever, chills and vomiting occur until damage is reduced to Light.

SHADOWRUNNING

Shadowrun takes place in an exciting, dangerous time with plenty of opportunity for adventure. Whether stealing data from some megacorp's top-secret database, providing security for a visiting dignitary when the drek hits the fan or busting a valuable researcher out of a high-security corp enclave, the player characters are the heroes. The adventures a gamemaster creates should challenge the players' wits more than their guns, and the gamemaster should reward good role-playing as much or more than lucky dice-rolling.

When getting a group of players together, the gamemaster ought to learn something of their interests or else his adventures are likely to flop. One of the most important things to consider in planning the mission is to invent one that the players would really like to tackle. But don't expect a lot at first. The players probably know less about the ways of the game universe than the gamemaster, and may have only vague ideas about what they want to do. They might want to make money, take on a corrupt corp, get involved with organized crime and so on. Once they get a few runs under their belts and their characters' life stories take some shape, the players' goals and ideas will become more defined. They may want to hunt down a particular enemy, find a lost love, avenge themselves on a corporation that did them dirty, or find a specific magical treasure from Dunkelzahn's hoard, to give just a few examples. The gamemaster can and should build these ideas and suggestions into major themes in his adventures.

Encourage the players to write out their characters' histories, including background on family, friends and previous employment. The gamemaster can then draw on those histories to develop adventures that get everyone involved.

Be Informed!

Even the simplest, most straightforward game has many elements that the gamemaster must keep in mind: NPCs, the major events of a campaign, the flow of the adventure and all the other little details that make the game world come alive for the players. Consequently, organizing all of your information for a particular game—and keeping it organized throughout the game—is probably the most important step for keeping track of everything. Maintain a running list of the major characters, including a few notes about each character's appearance and personality. Keep a list of the major events in your cam-

paign. You might even want to keep detailed maps, character statistics and other references on hand.

Creating detailed notes of the events of each game session can also help you keep important information straight. Review your notes at the start of each session to refresh your memory. Also, listen to what the players say; they might note important points that you didn't write down. They might also see the events of the game differently than you do, and having their perspective can help you keep your campaign interesting for your players.

Be Knowledgeable!

A gamemaster should be familiar with the whole game. That doesn't mean memorizing the rulebook, just being familiar with the basic rules and knowing where to find other rules quickly when needed.

Gamemaster screens and notes offer two excellent ways to keep information on often-used rules close at hand. Keep a written outline of the adventure handy for quick reference when necessary. Experienced gamemasters usually improvise more, but those just starting out will usually find it best to think through the adventures in advance and to keep them relatively simple.

Be Fair!

The gamemaster and players should both work together to create a good story, which means that gamemasters should always strive to play fair when ruling for or against the players. Don't make things too easy for the player characters, but don't needlessly penalize them, either. In general, stick to the rules. If you or your players hate one of them, feel free to change it—but make sure everyone understands and agrees with the way the new rule works. If you decide to use an optional or variant rule, make sure you apply it in every appropriate situation. Keep special cases and exceptions to a minimum.

Also, remember that NPCs are not omniscient; they should not know everything the gamemaster knows, such as the player characters' skills, weapons, spells and so on. The gamemaster controls the NPCs, but should not allow them to act or plan based on knowledge that would not reasonably be available to them.

Be Realistic!

Like the player characters, the NPCs played by the gamemaster are people, with individual fears, needs, hopes and desires. By giving them life, the gamemaster can make the stories that come out of the game more memorable for everybody involved. Give your NPCs personalities, motives, likes and dislikes. For example, maybe the heartless corporate Johnson who's planning on double-crossing the player characters has a soft spot for kids because he grew up as an orphan in the Seattle Barrens. Or the toxic shaman your player characters are facing has a grudge against a particular person that warped him, rather than simply hating humanity.

Critters should likewise act out of realistic motives. Most animals do not kill for no reason or for pleasure. They fight out of necessity—out of hunger, or pain, or to protect their young. Keep in mind also that wild animals live wherever they can find food and shelter—so your player characters shouldn't run into a pack of hell hounds in the Barrens unless someone put them there.



Be Flexible!

If a player wants to do something not explicitly covered in the rules, don't just refuse on principle. You can always find a skill rating of some kind that the player can use for a test. Tell the player what skill or Attribute applies to the situation and whether his chances of pulling off the intended action are good, indifferent or terrible.

If your group creates a new rule to cover a special situation during a game, decide later what to do with it. The middle of a shadowrun is no place to discuss the fine points of game mechanics. (The rule might become a new "house rule" that will always apply in future, or a one-shot solution you may or may not use again.)

More generally, most players are good at coming up with new and innovative ways to wreck a gamemaster's carefully laid-out adventure plans. When that happens, the gamemaster has two choices: resisting the players' direction or going along with it. The latter is by far the better choice; players forced into situations they are trying to avoid are likely to have less fun, and may even end up resenting the gamemaster for not letting them play out the adventure their way. A gamemaster who can adjust his or her own plans to account for the players' unexpected actions not only lets the players tell the story, but may also gain inspiration for future events and plot lines.

Be Tough!

Challenge the players. If they don't sweat for every Karma Point and nuyen they earned, then you're not pushing them hard enough. *Shadowrun* is an adventure game and the players are the "stars" of the adventure, so their characters should face dangerous opponents and survive harrowing escapes in order to achieve their goals. That top-secret corporate research lab is likely to be guarded by a force a lot more lethal than two goons armed with baseball bats, and the local Yakuza boss won't keep his organization's main database on a home computer.

Karma Pool is an excellent way to fine-tune the threat that a given opponent poses to player characters. For gamemasters just starting out, keep in mind that on a really rough run, the player characters should, ideally, win only by the skin of their teeth, if at all.

Be Kind!

Technically, a gamemaster has enormous power over the player characters. He can throw enormous risks at them until their luck runs out and they fail a test, resulting in serious injury or even death. But only cheap bullies do that. Gamemasters who measure their success in trashed character sheets soon find themselves without players.

When player characters get in over their heads, remember that bad guys like to take prisoners. Prisoners can be made to talk or used as hostages. Prisoners can also pay ransom. Most important, prisoners have a chance to escape and live to fight another day.

Sometimes, the gamemaster has to cheat to keep characters alive. If a player makes an unlucky dice roll or an NPC gets off a lucky shot, the character doesn't have to die. Instead, the gamemaster can fudge the dice roll to keep the character alive. Knock the character out, or stick him in the hospital. Don't let a

well-developed character die just because the player rolled a 2 when the character needed a 3. The gamemaster can and should decide that he stays alive long enough to get to a hospital.

The same goes for good NPCs. If the villain the gamemaster spent hours designing gets hit by a lucky shot, his body can always be buried under a collapsing building or suffer some other disaster that "no one could possibly survive." A few months later, the villain can show up, held together by glue and cyberware, ready for revenge against the player characters.

Being kind also means listening to what your players want out of the game and trying to include their interests in the story. If they want to explore the metaplanes, play special-forces characters or create their own gang in East L.A., let them.

TIPS FOR LESS STRESSFUL SHADOWRUNS

The gamemaster can use the following tips to keep track of the zillion and one things that go into an adventure, from story lines to NPCs to running gunfights.

Maps and Displays

Maps and other visual aids are extremely useful, sometimes essential. A map of the city where the campaign is set, even if it's just a sketch with shapes showing neighborhoods, is one of the most helpful tools a gamemaster can have. Try using two: one to show the city that everyone knows (share this with the players) and another that shows the locations of all those secret places (keep this one to yourself). As the team discovers these locations, they can add them to the "public" map. The gamemaster can also take an ordinary street map and use it for adventures. Use colored pens to indicate the neighborhoods and other areas. A card file, notebook, or database program can be used to keep a list of useful or interesting addresses.

Maps of smaller places (buildings, sewers, neighborhoods, and so on) are also important. Draw them, use maps of real places, or borrow them from game adventures. Don't be afraid to re-use them, either—many real buildings have very similar floorplans.

The gamemaster can also draw displays on a big pad of paper, or use the various plastic mats made for gamers, with hexagonal or square grids. For figures, 25mm-scale metal miniatures pack a lot of atmospheric detail and are small enough not to need an auditorium for a firefight.

NPC Files

A file of major NPCs is a great help. Use a card file, a notebook or a computer database to store profiles on contacts, family members, lovers, important specialists (magicians, doctors, lawyers), the local police commander or any other NPC likely to be used in adventures again and again. Easy access to the file can help keep the game moving.

Also prepare some stock NPC profiles (wagemages, corporate thugs, gang members and so on) for quick reference. If the profiles published by FASA keep showing up again and again, players are eventually going to be familiar with the bad guys' stats. Creating your own profiles can help you keep your players guessing about the opposition they face.

CONTACTS

Contacts are NPCs that serve player characters as sources of valuable information, goods and services, as well as making the *Shadowrun* world a fuller, more colorful place to play. Contacts are often the best, and occasionally the only way a runner can find out just what kind of drek he's gotten into. The following section describes how to get the most from contacts—how to use them in the game, flesh them out and maximize the roleplaying opportunities they represent for your players.

LEGWORK

Legwork is the primary function of most *Shadowrun* contacts. In a typical *Shadowrun* adventure, legwork means following up on or discovering clues by investigating people, places and situations. Contacts provide one of the best ways for runners to get the information they need. Most published adventures include a *Legwork* section that contains success tables listing information available to the runners from these sources.

A Success Test using Etiquette (Street or Corporate), Target Number 4, typically serves to find out what a contact does or does not know. The amount of information available from the contact depends on the number of successes the player achieves. The player character rolls a number of dice equal to his Etiquette Skill to determine what the contact knows *and* is willing to spill (which may be two very different things). Characters who roll more than one success gain all the information available to all previous levels of success.

Once the number of successes is determined, the gamemaster can roleplay the encounter with the appropriate information level in mind. A player character's interaction with his contact should go beyond a few abstract die rolls; contacts are characters with their own lives, points of view and needs, not simply spigots of information to be turned on and off. Meetings between contacts and player characters should be tailored to the specific contact's personality. A reporter contact might prefer a straightforward meet in a neighborhood bar, while a Mafia soldier might rather meet in the service alley behind a deserted shopping mall in the wee hours of the morning.

Contacts are generally trustworthy, as long as the runners play it safe. A player character should never compromise his contact by later making it obvious where he obtained the information or by revealing that the team may be planning to hit some group with which the con-



tact is affiliated. Are the contact's ties stronger to his group or to the runner? A good runner never forces a contact to make that choice.

Whether or not the runner has to pay for his contact's services and how long before the contact may want information or a favor in return are questions that add another dimension to these encounters. Gamemasters can determine fees for information as they wish, or with the following formula: contact's Charisma x contact's Intelligence x 50. Divide that result by the number of successes achieved on the Etiquette Test. The result is in nuyen. Gamemasters should feel free to adjust this base result to reflect the specific contact involved. Standard Negotiation procedures apply to determine the final payment for the information.

Runners may also ask their contacts to "check around," "keep an ear to the ground," or otherwise generally listen for news. In this case, the gamemaster makes an appropriate Etiquette Test for the contact at +2 against the target number given in the relevant success table. If the gamemaster rolls any successes, the contact reports the appropriate information to the runner in 2D6 hours, or at a time determined by the gamemaster. This is an excellent way for gamemasters to make sure that information vital to the adventure's progress makes it to the runners. The cost of such general snooping is determined as described above.

The gamemaster can add yet another dimension to legwork by acknowledging that contacts are not always available at the runners' convenience. If a player wishes to rush a meeting with a contact, they should make an Etiquette Test to do so. In addition, the Etiquette Test they make to get what they want out of the contact should suffer a +2 target number modifier for the hassle.

SEARCHING THE MATRIX

Deckers may also take an active role in acquiring general information. Many electronic information services exist in the era of *Shadowrun*—public, private and secret. These contain gigapulses of data: on-line conversations, rumors, stolen and dumped files and the like. Deckers can create simple programs to search vast databases for key words and related terms, then download the information to their cyberdecks or Matrix-connected personal computers. Creating the search program is so simple that gamemasters should assume all deckers have one.

Virtually any information available can be found in the Matrix, if a player character knows where to look and has the time. The Base Time for such a search is 2D6 hours. The decker makes a Success Test using his or her Etiquette (Matrix) Skill. The target number is the same as given on the relevant success table. Players may not use Hacking Pool dice to supplement this test, but can trade off Etiquette Test successes to reduce the base time for receiving information.

A decker can only research so many subjects simultaneously, based on his own abilities and the available time. The maximum number of searches that a decker can conduct at any one time is equal to half the character's Intelligence, rounded up. This base value assumes the decker does nothing but sit and search, continually adjusting the search paths and parameters. If the character wishes to do something else, the gamemaster must decide

how much time is taken up by the other activities in question and adjust the base value accordingly.

APPROPRIATE CONTACT RESTRICTIONS

Often, player characters seeking information must deal with an appropriate contact if they hope to learn anything useful. A Plainclothes Cop, for example, is likely to know quite a bit about the latest rumors at his precinct, but probably won't know the home address of the newly hired executive secretary at Mitsuhamma Computer Technologies. A corporate contact may know all kinds of things about his own and possibly other corporations: how often guards patrol the grounds, what kind of weapons detectors there are in the lobby and whether any of them are on the fritz, or maybe even something about the corp's latest top-secret project. He or she is unlikely to know the new boundaries of the Halloweener gang's turf or which of the local Lone Star cops is on the take.

When obtaining information through a database search, the player must indicate what kind of information sources his character is searching. If the character is searching corporate-related databases, he can find information normally available through a corporate contact. If the character is searching a street-level chat-line database, he can find information normally available to a street contact.

CONTACT LEVELS

Contacts fall into three groups—standard contacts, buddies and good friends. These classifications broadly reflect the relationship between a runner and a contact. They correspond roughly to the following contact levels, which are designed to more realistically depict the nuances of runner/contact relationships. Each level provides a runner with distinct advantages and disadvantages when dealing with his contact.

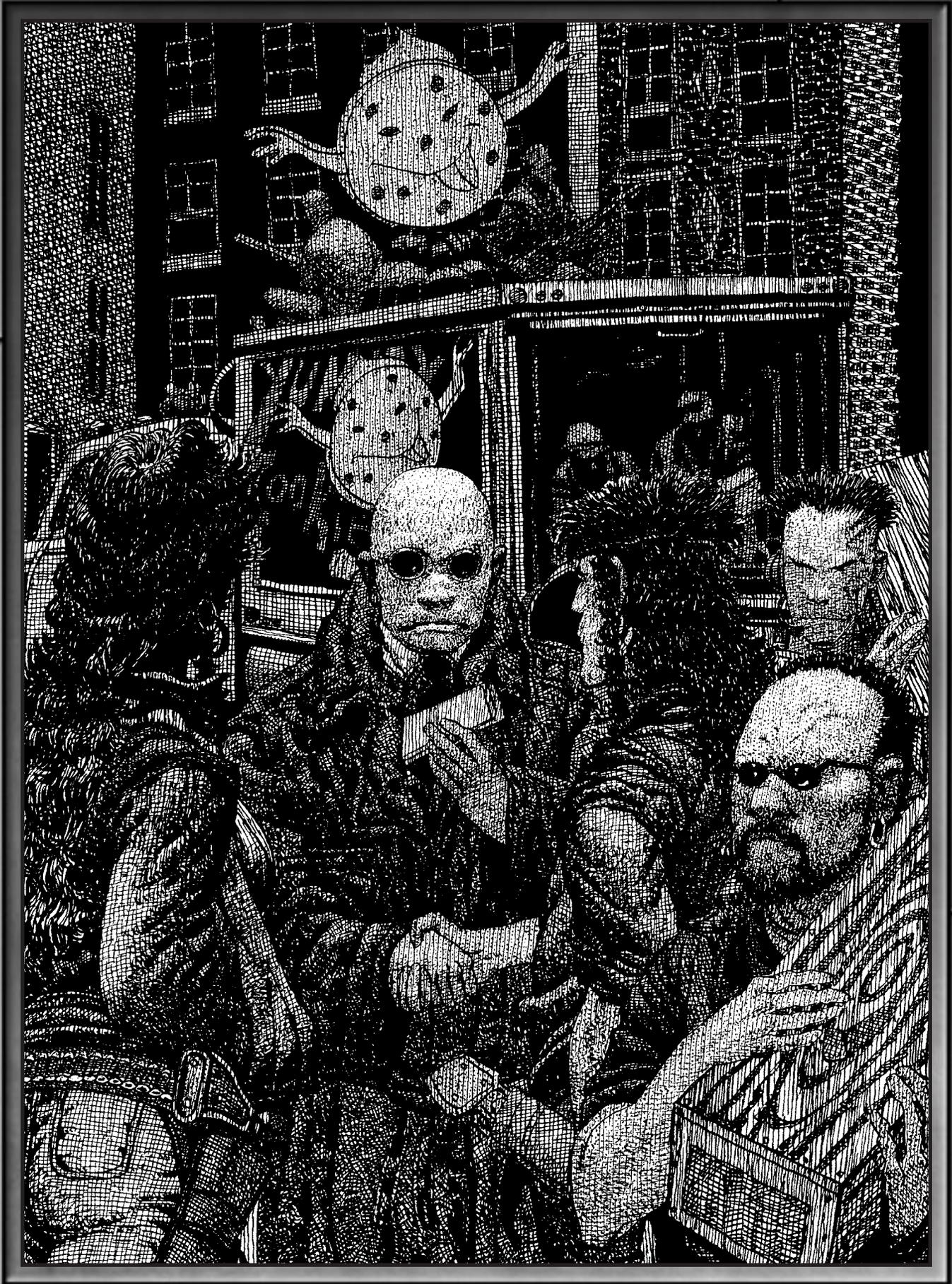
Every player can choose 2 free contacts for his or her character during character creation (see *Creating a Shadowrunner*, p. 52). Player characters may not purchase contacts after character creation. Any contacts gained during the course of a game or campaign must be acquired through roleplaying. Individual gamemasters and players should determine the details of meeting contacts in this manner. As a rule of thumb, however, new contacts should be Level 1 contacts. Only rarely should circumstances permit characters to gain new contacts at Level 2. Under no circumstances should new contacts start as Level 3 contacts.

LEVEL 1 CONTACT

The Level 1 contact is the standard *Shadowrun* contact. These contacts function like real-life "acquaintances." A Level 1 contact may know information that a character needs and will probably reveal it—but he may keep it to himself just because he doesn't feel any particular loyalty to the character.

On the other hand, a Level 1 contact is less likely to remember a runner's identity or existence when the "bad guys" come a-callin'. And if the contact does remember the runner, he is unlikely to have any idea where the runner can be found.

Advantages: The gamemaster may make an opposed Intelligence (6) Test for the contact to determine if the contact can recall information about the runner when asked. The





gamemaster may modify the target number as he sees fit. A Level 1 contact who “can’t remember” information about the runner literally can’t remember; such a contact does not feel sufficient loyalty to the character to lie on his or her behalf.

LEVEL 2 CONTACT

A Level 2 contact knows the runner and sees him on a semi-regular basis. The runner and contact have developed a certain level of trust, and the contact will remain loyal as long as he does not have to stick his neck out too far on the runner’s behalf. A Level 2 contact will always provide the information a runner is looking for and may even “keep his ear to the ground” for a runner if he has the time.

Advantages: A runner receives 1 extra die for any Etiquette Tests made to acquire information from Level 2 contacts. In addition, the gamemaster may make an Opposed Willpower (5) Test for the contact to determine if the contact can successfully refuse to answer questions about the runner.

LEVEL 3 CONTACT

A Level 3 contact is more than a buddy—she’s a friend for life. A runner may have grown up with a Level 3 contact in the Seattle sprawl, or may have pulled the contact’s nearly fried hoop out of a Lone Star fire fight. A Level 3 contact knows the runner well and interacts with him or her on a regular basis. The character may not even think of his or her friend as a contact, but the runner will surely find what that person does or knows useful at some point.

Advantages: A runner receives 2 extra dice for Etiquette Tests made to acquire information from his or her Level 3 contacts. In addition, the gamemaster may make an Opposed Willpower (6) Test for the contact to determine if the contact can successfully refuse to answer questions about the runner.

FLESHING OUT CONTACTS

Making contacts into fully realized characters—“fleshing them out”—is the key to getting the most from them. To achieve this, gamemasters must spend a little time creating a background for each of their players’ contacts.

Deciding what a contact does when he’s not providing information to curious runners is a good place to start. Giving each contact a catch-phrase archetype title—such as Street Doc, Combat Mage, Mercenary, Detective and so on—can help make the contact a distinct personality. With a little more effort, a contact can become a unique person. Obviously, Joe the Bartender contact spends his evenings tending bar, but what does he do in his spare time? Maybe he’s an avid urban brawl fan and he’s always got a game on the trid when a runner calls. Maybe he’s having trouble with his wife or his business isn’t going too well. Maybe his daughter is getting mixed up in the wrong kind of crowd—gangs, BTLs and the like. All of these things will affect how Joe reacts to a runner’s inquiries and might even serve as a springboard for a shadowrun. A contact might also turn the tables and ask a runner for a favor. Find a way to make it clear that contacts have lives of their own. They don’t just sit around and wait for runners to call.

PLAYING CONTACTS

The contacts rules are designed to make playing contacts as much fun for gamemasters as playing characters is for players. But so far we’ve only scratched the surface of the possibilities such NPCs represent.

Gamemasters can make their contacts fully realized characters by generating biographies and game statistics as complete as those of player characters. When contacts become more well-rounded people, gamemasters can find multiple uses for these characters: as instructors, enemies, competitors, dupes, moles, traitors, secret agents, godparents—and any of these roles can provide the starting point for an adventure or a campaign.

As a twist on the usual role of contacts in a game, some contacts may seek out the player characters in search of information (see *Favor for a Friend*, below). In some circumstances, contacts may compete with player characters to obtain data or resources, a situation that can quickly develop into bidding and information wars as contacts play the characters off other NPCs or manipulate events to their own advantage. Other contacts may be pressured by outside individuals, groups or other mysterious forces not to cooperate with player characters, or even to mislead them. Contacts also may be less than cooperative for their own reasons.

Still other contacts can serve as ordinary “men on the street”—sources of rumors, misinformation and apparently useless information. A casual contact who tells the runners what they want to know and then goes on to chat about recent weird happenings, an obscure news item, a disturbing recurring dream, a problem his wife is having at work or a general decline in the quality of the soyshakes at his local Stuffer Shack provides an excellent method of introducing clues about future events into the campaign world without restricting the player characters’ desire to control their own destinies.

Finally, by providing contacts with specialized knowledge, secret histories, unexpected acquaintances or avenues of information that player characters might never suspect, gamemasters can make contacts surprisingly multi-dimensional or disappointingly narrow in their knowledge, according to the demands of his game. Asking a talismonger to obtain a gun may be a useless request, but asking your Thursday-afternoon chess partner at the local soykaf shop for the home address of a high-ranking Knight Errant official might lead to a big and unexpected payoff.

FAVOR FOR A FRIEND

Nearly every *Shadowrun* novel and most published adventures contain at least one instance in which someone asks a runner to perform a “favor for a friend.”

The favor-for-a-friend job transcends the usual “work for nuyen” shadowrun and allows gamemasters to inject unexpected plot twists or introduce new levels of conflict into their campaigns. Favors requested by contacts also allow player characters to choose their own runs, rather than passively waiting for the next Mr. Johnson to come along and offer them a job. Pursuing a shadowrun as a favor to a contact or friend allows runners to explore personal interests and, more importantly, allows characters to take on opponents and obstacles



with the confidence that the job is not planned as a setup—though it may well become a trap somewhere along the way.

In general, as a contact becomes more valuable and helpful, he is more likely to ask the player character to do him a favor in return for providing information at some point. Naturally, the more useful the contact, the more dangerous and troublesome that favor should be.

SAMPLE CONTACTS

The following sample contacts represent the people that shadowrunners of all experience levels are likely to have the most dealings with and find the most useful. Each entry includes a thumbnail sketch of the contact, what uses the contact serves, places where player characters might meet the contact, similar contacts and game statistics.

BARTENDER

Uses: Information, additional contacts, back rooms for private meets

Places to Meet: Any bar/nightclub

Similar Contacts: Bar/nightclub owner, bouncer, waitress, stripper

You want to know something, or get to know someone, you could do worse than ask a bartender. This guy hears everything, most of it from folks too drunk to know when to clam up. He can tell you the life stories of most of his regulars, and he makes a point of finding out at least a little something about everyone who drinks in his joint. If a regular doesn't show or a new customer turns up and asks too many nosy questions, the bartender knows about it. Plus, he hears just about every rumor there is, and he's got a knack for sorting the truth from the bull-drek. He won't spill his guts to just anybody, though. The bartender knows when to keep his mouth shut; listening to a thousand drunken confidences on any given night'll do that to you. He's got a rep for discretion, and he'll uphold it. Persuade him that you need to know something and he might tell you—especially if you buy a round of drinks first.

The neighborhood bar is the place where everybody knows your name—which means the bartender probably knows just about anyone who might be of use to the average runner. If you need a magical talisman but don't know a reliable talismonger, or could use a good street doc but aren't sure where to find one, or you're in the market for a weapon that your usual gun dealer doesn't have in stock, a talk with the bartender can point you in the right direction.

Game Statistics

B	Q	S	I	W	C	E	R
4	3	4	2	2	3	6	2

Initiative: 2 + 1D6

Karma Pool/Professional Rating: 1/2

Active Skills: Etiquette 3 (Street 5), Intimidation 3, Shotguns 3, Unarmed Combat 3

Knowledge Skills: Alcohol 5, Street Rumors 5

FIXER

Uses: Jobs and cred, information, gear, additional contacts

Places to Meet: Anywhere the fixer desires; typical places

include local bars or clubs, coffee shops, crowded street corners where surveillance is next to impossible

Similar Contacts: Fence, loan shark, Mr. Johnson

Connections, connections, connections. The fixer lives and dies by connections. The most important contact a runner can have, the fixer is the guy who can get it for you—the job, the gun, the wheels, the dirt, you name it. He knows everyone and everything, or so it sometimes seems. He has to; that's how he earns his cred and stays one jump ahead of the powerful folks he's helped to inconvenience. When a corporate Johnson needs runners to steal a rival corp's latest invention or poach away a top research scientist, nine times out of ten he goes to the fixer. When a street samurai wants that wiz new heavy pistol and can't get it from his usual arms supplier, the fixer likely knows a dealer who's got one. If a runner team needs a decker to sleaze past security or a mage to nail whatever mojo the opposition has on tap, the fixer can find someone competent and trustworthy to do the job. And when the runners come back alive with the paydata, the fixer can fence it for them; he'll take anything worth nuyen and sell it for as much as he can.

The fixer's multitude of services don't come cheap, however. Whether buying, selling or making arrangements, the fixer always takes his cut. The better the fixer, the higher the cut is likely to be—though he may give discounts to runners who do him a really big favor or two. It pays to be nice to your fixer; he'll recommend you first when the big jobs come up, and bend over backwards to help you get the gear or the info you need. Likewise, ticking him off is a bad idea ... unless you never want to work in this town again.

Game Statistics

B	Q	S	I	W	C	E	R
2	3	2	5	5	3	4.6	4

Initiative: 4 + 1D6

Karma Pool/Professional Rating: 2/3

Active Skills: Computer 3, Electronics 3, Etiquette 4 (Street 6), Pistols 3, Negotiation 7

Knowledge Skills: Corporate Rumors 4, Fences 4, Gear Value 6, Shadowrunner Teams 4

Cyberware: Cybereyes, Datajack w/300 Mp of Memory

MECHANIC

Uses: Repair services, used wheels and other vehicles

Places to Meet: Local garage, gas station, automobile chop shop, used-car lot, aircraft hangar

Similar Contacts: Technician

If you've got a vehicle—from your getaway wheels to your personal chopper to surveillance drones—the mechanic can fix what's wrong with it or customize it to do things that its manufacturer never dreamed of. For the right price and with enough time, the mechanic can get even the most battered bucket of bolts up and running again—though fancy work or real hopeless cases will cost you overtime pay. If you're looking for a set of wheels cheap or you need a quick replacement for the drone shot down during last week's run, the mechanic just might know where to lay hands on it.



MR. JOHNSON

Uses: Shadowruns, job-related information, additional contacts

Places to Meet: Just about anywhere the Johnson wants; typical spots include secluded tables or private rooms in restaurants and clubs, or places with plenty of crowds to blend into (parks, zoos, museums and so on)

Similar Contacts:

Company man, fixer, government agent or any other potential employer of shadowrunners

Nothing happens in the shadows without Mr. Johnson. He's the guy who needs the job done—on the quiet, so that the folks he answers to can keep their hands clean. He's the bridge between the "respectable" world of corporate executives, government higher-ups and such and the shadowy streets that runners call home. He does the hiring and pays the cred. Deal straight with him and nine times out of ten, he'll deal straight with you. (As for that tenth time, hey—nobody ever said running the shadows was easy.)

Whatever you need to know about a particular job, the Johnson can tell you—the layout of the lab where the top-flight researcher you're supposed to kidnap spends all her time, or how often security guards patrol the facility you've been hired to trash. He also knows people who can get you

what you need to do the job right, from transport to good fake IDs to passcodes for a rival corp's Matrix system. After years of working with fixers and other denizens of the shadows, Mr. Johnson's made a lot of contacts. Impress him with a job well done and you might be able to tap into that network. Mess things up or double-cross him, and Mr. Johnson is likely to send someone by to teach you a lesson.

Game Statistics

B	Q	S	I	W	C	E	R
2	3	3	6	4	2	6	4

Initiative: 4 + 1D6

Karma Pool/Professional Rating: 1/2

Active Skills: Aircraft B/R 6, Computer 3, Electronics 4, Electronics B/R 5, Ground Vehicles B/R 8

Knowledge Skills: Chop Shops 4, Computer Background 4



Game Statistics

B	Q	S	I	W	C	E	R
2	2	2	6	5	4	5.3	4

Initiative: 4 + 1D6

Karma Pool/Professional Rating: 2/3

Active Skills: Computer 5, Etiquette 4 (Corporate 8), Negotiate 6

Knowledge Skills: Corporate Finances 4, Corporate Politics 6, History 4, Psychology 8

Cyberware: Datajack, 150 Mp of Memory

TALISMONGER

Uses: Magical items; magic-related information, additional contacts

Places to Meet: Talismonger's shop, medicine lodge, occult library, coffee shop

Similar Contacts: Street mage/shaman, corporate wage mage

The talismonger is your one-stop shop for all things magical, from foci and talismans to word on the streets about a new spell that's all the rage among Lone Star combat mages. If it has to do with magic, a talismonger can likely get it for you or tell you about it. He can get you magical gear, make you a power focus or sell you the materials necessary to make it yourself; he can also tell you whether or not the Yoruba mask you swiped from some corporate exec's private art collection has any juice to it. And if you need the services of a shaman or a mage, the talismonger can do what needs doing or introduce you to a fellow magician whose skills are right up your alley.

The talismonger's magical abilities and connections make him a good friend and a bad enemy. Frag over your friendly neighborhood talismonger, and you may find yourself the unlucky recipient of a nasty ritual spell—or discover that the weapon focus you paid him so much for has inexplicably ceased to work at the worst possible moment. The rarity of magicians in the general population makes a good talismonger worth his weight in credsticks; smart runners will stay on this guy's good side.

Game Statistics

B	Q	S	I	W	C	E	M	R
2	2	2	5	4	4	6	6	3

Initiative: 3 + 1D6

Karma Pool/Professional Rating: 2/2

Active Skills: Conjuring 4, Etiquette 3 (Magical 6, Street 4), Negotiate 6, Sorcery 4

Knowledge Skills: Magical Background 8, Magical Goods Value 6, Metalworking 4, Woodworking 4

TECHNICIAN

Uses: Repair services, electronics and other high-tech gear, information

Places to Meet: Secondhand electronics shop, technician's personal workshop (probably in his garage), anyplace where the technician regularly hangs (Wizbang's Electronics Emporium at the local mall, favorite coffee shop or bar)

Similar Contacts: Deckmeister, mechanic

The technician is the guy to see when you need someone to fix that wiz electronic doohickey you swiped a few weeks back, or when the custom modifications you made to your cyberdeck don't work the way you need them to. If it's a hardware problem, he can fix it (for software problems, you're on your own, chumboboy). He can also likely get his hands on such useful items as micro-recorders and cameras, earplug-sized portable phones, or a halfway decent cyberdeck. He might even have one lying around his workshop, left for more than 30 days by a careless client. And if he doesn't have one of what you're looking for, he likely knows someone who does.

The technician loves his work, and so he keeps an ear to the ground for the latest high-tech breakthroughs. If the idea boys at Knight Errant security come up with a new-and-improved data encryption system that has all the corps salivating, he'll know about it. If a local up-and-coming electronics manufacturer just started testing a hot new prototype cyberdeck, the technician has probably heard at least a credible rumor of it. He's also learned some tricks of the trade that you might find useful—for example, how to rig a dataline tap so the security rigger will barely notice it, or the quickest way to pick a maglock without tripping an alarm.

Game Statistics

B	Q	S	I	W	C	E	R
2	3	3	6	4	2	5.3	4

Initiative: 4 + 1D6

Karma Pool/Professional Rating: 1/2

Active Skills: Computers B/R 6, Electronics 6, Electronics B/R 9, Etiquette 2 (Corporate 3, Matrix 4, Street 3)

Knowledge Skills: Computer Background 6, Physics 3

Cyberware: Datajack, 150 Mp of Memory

SAMPLE CHARACTERS AS CONTACTS

Certain characters are an integral part of the *Shadowrun* universe, but don't often serve as contacts. These characters—the bounty hunter, the hit man and the terrorist—add flavor and danger to *Shadowrun* adventures, and may serve as contacts under unusual circumstances.

To turn one of these concepts into a contact, use the sample characters and invent a past for him or her that ties in with that of a player character. Maybe the runner helped the bounty hunter track down a target to avenge a past wrong done, and the bounty hunter feels she owes the runner a debt. Or maybe a certain runner saved the hit man's life in a street brawl. Or the runner and the terrorist grew up together, and lost touch when the terrorist—then a young and naive kid—got involved with (insert policlub name here). Connections like these provide plausible reasons for the bounty hunter, hit man and terrorist to serve as contacts rather than as competition or threats.

As contacts, these characters can be sources of information—most often about their targets or groups with whom their target is affiliated, or about the group the contact is affiliated with or working for. Given their lines of work, these characters are also plausible sources of weapons and armor, including military-grade equipment and explosives.

SPIRITS AND DRAGONS

Two of the most impressive and least understood entities in the Awakened World of 2060 are spirits and dragons. Not only do they spark the imagination, but their power and abilities seem limitless. This chapter describes these unique entities and their powers.

Like many paranormal animals and beings, spirits and dragons are able to manipulate and channel mana to fuel their various powers. Many such creatures, including dragons, are considered to be dual-natured beings. Dual-natured beings are so in tune with the flow of mana that the astral plane is open to them at all times; they simultaneously exist on both the astral and physical planes. These critters have the ability to perceive and interact with the astral plane in the same way as characters using astral perception (see *Astral Perception*, p. 171).

Unlike magical characters, the astral awareness of a dual being is active all the time. It cannot be “turned off,” since it is the natural state of the being. This means that dual critters are continually aware of both the physical and astral planes and able to act on both. In turn, they can be affected from both the physical and astral planes. Dual beings do not receive the +2 target modifier for non-magical activity while using astral perception; continuous astral perception is natural and normal for them.

Dragons and other dual beings with magical skills are capable of astral projection. They can separate their astral bodies from their physical bodies, just as full magicians do. In this case, the being’s physical body sinks into a trance, but the free-roaming astral form can move about astral space. Their astral form’s Attributes are based on their mental Attributes.

Spirits, on the other hand, are paranormal beings that live on the astral plane, having no physical body. Some spirits have the ability (if not the inclination) to form a material body for themselves in the physical world using the Materialization power (p. 264). A spirit in astral form is much like an astrally projecting character. A spirit in material form is treated like a dual being (above). For more information on spirits and their interaction with astral space, consult the *Magic* chapter, p. 158.

POWERS

The magical powers of spirits and dragons are many and varied. Following are general descriptions of these powers.





The game mechanics given for the powers below are not intended as hard and fast rules, but as guidelines for the gamemaster. Players should never be absolutely certain of the capabilities of a paranormal opponent; there is always a chance a power might work slightly differently with this particular spirit or dragon. Uncertainty is a wonderful dramatic tool. Because elementals and nature spirits can be summoned by player characters, their powers are more detailed and should remain as consistent as possible.

Note that in order for a creature to use a power against a target, they must share the same “state”—astral or physical. Solely astral forms cannot affect solely physical targets, and vice versa. However, an astral form and dual being could affect each other (with mana-based powers only), as a physical and dual being could also affect each other (with both mana and physical powers).

Each power gives the power’s name, its Type, the type of Action required to use it and the power’s Range. A description of the power and its effects follows.

Type: Powers may be either Mana (M) or Physical (P), the same as spells. Mana powers affect the mind, emotions, life force or spirit and can affect targets on the astral plane. Physical powers affect the physical world. They cannot be used without a physical presence (such as spirits in astral form). A spirit must assume a physical form in order to use or be affected by physical powers.

Action: Powers either require a Complex Action, Simple Action, or Free Action to use, or Automatically (“Auto”) function at all times with no attention from the critter. Powers with an Action of Auto require no action to activate, as they are always on.

Certain powers are also considered Exclusive actions, in the same sense as some acts of magic (see p. 160). These powers require considerable effort or concentration, and cannot be performed while using or sustaining any other power. The spirit or dragon must stop sustaining the other effect first.

Range: Powers may have a range of Line of Sight (LOS), Touch or Self, indicating the power affects only the spirit or dragon itself. Powers are targeted in the same manner as spells (see *Spell Targeting*, p. 181). Note that the powers of nature spirits only have an effect within that spirit’s domain (see *Domains*, p. 184).

Powers generally can only affect one person or thing with each action. Exceptions are noted in the power description.

Duration: Powers have a duration that indicates how long the effect lasts: Instant, Sustained, Permanent, or Always.

Powers that are always in effect (have an Action of Automatic) have a duration of Always, as they are constantly in effect.

Instant powers take effect and vanish in the same action, although they usually have lasting effects (damage, and so on).

Sustained powers can be maintained by the spirit or dragon over time at no effort or cost. Because these powers are innate, they do not suffer from any strain or target number modifiers for keeping an effect going. Even taking damage will not disrupt their ability to sustain. Nor must line of sight be maintained, although victims that leave a nature spirit’s domain are no longer affected by it. Thus, a spirit could conceal a vanload of runners on one action, and then confuse the cor-

porate security squad following the next action, without dropping the concealment. Spirits and dragons may sustain a number of powers equal to their Essence.

Permanent powers are maintained for a specific period of time, then their effects are made permanent. See the power’s description for more details.

Other powers have a Special duration, meaning that the duration of the effect depends upon other factors.

ACCIDENT

Type: P • Action: Complex • Range: LOS • Duration: Instant

This power gives a being the ability to cause an apparently normal accident to occur. The nature of the accident and its result will vary according to the terrain the being controls.

A character hit with the accident power must make a test using Quickness or Intelligence (whichever is greater), with a target number equal to the Essence of the being using the power. If the character fails the test, he loses his next Initiative Pass as a result of the accident: he trips, gets a mouthful of leaves, or even a cream pie in the face. Accident is not dangerous in itself, but the environment can make it so. Tripping on a narrow mountain ledge, for example, can be most unfortunate.

Against vehicles, a successful use of accident can force the driver of the vehicle to make an immediate Crash Test (p. 147).

ANIMAL CONTROL

Type: M • Action: Complex • Range: LOS • Duration: Sustained

Some beings have heightened empathy with animals, usually limited to a particular type, such as predators or scaled animals. This power allows the being to automatically prevent that animal from attacking, raising an alarm and so on. By concentrating, the being can control an individual animal, experiencing the world through its senses and directing its behavior. This behavior must fall within what is normal for the animal. For example, a controlled monkey could not drive a car. The being may control a number of small animals (cats, rats and so on) equal to (Charisma x 5). A being may control a number of larger animals (wolves, lions, bears and so on) equal to its Charisma.

ASTRAL ARMOR

Type: M • Action: Auto • Range: Self • Duration: Always

This power toughens the being’s astral form, providing it with armor equal to its Essence. Astral Armor does not protect the being in any way from physical attacks, it is only used by fully astral beings. Dual-natured creatures receive no benefit from this power, unless they are astrally projecting.

BINDING

Type: P • Action: Complex • Range: LOS or Touch • Duration: Instant

Binding gives a being the power to make its victim “stick” to a surface or to the being itself. The binding has a Strength equal to twice the being’s Essence, and the victim must make a Strength Test against the Strength of the binding to break free.

CONCEALMENT

Type: P • Action: Simple • Range: LOS • Duration: Sustained

This power refers to a being’s ability to hide within its own



terrain. The concealment power is often associated with nature spirits. A being can use concealment to hide itself or others from danger, or alternatively, can use the power to hide something that people are looking for. Concealment adds the being's Essence to the target number of any Perception Tests to locate the concealed subject. Concealment can be used on more than one target simultaneously; concealed subjects can see each other.

CONFUSION

Type: M • Action: Complex • Range: LOS • Duration: Sustained

Confusion allows a being to make its victims lose their sense of direction and wander aimlessly through the terrain it controls. The consequences may vary widely. A hearth spirit causing confusion in a house might lead to nothing worse than someone bumping into walls or mistaking a closet door for an exit. Confusion in the domain of a mountain spirit could easily lead someone to stumble off the nearest cliff.

Characters who attempt any form of Success Test while under the effects of this power are subject to a target modifier equal to the Essence of the being. In addition, whenever the victim must make any decision, he must make a Willpower Test with a target number equal to the critter's Essence. If he fails, he is unable to make up his mind. Something or someone must remind him of the need for a decision. An attack, or a verbal reminder from a companion, provides an opportunity for another test. If left alone in this state, a character will eventually wander off.

ENGULF

Type: P • Action: Exclusive Complex • Range: Touch • Duration: Sustained

The engulf power gives a creature the ability to draw victims into itself or the terrain or element appropriate to its nature. The victim is subject to all the effects of being submerged in the substance, the least of which is usually suffocation.

Spirits with this power follow these rules:

The engulf attack is a melee attack. The spirit uses its Quickness to hit the target (instead of Reaction). Targets must counterattack successfully to avoid engulfment. If the victim is engulfed, the effects vary.

Every time it is the victim's action, he or she can try to escape. Make an Opposed Test using the victim's Strength and the spirit's Force. If the victim wins, freedom! On each of the spirit's actions, engulfed victims must resist appropriate damage (including the action during which they were engulfed).

Fire Engulf: Same as if struck by the spirit in combat: (Force)M damage, add +2 Power for flame aura. Impact armor helps against this damage, but not ballistic armor, which tends to melt.

Water Engulf: Victim must resist (Force)M Stun damage. The power is modified by +1 for each action that the spirit has had since engulfing the victim. This is rougher than normal drowning, because the spirit is capable of exerting great pressure on engulfed victims. Victims who take Deadly stun damage and pass out are still exposed to damage during the spir-

it's actions, and will take Physical damage as a result. Eventually, they will drown.

Air Engulf: Victim must resist (Force)S Stun damage of the spirit's noxious breath power using Willpower or Body, whichever is greater. Because the spirit can penetrate breathing gear or other protective systems, these provide no defense. The engulfed victim begins to take Physical damage after being rendered unconscious and eventually suffocates.

Earth Engulf: Victim must resist (Force)S damage from the crushing weight of the spirit. Impact armor defends against this, but not ballistic.

ENHANCED SENSES

Type: P • Action: Auto • Range: Self • Duration: Always

Enhanced senses include low-light and thermographic vision, improved hearing and smell, heat-sensing organs, sonar, motion detection (ability to sense electrical field disturbances), and so on.

FEAR

Type: M • Action: Complex • Range: LOS • Duration: Special

This gives a being the power to fill its victims with overwhelming fear of either the terrain or of the being itself. The victim will race in panic for the nearest point of apparent safety.

The gamemaster should make an Opposed Test pitting the victim's Willpower against the creature's Essence. The creature's net successes are used to gauge the severity of the victim's fear. Generally speaking, the terror lasts for a number of Combat Turns equal to the being's successes.

FLAME AURA

Type: P • Action: Free • Range: Self • Duration: Sustained

Flame aura gives a being the ability to make its surface ripple with flames, burning anyone who touches it. Intense forms of this power may make wooden weapons burst into flames at a touch or even melt metal or plastic weapons. The flames add +2 to the Power of the being's melee attacks.

Any successful melee attack against a creature with flame aura means the attacker also takes damage from the intense heat. The attacker must make a Damage Resistance Test against a Damage Code of (being's Essence)M. Impact armor may help resist this damage if the gamemaster agrees that the attacker struck the creature with an armored portion or his or her body.

GUARD

Type: P • Action: Complex • Range: LOS • Duration: Sustained

Guard power gives the being the ability to prevent any accident—both natural and those caused by the accident power—within the terrain controlled by the being.

HARDENED ARMOR

Type: P • Action: Auto • Range: Self • Duration: Always

Creatures with hardened armor have an exoskeleton or outer shell of extraordinary strength. If the Power of an attack (unmodified by burst fire or anything else) against the creature does not exceed the rating of the being's armor, the attack does no damage.

Against APDS or AVM ammunition, hardened armor only counts as half its rating.

IMMUNITY

Type: P • Action: Auto • Range: Self • Duration: Always

This power gives the critter an "Armor Rating" equal to twice its Essence when resisting damage from whatever it has immunity against. In addition, if the Power of the damage does not exceed twice the creature's Essence, it automatically has no effect. This power works against both magical and non-magical effects.

Note that beings with immunity to age do not age, and never suffer the effects of aging.

Immunity to fire works against any fire-based attack.

Immunity to normal weapons has no effect against Combat Spells or Weapon Foci. Against elemental damage (such as fire, water cannon, elemental manipulation spells and so on) the effect is halved (Armor Rating equal to Essence). APDS, AVM, and other armor-piercing ammunitions are treated as normal ammunition against creatures with this power.

INFLUENCE

Type: M • Action: Complex • Range: LOS • Duration: Instant

Influence allows a being to insinuate suggestions into the mind of a victim, predisposing that person to some form of action, reaction, or emotion. Make an Opposed Test between the being's Charisma (or Essence, if it has no Charisma) and the victim's Willpower. Use the number of net successes as a guide to how strongly the suggestion is taken.

INNATE SPELL

Type: P • Action: Complex • Range: LOS • Duration: Instant

This power gives the critter the ability to create an effect roughly similar to a spell, usually an elemental manipulation spell. The creature is not actually using Sorcery to cast spell, but it is manipulating mana in a manner that roughly approximates a spell being cast. Most creatures can only mimic one spell effect (listed in parentheses after the power). Spell descriptions start on p. 191.

When a creature uses this power, treat it as if the critter was casting the spell using Essence for both Sorcery and Force. Because of the manner in which critters create this power, effects that mimic elemental manipulation spells cannot be completely dodged with Combat Pool alone. Most attacks using this power inflict M damage, although the Damage Level may vary (see the critter description).

This power is similar enough to spellcasting that Awakened characters can use spell defense to protect themselves and oth-

ers against it. Note that spell defense does not work against any other critter power (except for creatures with the magical skill Sorcery using spellcasting).

Because this is an innate power, critters using this do not usually suffer the effects of Drain. However, it is possible for a critter to sustain the attack, in which case it will suffer Drain in the same way a spellcaster does, with a Drain Code of (Essence)S. When the attack is sustained, the being spreads the effect of the attack over a number of square meters equal to its Essence. Sustained innate spells can be dispelled.

MAGICAL SKILLS

Type: M • Action: varies • Range: varies • Duration: varies

Some more intelligent beings can learn and use the magical skills of Sorcery and Conjuring just like a magician. Most creatures follow a more shamanistic style of magic, but do not necessarily follow totems (at least, not as humanity understands the concept). Some creatures may use a more hermetic style. Creatures able to use Sorcery can learn and cast spells, provide spell defense and so on. They also can use a Spell Pool. Creatures able to use Conjuring can summon and banish spirits (generally nature spirits). The creature's Magic Attribute is equal to its Essence.

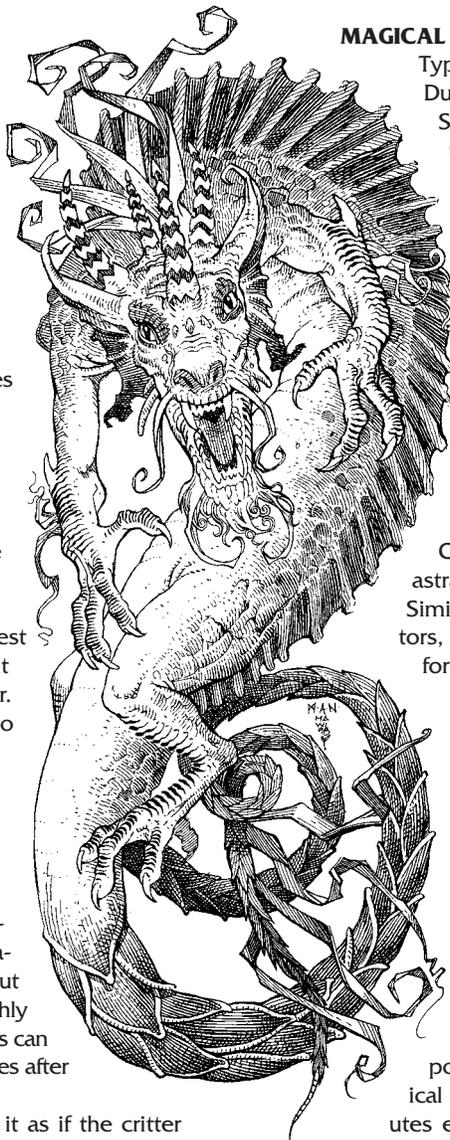
Creatures with magical skills can also use astral projection like a magician (p. 172). Similar to human and metahuman astral projectors, critters use their mental Attributes in astral form. Astrally projecting critters can use any mana-based powers they possess on astral targets, but physical-based powers do not work on the astral plane. When astrally projecting, such critters can use the Astral Combat Pool, and add +20 to their Initiative. They roll their normal number of Initiative dice while astrally projecting.

MATERIALIZATION

Type: P • Action: Simple • Range: Self • Duration: Special

A spirit with the materialization power may assume a solid form in the physical world. When it does so, its Physical attributes equal its Essence, unless some modifier is specified in the description of the being. Materialized spirits do not require air or nourishment, and are immune to age, pathogens and toxins. The materialized spirit also has Immunity to Normal Weapons based on its Essence.

Most spirits do not like to materialize, and will only do so if ordered. Even so, most will not or cannot stay long, depending on the spirit. Nature spirits, for example, cannot stay materialized past sunset or sunrise.





Creating a material form to inhabit on the physical plane requires an Exclusive Simple Action, but remaining physical requires no further effort. Returning to the astral plane requires another Exclusive Simple Action.

Spirits in material form receive +10 to their Initiative. Most materialized spirits are also capable of physically attacking (using their Reaction).

MOVEMENT

Type: P • Action: Complex • Range: LOS • Duration: Sustained

The being may use the Movement power to increase or decrease a target's movement rate within the terrain it controls by multiplying or dividing the target's movement rate by the being's Essence.

When the Movement power is used on vehicles, the critter makes an Essence Test with a target number equal to half the vehicle's Body. Multiply the successes by the vehicle's Acceleration Rating and add the result to or subtract it from the vehicle's Speed in the next Combat turn (similar to the vehicle making an Acceleration or Deceleration Test). The critter may continue making Essence Tests to increase or decrease the vehicle's speed each Combat Turn it sustains the Movement power. Depending on the situation, this change in speed may call for a Crash or Stress Test.

NOXIOUS BREATH

Type: P • Action: Complex • Range: Touch • Duration: Instant

The being can project a nauseating stench to incapacitate victims. The victim makes a Willpower or Body Test (whichever is greater) against a Damage Code of (being's Essence)S Stun. Armor and dermal plating do not help resist this damage, but a respirator will reduce the Power by 2 and stage the damage down one level.

PSYCHOKINESIS

Type: P • Action: Complex • Range: LOS • Duration: Sustained

The being can generate psychokinetic energy with a Strength and Quickness equal to its Essence, similar to the Magic Fingers spell (p. 197).

SEARCH

Type: P • Action: Exclusive Complex • Range: LOS • Duration: Special

The being may seek any person, place, or object within its terrain. To find the target, the creature must succeed in an Opposed Test between twice its Essence and the person's Intelligence. If the target of the Search is an object, the critter must succeed in rolling twice its Essence against a target number equal to its Object

Resistance (p. 182). The concealment power directly opposes search by adding the concealing creature's Essence to the target number of the searching critter's test.

VENOM

Type: P • Action: Auto • Range: Touch • Duration: Instant

The being's attack is poisonous, with a Damage Code of (Essence)S. Treat as a toxin with a speed of 1 turn.

VULNERABILITY (WEAKNESS)

The metabolism of some beings is disrupted drastically by objects made of a particular substance. The Damage Level of such weapons increases by 1. For example, a 2L wooden club is a 2M weapon against a being vulnerable to wood.

Beings recover (and regenerate) from wounds inflicted by the substance to which they are vulnerable at the same speed at which they recover normally. Simple contact with the substance is treated as a Nuisance allergic reaction.

COMBAT

Characters are likely to encounter spirits and dragons under hostile or dangerous circumstances. In those cases, combat may occur. Except as outlined here, spirits and dragons follow all of the normal combat rules given on pages 100–129.

STATISTICS KEY

B: Body. The first number is the rating. The second is armor, acting as both ballistic and impact armor.

Q: Quickness. The first number is the rating. The second is the movement multiplier for the creature's primary form of movement.

S: Strength.

C: Charisma. Note that only dragons receive a Charisma Rating. For spirits, Charisma is irrelevant.

I: Intelligence, used for both the basic rating for handling Intelligence Tests and resisting spells as well as for Perception Tests.

W: Willpower.

E: Essence. If a capital A follows the number, the critter is a spirit, existing primarily in astral space. If a capital Z follows the number, the being is dual-natured.

R: Reaction. Used for physical attacks by the being.

INTV: Reaction plus Initiative dice.

Attacks: This lists the Damage Code for the being's physical attacks. It also notes if the critter has a natural Reach bonus or penalty.

INITIATIVE

Initiative for spirits and dragons is determined in exactly the same way as normal character initiative. All spirits and dragons have a base Reaction and a number of Initiative dice based on their reflexes (usually 1, 2, and yes, even 3D6); see the spirit and dragon descriptions for those statistics. Roll the Initiative dice and add the result to the being's Reaction to determine its Initiative total.

When dragons engage in astral combat, they use their normal physical Initiative. Materialized spirits receive +10 to their Initiative.

Astrally-projecting entities add +20 to their Initiative, and use the same Initiative dice as they would when physical.

ACTIONS AND SKILLS

Spirits and dragons may perform the same actions as normal characters, assuming they have the physical or paranormal means to do so. This may require some judgment on the part of the gamemaster, based on the information given for the spirit or dragon. Dragons can learn and use Combat Skills normally.



DICE POOLS

Dragons and spirits have access to dice pools in the same way as characters and NPCs. No dice pools except Karma Pool apply to the use of their powers.

Combat Pool

Spirits and dragons engaged in combat get Combat Pool dice, calculated in the same way as for a character: Quickness + Intelligence + Willpower, divided by 2 (round down). All the rules for Combat Pool for characters apply to dragons and spirits as well (see *Combat Pool*, p. 43). Dual beings use Combat Pool even when engaged in astral combat (as well as their normal physical Attributes), unless they are astrally projecting.

Astral Combat Pool

Astrally projecting dragons gain the use of an Astral Combat Pool, the same as astrally projecting characters. All the same rules apply (see p. 43) and it is calculated by using Intelligence + Charisma + Willpower, divided by 2 (round down). The Astral Combat Pool for spirits is calculated as Force x 1.5.

Spell Pool

Dragons with the Magical Skill of Sorcery also have a Spell Pool, just the same as characters: Intelligence + Willpower + Essence, divided by 3 (round down). All the normal rules for use of the Spell Pool apply (see p. 43).

Karma Pool

Dragons and spirits have access to a Karma Pool, representing their general luck, the same as any character. It is up to the gamemaster to determine how large or small this Karma Pool is, based upon how much of a threat the beings should represent for the player characters. Karma Pool is used in the same way for dragons and spirits as for characters (see p. 246). As a general guideline, base the being's Karma Pool on the average of the characters' Karma Pools, adjusted for the level of threat the being represents; however, a dragon's Karma Pool should be at least double the average of the player characters' Karma Pools.

SPIRITS

The paranormal beings that live on the astral plane and have no physical body are collectively known as spirits.

ELEMENTALS

Elementals are embodiments of the four hermetic elements. Each spirit's appearance is peculiar to its element and the nature of the ritual that summoned it, with the size of its material form nearly always indicative of its power. For more information on elementals, consult the *Magic* chapter (p. 186). Elementals appear wherever they are summoned, usually near a concentration of the spirit's element.

Air Elemental

An air elemental appears as a swirling, vaguely humanoid shape made up of mist or smoke.

B	Q	S	C	I	W	E	R
F-2	F+3 (x4)	F-3	F	F	F	(F)A	F+2

INTV: F + 20 + 1D6 (Astral)/F + 12 + 1D6 (Physical)

Attacks: As Powers

Powers: Engulf, Materialization, Movement, Noxious Breath, Psychokinesis

Weaknesses: An air elemental may be confined by airtight seals; Vulnerability (Earth)

Earth Elemental

An earth elemental appears as a chunky, humanoid shape of earth and rock.

B	Q	S	C	I	W	E	R
F+4	F-2 (x2)	F+4	F	F	F	(F)A	F-2

INTV: F + 20 + 1D6 (Astral)/F + 8 + 1D6 (Physical)

Attacks: (F+4)S, +1 Reach

Powers: Engulf, Materialization, Movement

Weaknesses: Vulnerability (Air)

Fire Elemental

A fire elemental appears as a humanoid shape of fire, or occasionally as a reddish-orange lizard-like creature sheathed in flames.

B	Q	S	C	I	W	E	R
F+1	F+2 (x3)	F-2	F	F	F	(F)A	F+1

INTV: F + 20 + 1D6 (Astral)/F + 11 + 1D6 (Physical)

Attacks: (F-2)M

Powers: Engulf, Flame Aura, Guard, Materialization, Innate Spell (Flamethrower)

Weaknesses: Vulnerability (Water)

Water Elemental

A water elemental appears as a mass of murky water of indefinite, ever-changing shape.

B	Q	S	C	I	W	E	R
F+2	F (x2)	F	F	F	F	(F)A	F+1

INTV: F + 20 + 1D6 (Astral)/F + 11 + 1D6 (Physical)

Attacks: (F)S Stun

Powers: Engulf, Materialization, Movement

Weaknesses: Vulnerability (Fire)

NATURE SPIRITS

Nature spirits are the embodied forces of nature and of place; they are spirits of the shamanic tradition. There are four classes of nature spirits: Spirits of the Land (forest, mountain, desert, prairie), Spirits of the Waters (sea, lake, river, swamp), Spirits of the Sky (storm, mist) and Spirits of Man (city, field, hearth).

Nature spirits rarely appear in any fixed form. When they do materialize, it is often in a form that reflects their home terrain. If conjured by a shaman of great power, these spirits may appear in a shape somewhat like their summoner, but composed of matter of their home terrain. Spirits of Man are the major exception, as they usually assume humanoid form. Ancient legends of "brownies" and "faerie folk" may be based on these spirits' material forms.



Nature spirits can only exist in their home domain. They cannot be summoned anywhere else, nor will they leave their home. Thus, a sea spirit cannot move onto land, a prairie spirit will not enter a forest, and so on.

For more information on nature spirits, see the *Magic* chapter, p. 184.

Spirits of Man

B **Q** **S** **C** **I** **W** **E** **R**
 F+1 F+2 (x3) F-2 F F F (F)A F+1

INTV: F + 20 + 1D6 (Astral)/F + 11 + 1D6 (Physical)

Attacks: (F-2)M

City Spirit

City spirits usually appear as small pieces of litter or amorphous masses or garbage. There is, however, a wide variety of forms based on location. Shamans have reported city spirits taking the form of cars, lamp-posts, mailboxes and other urban fixtures. One shaman described a city spirit in San Francisco that took the form of a cable car.

Powers: Accident, Concealment, Confusion, Fear, Guard, Materialization, Search

Field Spirit

Field spirits take the form of miniature farm hands dressed in overalls, bandannas and so forth. Reports of field spirits wearing chaps, ten-gallon hats and elaborate cowboy boots in the American Southwest remain unverified at this time.

Powers: Accident, Concealment, Guard, Materialization, Search

Hearth Spirit

Hearth spirits usually appear as small humanoids wearing antique clothing. Some hearth spirits (usually those found in newer buildings) have more a modern appearance and attitude than others.

Powers: Accident, Concealment, Confusion, Guard, Materialization, Search

Spirits of the Land

B **Q** **S** **C** **I** **W** **E** **R**
 F+4 F-2 (x2) F+4 F F F (F)A F-2

INTV: F + 20 + 1D6 (Astral)/F + 8 + 1D6 (Physical)

Attacks: (F+4)S

Desert Spirit

Desert spirits appear initially in the form of small dust devils that can grow into raging sandstorms when commanded to attack.

Powers: Concealment, Guard, Materialization, Movement, Search

Forest Spirit

Forest spirits rarely materialize. When they do, they appear as vaguely humanoid trees, capable of movement, with great, knobby, branch-like limbs.

Powers: Accident, Concealment, Confusion, Fear, Guard, Materialization

Mountain Spirit

Mountain spirits rarely assume a physical form. Their arrival is marked by an utter stillness and an oppressive, invisible presence. If commanded to materialize, the mountain spirit becomes a craggy humanoid of living rock which, despite its small size, has an aura of enormous mass.

Powers: Accident, Concealment, Guard, Materialization, Movement, Search

Prairie Spirit

Prairie spirits typically appear as erratically moving tumbleweeds or dust devils. Reports of miniature riders resembling nomadic human types such as Mongols and Native Americans are under investigation.

Powers: Accident, Concealment, Guard, Materialization, Movement, Search

Spirits of the Sky

B **Q** **S** **C** **I** **W** **E** **R**
 F-2 F+3 (x4) F-3 F F F (F)A F+2

INTV: F + 20 + 1D6 (Astral)/F + 12 + 1D6 (Physical)

Attacks: (F-3)M Stun (wind spirits may only attack with powers, not physically)

Mist Spirit

Mist spirits appear as swirling clouds of thick fog.

Powers: Accident, Concealment, Confusion, Guard, Materialization, Movement

Storm Spirit

Storm spirits appear as roiling thunderclouds or whirlwinds, crackling with lightning. Some storm spirits have been said to appear as mythical creatures such as thunderbirds or dragon-like serpents.

Powers: Concealment, Confusion, Fear, Materialization, Innate Spell (Lightning Bolt)

Wind Spirit

Wind spirits appear as light swirling clouds, or strong gusts of cool air. They are basic sky spirits, appearing whether the sky is clear or overcast.

Powers: Accident, Confusion, Guard, Materialization, Movement, Search

Spirits of the Waters

B **Q** **S** **C** **I** **W** **E** **R**
 F+2 F (x2) F F F F (F)A F-1

INTV: F + 20 + 1D6 (Astral)/F + 9 + 1D6 (Physical)

Attacks: (F)S Stun

Lake Spirit

Lake spirits appear as small waterspouts, or sometimes humanoid beings with blue skin or made of water.

Powers: Accident, Engulf, Fear, Guard, Materialization, Movement, Search



River Spirit

River spirits usually appear as small whirlpools, but may also appear as frog-like, weed-draped humanoids.

Powers: Accident, Concealment, Engulf, Fear, Guard, Materialization, Movement, Search

Sea Spirit

Sea spirits usually resemble merfolk, mythical creatures with humanoid upper bodies and hind bodies of fish. They also appear as swirling waves and strange sea creatures.

Powers: Accident, Concealment, Confusion, Engulf, Fear, Guard, Materialization, Movement, Search

Swamp Spirit

A swamp spirit may materialize as a softly glowing sphere of light, an ancient, moss-hung tree or a rotting mass of vegetation in humanoid form. Some also appear as swamp creatures such as serpents and alligators.

Powers: Accident, Binding, Concealment, Confusion, Engulf, Fear, Guard, Materialization, Movement, Search

DRAGONS

There are several related types of dragons found around the world. They are all large saurian creatures of great intelligence, and match descriptions of mythological dragons and great serpents from the areas where they are found. What little is known about dragons comes from interviews with the great dragon Dunkelzahn. Most dragons are solitary creatures that avoid unnecessary contact with other beings.

Dragons are incapable of verbal speech, but they are able to communicate telepathically with other beings in their line of sight. This telepathic communication cannot be picked up by sensing devices, such as microphones, so dragons who must interact with modern technology sometimes employ human or metahuman “translators” to speak for them over telecomms and trideo cameras.

Common Powers: Astral Armor, Enhanced Senses (Wide-Band Hearing, Low-Light Vision, Thermographic Vision), Hardened Armor

Powers Observed in Individuals: Animal Control (Reptiles), Influence, Magical Skills, Innate Spell (Flamethrower), Noxious Breath, Venom

Eastern Dragon

Eastern dragons are native to Asia. An eastern dragon’s head and body measure 15 meters. Its height at the shoulder is 2 meters. Its tail is 15 meters long, and the creature weighs some 7,500 kilograms. It has a serpentine or lizard-like shape, with a broad, low head adorned with a fringe of whiskers along the chin and along the rear portions of the skull. Pairs of horns rise from behind the eyes, and a pair of barbules descend from beneath the pronounced nasal region. Scaly armor covers the body, neck and tail, which are surmounted by a ridge of membrane-connected spines. The highly dexterous paws are four-fingered, with each digit ending in a large claw. The most common pattern of eastern dragon coloration is iridescent green with golden whiskers and belly scutes, but other color patterns are known.

The sirrush, indigenous to Asia Minor, appears quite similar to the eastern dragon, but its limbs are longer and its tail shorter. Its head is narrower and deeper, and it lacks whiskers and barbules. The digits of the sirrush’s hind paws are all forward-facing and show limited dexterity.

B **Q** **S** **C** **I** **W** **E** **R** **INTV**
 14/8 8 (x3) 35 9 8 8 (2D6)Z 8 8 + 2D6
Attacks: 14D, +2 Reach

Feathered Serpent

Feathered serpents are native to South and Central America. A feathered serpent is a long-bodied dragon with one pair of wings and one pair of limbs. Most feathered serpents are 20 meters in length from head to tail and have a wingspan of 15 meters. Thier contour feathers and prominent feathered ruff are often a dazzling rainbow of colors. Membranes stretch between the extended finger bones of their large wings. Behind the wings are a pair of limbs that end in paws. These feet have five digits, one of which is an opposable thumb, giving it sufficient dexterity to manipulate objects. Many specimens have a tail spine connected to a venom sac, or similarly equipped fangs.

B **Q** **S** **C** **I** **W** **E** **R** **INTV**
 12/8 6 (x4) 30 8 8 8 (2D6)Z 9 9 + 2D6
Attacks: 12D, +2 Reach

Western Dragon

Western dragons are native to Europe and some parts of western Asia. A western dragon’s head and body are 20 meters long. It stands 3 meters at shoulder height, its tail is 17 meters long, and its wingspan is 30 meters. The western dragon has four limbs and a pair of wings. Its horned head is mounted at the end of a long neck. Only its forepaws exhibit opposable digits, with the hind paws adapted into feet. Dorsal spines and/or membranes may be present. The western dragon is usually a single color, though darker along the spine, with a pale belly. Some specimens have dermal armor formed of bony plates, in addition to the normal heavy scales.

B **Q** **S** **C** **I** **W** **E** **R** **INTV**
 15/8 7 (x3) 40 8 8 8 (2D6)Z 7 7 + 2D6
Attacks: 14D, +3 Reach

Great Dragons

Great dragons are extremely large specimens, often up to 50 percent larger than typical dragons. All species of dragons have great dragons among them. Size is usually the best indicator of a great dragon, but it is not entirely reliable. All great dragons are highly intelligent, being conversant in at least one human language, and often many. They are also all magicians of great power.

Some great dragons are also known to possess the ability to shapechange into human or metahuman form, as was displayed by President Dunkelzahn. It is unknown whether all dragons or even all great dragons have this ability.



B +10/12 **Q** +3 **S** +10 **C** +5 **I** +5 **W** +5 **E** 12Z **R** +3 **INTV** +1D6

Attacks 16D, +4 Reach

Note: Attributes preceded by a (+) should be added to the normal Attributes for the great dragon's type.

KNOWN GREAT DRAGONS

Aden, a sirussh, was responsible for demolishing Teheran in 2020, after the ruling ayatollah declared a jihad against the Awakened. Aden is believed to lair atop Mount Ararat.

Alamais, a western dragon. Terrorist believed to have been involved with Der Nachtmachen, Alt Welt and other Germano-European poli-clubs. Present whereabouts unknown.

Celedyr, a western dragon. Lairs in Caerleon, Britain, beneath an ancient Roman amphitheater that is the center of a Transys Neuronet corporate research installation. Seen only three times since the Awakening.

Dunkelzahn, a western dragon, is the source of most of the information about dragons. Shortly after his first appearance, Dunkelzahn was interviewed by journalist Holly Brighton, in return for a substantial portion of the revenue from the sales of the interview. Dunkelzahn became the first non-*homo sapien* to run for elected office when he entered the 2057 UCAS presidential race. President Dunkelzahn was assassinated shortly after taking office by a mysterious explosion outside the Watergate Hotel in the Federal District of Columbia.

Hestaby, a western dragon who lairs atop Mount Shasta in the California Free State. She has a small community of humans and metahumans who serve her. Hestaby was responsible for repelling a Tir Tairngire invasion of Northern California and is one of the prime forces holding Tir Tairngire at bay in the Pacific Northwest.

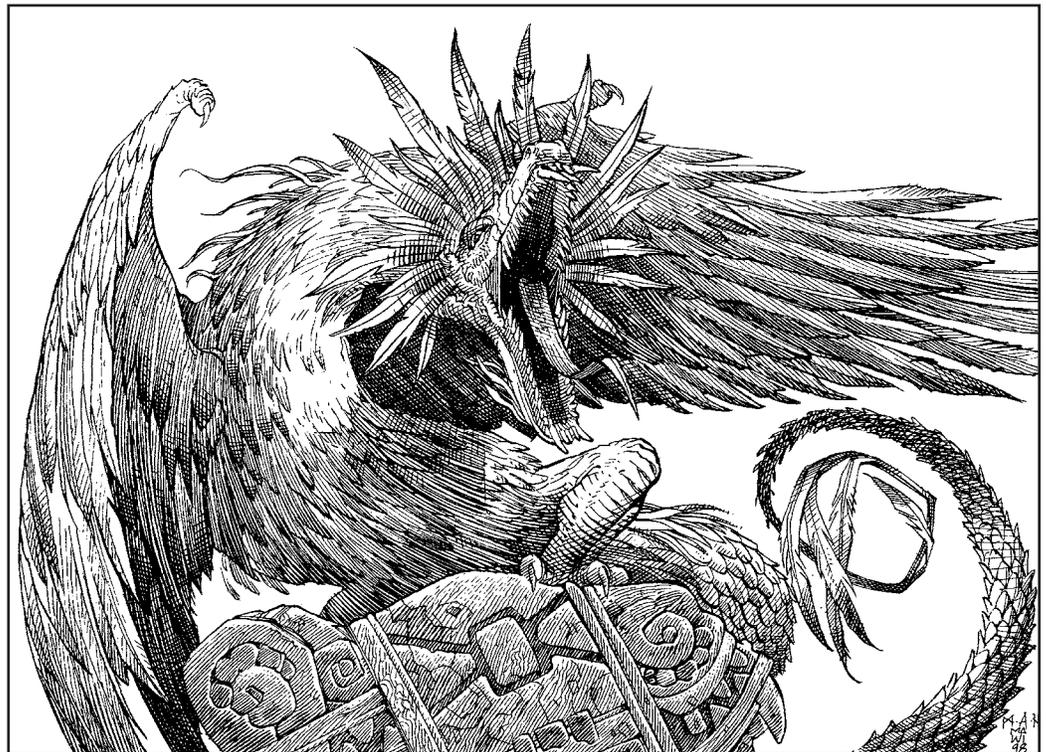
Hualpa, a feathered serpent, is leader and spokesbeing of the Awakened forces of Amazonia. It is believed to be lairing in the Yucatan.

Lofwyr, a western dragon, is CEO and Chairdragon of Saeder-Krupp Heavy Industries. Lofwyr has pursued an aggressive program of corporate acquisition, making his corporation the largest and most powerful in the world. Lofwyr is also a member of the Council of Princes of Tir Tairngire. He presently lairs in the Rhine-Ruhr Megaplex in the German Alliance.

Lung, an eastern dragon, was involved in several Triad wars in the decades following the Awakening, sponsoring factions with monetary and magical support. His current whereabouts are unknown, but he is believed to lair somewhere in mainland China.

Mujaji, the "Rain Queen," a feathered serpent that lairs in the Cape Republic in Africa. There appears to be some antagonism between her and the neighboring elves of the Zulu Nation.

Rhonabwy, a western dragon that lairs in Llandoverly, Wales. He is a corporate power-player and loves fine music. He is also a strong supporter of metahuman rights. Rhonabwy is



believed to have a great dragon enemy, known only as "The Sea Dragon" that lives in Caradigan Bay, but this may be nothing more than a local legend.

Ryumyo, an eastern dragon, was the first dragon seen by humans. He revealed himself to the world on December 24, 2011, in the vicinity of Mount Fuji. After two further sightings at Ise and Kyoto, he disappeared, and has not been seen since. He is rumored to have ties to the Yakuza in Japan.

Sirrug, a western dragon, is believed responsible for the loss of EuroAir Flight 329 in 2041. He has been identified in several attacks against corporate and government holdings in Europe and may have participated in the coup establishing Amazonia. His present whereabouts are unknown.

STREET GEAR



This section provides a fine selection of items available on the street from various fixers, black market shops, Shadowland-catalogs, and talismonger haunts of 2060. All prices listed are standard street price, though actual price may vary (see *Availability*, p. 272). Also included are various rules for using and purchasing gear.

GEAR RATINGS AND STATISTICS

When using gear in *Shadowrun*, players need to keep three things in mind: its ratings, availability, and the logistics of hauling it around on a shadowrun.

Gear in *Shadowrun* operates according to the descriptions and rules in this chapter. Many pieces of equipment carry a Device Rating that comes into play when the gear is used, either as the number of dice rolled for a test or some other effect. For example, the rating of a stim patch determines how many boxes of Stun damage a character using one temporarily recovers. Sometimes the Device Rating is used in opposition to the rating of another piece of gear or in opposition to an Attribute, usually in an Opposed Test. Individual gear descriptions provide guidelines for making such tests.

In general, players may not purchase any gear for their characters during character creation with a Device Rating higher than 6. This rule prevents characters from beginning the game with high-end government- and corporate-level gear, but does not account for the fact that certain legally available items are also very difficult to obtain. To reflect the difficulties of obtaining limited-edition or hard-to-get items, no character may start the game with a piece of gear whose Availability is greater than 8.

Each piece of gear has an individual description and a table listing. The tables give numbers for the following statistics, which are described below.

Concealability measures how concealable the weapon is. This rating is used as the target number for Perception Tests directed at noticing the weapon. Searches have a target number of half the regular Concealability Rating (rounding down). See *Perception* (p. 231) and *Weapon Detection* (p. 237) in *Running the Shadows*.

Weight indicates the weight of the weapon in kilograms. See *Hauling the Load*, p. 274, for rules on how much gear characters can carry.

Availability is a measure of how easy it is to obtain the item on the street. See *Availability*, p. 272.





Cost is the base cost of the weapon in nuyen.

Street Index is the market value multiplier to the item's base cost. See *Street Index and Cost*, p. 273.

Legality represents whether or not it is illegal to own the item, carry or transport it, what restriction category it falls into, and whether or not permits for the item are available.

RACIAL MODIFICATIONS

Some gear just isn't built for a troll to use, or even a dwarf or an ork, for that matter. Most gear comes in meta-friendly variants, but it tends to be more costly and difficult to find. When buying gear that needs modification for a dwarf-sized person, up the price 10 percent. For troll-modified gear, increase the price 25 percent.

These pricing adjustments also apply to vehicles described in this section, which are also available in metahuman-adjusted versions. Most of these reinforce the seating and/or adjust the size of the manual controls, and are also available for humans, orks or elves with disabilities. When driving a vehicle not adjusted as necessary, a character receives a +3 modifier to all Driving Tests.

UPGRADING

Characters may occasionally wish to raise the rating of gear they already have. Depending on the gear, this shouldn't be too difficult. Base the cost of upgrades on the cost difference between the existing and desired ratings. For example, if a character wishes to upgrade his or her Rating 3 jammer (3,000¥) to a Rating 8 jammer (8,000¥), the cost would be 5,000¥. Use the Availability and Street Index of the improved rating to determine the difficulty of obtaining the parts. Upgrading frequently requires an Electronics B/R or some similar test to add the new parts to the old device; the gamemaster determines the difficulty of this test.

PURCHASING GEAR

In order to purchase gear, characters must use an appropriate contact (see *Contacts*, p. 253) to see if the item is available. Generally, fixers act as the middlemen in such situations, shopping out gear requests from shadowrunners to the various black market providers they know. Two factors determine whether the gear is obtainable and how much it will cost: Availability and Street Index.

AVAILABILITY

Availability represents how hard is it to track down a specific item. This code is intended as a guideline for the gamemaster, who should adjust the listed value based on the particular campaign and situation. The Availability Code exists to make sure that the more unique, high-end or rare an item is, the harder it is and the longer it takes to get.

The Availability Code consists of two numbers, separated by a slash. The number to the left is a target number that represents the difficulty of obtaining the item; the one to the right represents the base time necessary to acquire it. Both come into play whenever a character wants to get his hands on a particular piece of gear.

To see if a character can obtain a desired item, the player gets in touch with a contact (usually a fixer) and makes an Etiquette Test. He or she rolls a number of dice equal to the character's Etiquette Skill, working his contacts in order to find a source that has the connections to the gear. See *Contacts*, p. 253 for more information on handling these interactions. Some contacts will be better sources for certain types of gear. Talismongers, for example, are an ideal contact for magical items, but not very good at acquiring weapons.

If the Etiquette Test succeeds, the character has found a source and placed the order. The gamemaster divides the successes from the Etiquette Test into the base time needed to obtain the item (the number after the slash). This part of the Availability Code appears in hours, days or months. The base time divided by the number of successes provides the actual time it takes the source to locate the item. Halfway through this period, face-to-face negotiations to determine the actual cost take place (see *Street Index and Cost*, p. 273).

If the character rolled no successes in the Etiquette Test, the contact cannot (or will not) locate the item on the streets. This doesn't mean the search is over, however. A character can wait it out and hope that his or her contacts eventually find the item. At the gamemaster's discretion, the character may add 2 days to the acquisition time period and .1 to the Street Index (increasing the cost) in order to reduce the Availability target number by 1. This means the character has put the word out that time and nuyen are not obstacles to acquiring the item.

Cheshire wants to purchase a monofilament whip. She has no legal ID, and even if she did, she wouldn't want to go through the datawork required to own such a weapon. She wants to buy it on the street. The whip has an Availability of 24/14 days, with a Street Index of 3. Cheshire hits the streets to see if any of her contacts can get her a lead. She has three contacts and so makes three Etiquette (Street) Tests, but none of them even come close to the Target Number of 24.

She needs to have the whip and decides to make sure her contacts know that. The word goes out that Cheshire is willing to pay anything to get the whip. She decides to wait long enough to cut the Availability Target Number in half, to 12. That means she'll be waiting 24 extra days (2 x 12 = 24). Now she has a slim chance of getting the whip, but the base time for acquiring it is now 38 days (24 + 14 = 38 days) and the Street Index is up to 4.2 (12 x .1 = 1.2, 1.2 + 3 = 4.2). Expensive! She makes another Etiquette Test and gets 2 successes. Her Mafia soldier contact comes through and says he'll have it in 19 days (38 days ÷ 2 successes). At Day 10, about halfway to the whip's ETA, he wants to meet with her ...

Characters can share contacts and use their basic networks to help out fellow team members. For example, Cheshire may have been acquiring the whip for her team's mage, because his contacts don't know a monowhip from a cyberdeck. She has the better contacts to get the job done in this case, and that's what teamwork is all about.



STREET INDEX AND COST

The cost for items in the Gear List is the *legal retail cost*. The Street Index, a multiplier to that base cost, comes into play when calculating the effects of the black market (where 99.9 percent of all deals involving shadowrunners will take place). The Street Index affects the price of the item if purchased through the shadow or gray markets. Because obtaining something illegally usually involves the item going through numerous middlemen (from thieves to their fences to black marketeers to fixers to the runners), the price of an item tends to rise dramatically, especially if it is a hot commodity.

After successfully locating the object through contacts, the character must negotiate the price. The asking street price for gear is equal to the Cost of the item multiplied by the Street Index, plus any modifiers added by attempts to reduce the base time for Availability. That price becomes the new base cost for the item. Source and buyer participate in a Success Contest, pitting their Negotiations Skill Ratings against each other's Intelligence.

Whoever rolls the most successes—the source or the buyer—may adjust the price in his or her favor by 5 percent for every net success. For example, if the player rolls 4 successes and the contact/gamemaster rolls only 2, the buyer has achieved 2 more successes than the contact/gamemaster and so can knock the price down by 10 percent. If the player loses, the gamemaster can either raise the price or demand the extra percentage up front as a down payment. Many contacts will accept cash on hand and a lower price, rather than a higher price and no operating expenses.

If the buyer cannot or will not pay the resulting price, the deal is off. Fixers frown on their deals falling through because the buyer is stingy. To reflect this, gamemasters can adjust the Availability target number upward the next time the character searches for something through that contact.

With the price agreed upon and any down payments made, a time and place for pickup is arranged. The deal goes down, with the contact bringing the gear and the character the nuyen.

Cheshire agrees to meet Tony the Shark, her mob contact who said he could get her the monofilament whip. The base cost of a monofilament whip is 3,000¥. The Street Index is usually 3, but Cheshire is facing a revised Street Index of 4.2. That makes the cost a whopping 12,600¥. In negotiating the cost, Cheshire rolls 4 more successes than Tony. She charms the mobster down 20 percent for a final price of 10,080¥—paid upon receipt the following week. Now Cheshire needs to get out and earn that nuyen. Seems like a good time to make a shadowrun . . .

LEGALITY CODES

The abrupt introduction of new technologies has spurred many changes to the laws concerning equipment and unlawful behavior. These changes generally expand the list of items considered restricted-access and increase the harshness of resulting fines and jail terms.

To summarize the legal ramifications of getting caught in possession of a restricted item, *Shadowrun* uses the Legality Code. The first number of this two-part code represents the severity of restriction; the lower the number, the higher the

restriction level. In any casual encounter with law enforcement officials or security personnel empowered to act as law enforcement officials, make a test using the officer's Security or Police Procedures Knowledge Skill with the restriction level as the target number (if the item is concealed, first make a Perception Test to determine if the officer notices it). In most cases, this test is only necessary if the attending officer either suspects the presence of or visually identifies restricted items. If the test fails, the officer notices no improprieties. With 1 success, the officer is aware of the situation, but will not make the effort to arrest the offender (though he may issue a warning). Any additional successes indicate that the officer will press the issue—perhaps asking the individual to present a permit or attempting to arrest him. Severity of restriction is relative, depending on the level of enforcement. In low-enforcement areas, the restriction target number may be increased by up to +3 (almost everyone looks the other way). Conversely, in high-enforcement areas, the target number may drop by as much as -3 (to a minimum Target Number 2).

If the restriction level is followed by a "P," then characters may be able to get permits to legally possess, transport and/or use certain items. Such permits also make acquiring such gear easier. See *Permits*.

The second part of the Legality Code lists the restriction category under which the object falls. These categories are listed on the Local Fines and Punishment Table, which also provides guidelines for appropriate punishments should characters be caught and charged.

Generally, the Legality Code refers to the Seattle/UCAS standard. An item's legality may vary among federal UCAS agencies, other countries and the various extraterritorial megacorporations. What is illegal in Seattle may simply be controlled at Mitsuhaman.

MAKING LEGAL PURCHASES

The price listed for all items in *SR3* are the legal retail prices. That means that you can get items for the price listed, but must prove you are legally allowed to own them. For legal items, this isn't a problem—characters can probably pick them up at the corner Stuffer Shack. For restricted items—gear with a Legality Code—a permit is necessary to get the item legally.

Of course, purchasing gear legally means that there are records of your purchase: credit trails, inventory, perhaps even video surveillance footage, depending on where you shop. Payment in full is expected at delivery. In addition, there are likely to be additional overhead costs in maintaining a legal identity (see *Forging Credsticks and IDs*, p. 239 of *Running the Shadows*).

In most cases of legal purchases (especially weapons), the companies that make the gear and the stores that sell it do not want bad press. If they discover that they're being conned by shadowrunners, they will provide all pertinent records to the police or local security division. In most cases, this will kill the player character's chances of using those forged legal documents again.

PERMITS

Realistically, legality and shadowrunning don't mix. Most shadowrunners are committing several felonies just by the



LOCAL FINES AND PUNISHMENT (SEATTLE)

Category	1 Possession	2 Transport	3 Threat	4 Use	5 Intent
(A) Small Blade	100¥	500¥	1,000¥	2,000¥/2 mths	5,000¥/6 mths
(B) Large Blade	200¥	800¥	2,000¥	5,000¥/4 mths	10,000¥/8 mths
(C) Blunt Weapon	150¥	650¥	1,500¥	3,000¥/3 mths	7,000¥/8 mths
(D) Projectile	300¥	1,000¥	2,000¥	3,000¥/4 mths	5,000¥/8 mths
(E) Pistol	500¥	1,500¥	5,000¥	10,000¥/1 yr	10,000¥/2 yrs
(F) Rifle	1,000¥	3,000¥	8,000¥	8,000¥/18 mths	8,000¥/3 yrs
(G) Automatic Weapon	5,000¥	10,000¥	10,000¥/6 mths	10,000¥/2 yrs	10,000¥/4 yrs
(H) Heavy Weapon	10,000¥	20,000¥	20,000¥/1 yr	20,000¥/4 yrs	20,000¥/10 yrs
(J) Explosives	10,000¥	40,000¥	40,000¥/1 yr	40,000¥/4 yrs	40,000¥/10 yrs
(K) Military Weapon	10,000¥/6 mths	10,000¥/1 yr	10,000¥/2 yrs	10,000¥/8 yrs	10,000¥/20 yrs
(L) Military Armor	1,200¥				
(M) Military Ammunition	3,000¥				
(N) Class A Cyberware	5,000¥/3 yrs				
(Q) Class B Cyberware	15,000¥				
(R) Class C Cyberware	15,000¥/3 yrs				
(S) Class D Matrix	8,000¥/2 yrs				
(T) Class E Magic	10,000¥/1 yr				
(U) Class A Equipment	2,000¥				
(V) Class B Equipment	4,000¥				
(W) Class C Equipment	8,000¥/2 yrs				
(X) Class A Controlled	500¥/1 mth				
(Y) Class B Controlled	2,000¥/1 mth				
(Z) Class C Controlled	federal				

Notes:

Class A Cyberware/Equipment refers to items of a paralegal nature.
 Class B Cyberware/Equipment refers to security-grade and law enforcement gear.
 Class C Cyberware/Equipment refers to military-grade gear.
 Class D Matrix Tech refers to all unregistered cyberdecks and software.
 Class E Magic refers to unregistered spells, spirits, and foci
 Controlled Substances are classified as either chemical or pharmaceutical (Class A),
 neural electronics such as BTLs (Class B), and biological agents (Class C).

cyberware they're sporting. This can make jumping through any legal hoops difficult. Runners can, however, obtain permits for possession and transportation of otherwise controlled items. If an item's Legality Code features a "P," a permit for the object is available. To apply for a permit, the character must approach the proper government (or corporate) authority and fill out the necessary paperwork. The application requires a valid SIN, and may also require proof of employment, as well as adequate reasons why the permit is necessary.

To reflect the inherent difficulty in obtaining a permit, the character must make an Etiquette Test against the Availability of the item, +2. For example, if the restricted item has an Availability of 4, the character must make an Etiquette (6) Test. The base time to acquire the permit equals the base time to acquire the item, divided by successes from the Etiquette Test. The price for a permit to possess is usually 5 percent of the item's price 10 percent for a permit to possess and transport.

Permits are not available to those with criminal SINs (or the SINless, for that matter). If using a fake ID (see p. 239) to purchase a permit, the ID must beat a Rating 6 verification system in an Opposed Test.

Permits can make it easier to buy gear on the streets. Apply a -2 modifier to the Availability of an item when a character possesses an appropriate permit.

HAULING THE LOAD

Players tend to equip their characters with every conceivable item, from assault cannons to toasters, along with enough

ammunition and bread to keep them operating continuously for years. If the player characters' equipment seems to be getting a bit out of hand, the gamemaster can impose the following Encumbrance rules.

A character can carry up to his Strength x 5 in kilograms without appreciable effect. Twice that load (Strength x 10 kg) will leave the character in a state equivalent to a Light Wound on the Stun Condition Monitor. The wound occurs when a character carries the load a number of Combat Turns equal to his or her Body Rating. The character gains one box of Stun damage each Combat Turn until he or she collapses unconscious or drops the load. For example, a character with Body 8 would take a Light Wound (Stun) in the ninth Combat Turn, and another box of Stun damage in every Combat Turn after that. A character carrying three times the allowed load (Strength x 15 kg) is fatigued enough after (Body Rating) Combat Turns to equal a Moderate Wound; he cannot run and his movement rate is halved. Four times that load (Strength x 20 kg) exhausts the character, giving him a Serious Wound after (Body) turns; he cannot run, and his movement drops to one-quarter of his normal speed. Any heavier load makes the character pass out from exertion.

If a character is trying to lift but not carry a load, he or she may add (Strength)D6 kilograms to his or her maximum load (Strength x 20 kg). A character can only hold this weight without additional effect for a number of turns equal to his Body Rating, however. Holding it any longer increases the character's Stun Condition Level by 1 per turn.



PERSONAL WEAPONS

	Concealability	Reach	Damage	Weight	Availability	Cost	Street Index	Legal
Edged Weapons								
Thrusting Point	12	0	(STR + 2)L	NA	NA	NA	NA	NA
Forearm Snap Blades	7	0	(STR)M	1.5	4/48 hrs	850¥	2	4-B
Katana	3	1	(STR + 3)M	1	4/48 hrs	1,000¥	2	5-B
Knife	8	—	(STR)L	.5	2/4 hrs	30¥	.75	8-A
Sword	4	1	(STR + 2)M	1	3/24 hrs	500¥	1	4-B
Survival Knife	6	0	(STR + 2)L	.75	3/6 hrs	450¥	1	6-A
Clubs								
Club	5	1	(STR + 1)M Stun	1	2/6 hrs	10¥	1	6-C
Sap	8	—	(STR + 2)M Stun	—	2/6 hrs	10¥	1	5-C
Stun Baton	4	1	6S Stun	1	3/36 hrs	750¥	1	5-C
Pole Arms/Staffs								
Combat Axe	2	2	(STR)S	2.0	3/24 hrs	750	2	3-B
Pole Arm	2	2	(STR + 3)S	4	4/48 hrs	500¥	2	3-B
Staff	2	2	(STR + 2)M Stun	2	3/24 hrs	50¥	1	8-C
Other								
Monofilament Whip	10	2	10S	—	24/14 days	3,000¥	3	1-K
Shock Glove	9	0	(STR - 1)M Stun +7S Stun	.5	5/48 hrs	950¥	2	5-B
Whip	5	2	(STR)L	1	4/48 hrs	300¥	2	10-C
Unarmed	—	—	(STR)M Stun	—	—	—	—	—

PERSONAL WEAPONS

Personal weapons are the basic hand-to-hand fighting implements still in use today. This list does not include impromptu weapons created from material on hand.

In addition to Concealability, Weight, Availability, Street Index, Cost and Legality, the weapons tables on the following pages list two more statistics: Reach and Damage.

Reach measures a weapon's length. If the Reach of one character's weapon exceeds another's, the character with the longer weapon receives a target number modifier in combat tests. See *Reach*, p. 121 of the *Combat* section.

Damage indicates the weapon's overall Damage Code. Most melee weapons, with the exception of the monofilament whip (whose effect does not depend on the force with which it is wielded), have a base Power equal to the Strength of the wielder, plus a given value. The Power is expressed, for example, as STR + 2, which gives 2 additional points to the wielder's Strength for the attack. The higher the weapon's Power Rating, the harder it is for the target to resist the damage. The second part of the Damage Code is a letter—L (Light), M (Moderate), S (Serious), or D (Deadly)—that indicates the level of damage done. See *Damage Codes*, p. 114 of the *Combat* section.

Personal weapons include the following:

Club: Anything from a hickory "tire-knocker" to a baseball bat to a piece of 2 x 4 with a rusty nail.

Combat Axe: A tungsten alloy axe with a spring-loaded thrusting point concealed in the handle.

Forearm Snap-Blades: External cyberspurs, featuring three blades mounted in a forearm sheath that are extendible and retractable with muscle-movement commands.

Katana: The two-handed "samurai" sword favored by those with a taste for the romantic and old-fashioned.

Knife: A basic, all-purpose street cutter.

Monofilament Whip: An uncommon and feared weapon on the streets of 2060. Though not truly monomolecular, the monofilament whip can inflict significant damage. It consists of a short haft that holds the monofilament line when not in use. The line can extend out to two meters, which gives it +2 Reach.

The whip action, the presence of a weighted tip and the danger posed by the monofilament line all make wielding this weapon difficult, at best. If an attack misses solely because the target's Combat Pool dice successes exceed the attacker's successes (a possibility only if using the optional Full Defense rule; see *Combat*, p. 123), or if the attacker rolls more 1s than successes, the attacker risks being hit by the whip. When this occurs, make a separate Whip Test against a Target Number 6. If the test yields no successes, the whip strikes the attacker. The attacker must then make a Damage Resistance Test (Body dice plus Combat Pool dice) against the weapon's standard Damage Code of 10S. Impact armor protects against the monofilament whip, but its rating is halved (round down). Barrier Ratings are doubled against a monowhip.

Polearm: A spear-like weapon, usually featuring an axe-head or other blade. Uncommon on the streets.

Sap: A small, springy club, specially designed for concealability.

Shock Glove: Insulated plas-fabric gloves with a wire-mesh covering. When triggered by impact, mounted capacitors discharge an electric current. When striking with shock gloves, fist damage is reduced to (STR - 1)M, but the gloves deliver an extra 7S Stun



IMPACT PROJECTILE WEAPONS

	Concealability	STR Min	Damage	Weight	Availability	Cost	Street Index	Legal
Bows								
Standard Bow	2	1+	(STR Min + 2)M	1	3/36 hrs	100¥ x Str. Min.	1	5-D
Arrows	3	NA	As bow	.1	3/36 hrs	10¥	1	10-D
Crossbows								
Light	2	3	6L	2	4/36 hrs	300¥	1	6-D
Medium	2	4	6M	3	5/36 hrs	500¥	1	6-D
Heavy	NA	5	6S	4	6/36 hrs	750¥	1	5-D
Bolts	4	—	As crossbow	.05	5/36 hrs	5¥	1	10-D

THROWING WEAPONS

Non-Aerodynamic								
Throwing Knife	9	NA	(STR)L	.25	2/24 hrs	20¥	1	8-D
Aerodynamic								
Shuriken	8	NA	(STR)L	.25	2/24 hrs	30¥	2	6-D

(see *Shock Weapons*, p. 124 of the *Combat* section). Can be discharged 8 times before requiring a 1-hour recharge.

Staff: A large, heavy stick, popular with magicians for that traditional look.

Stun Baton: The standard riot-control weapon, this weighted stick delivers an electrical charge. (See *Shock Weapons*, p. 124.)

Survival Knife: Fine quality blade with a small compass, micro-lighter, night-glow stick and trauma patch (see p. 305) in the handle.

Sword: This refers to any of a variety of ceremonial styles and also covers some of the longer and more vicious knives.

Whip: Standard bull-whip with a weighted metal tip. Against armored targets, damage from bullwhips is reduced by twice the Impact Armor Rating. Whips can be used to snare an opponent instead of doing damage—each net success on the Attack Test provides one die. These dice are then used for an Open Test. The highest number rolled is the target number for the victim's Strength Success Test to free himself from entanglement (which takes a Complex Action).

IMPACT PROJECTILE WEAPONS

These weapons are man-powered, but may use simple mechanical assistance for additional distance or speed. Rules for the use of impact projectile weapons, including Strength Minimums, appear in *Combat*, p. 117. The *Strength Minimum Rating* listed in the table below indicates the minimum Strength a character must have to use a bow or crossbow.

Impact projectile weapons include the following:

Bow: A traditional longbow of fiberglass or wood, or a modern compound-and-pulley bow.

Crossbow: Crossbows may be Light, Medium or Heavy. Light crossbows are cocked by hand, while the heavier models use built-in side-wheel gear to assist re-cocking.

Throwing Knife: Any of a variety of slim knives or spikes.

Shuriken: A multi-edged or spiked, airfoil throwing blade.

FIREARMS

Firearms are primarily slug-throwers. Many weapons offer two versions, for standard loads or for caseless ammunition, though the latter is far more common in the 2060s. A weapon can fire either type of ammunition, but not both interchangeably. Ammo cost is the same for both types. In either case, a digital ammunition counter is standard equipment. The read-out usually appears on the rear sight, where the user can see it when firing.

Firearm statistics include Ammo, Mode and Recoil Compensation. **Ammo** refers to the amount of ammunition the weapon carries and the type of reload system used. The notation (c) means clip, (b) means break-action, (m) means magazine, (cy) means cylinder, and (belt) means belt feed. See *Reloading Firearms* under *Ammunition*, p. 280.

Mode refers to the weapon's available firing modes. SS means single-shot, SA means semi-automatic, BF means burst-fire, and FA means full autofire. See *Firearms*, p. 114 of *Combat*.

Recoil Compensation (RC) lists the available points of recoil compensation when firing the weapon. Numbers in parentheses refer to full recoil compensation that only applies when all integral accessories are used (folding or detachable stocks, and so forth).

Firearms in *Shadowrun* include pistols, taser weapons, submachine guns, rifles and various heavy weapons.

PISTOLS

Standard pistols can mount one barrel- and one top-mounting firearm accessory. Revolvers cannot use silencers or sound suppressors. Hold-out pistols cannot mount any accessories.

Streetline Special: This hold-out pistol is a common weapon among those on society's bottom rung. Made of composite

materials, it is small, lightweight and extremely concealable.

Walther Palm Pistol: This European hold-out design packs one large-caliber round in each of its over-under barrels. A select switch allows the user to fire both barrels simultaneously (treat as a short burst; see *Short Bursts*, p. 115 of *Combat*).

Beretta Model 101T: This streamlined, light personal weapon is favored by corporate personnel.

Colt America L36: This light American design is popular among the style-conscious because of its sleek profile, which also makes it easy to conceal.

Fichetti Security 500: Designed for light security work, the Fichetti 500 accepts a full range of pistol accessories. Mint 500a models come with an extended 25-round clip and a detachable shoulder stock (which provides 1 point of recoil compensation).

Ceska Black Scorpion: Combines light pistol concealability and submachine gun rates of fire. Equipped with an integral folding stock that provides 1 point of recoil compensation.

Ares Predator: Considered by many the premier heavy pistol, the Predator is a menacing weapon popular among mercenaries and security services.

Browning Max-Power: The Browning is the Ares Predator's primary competitor as the toughest heavy pistol.

Ruger Super Warhawk: This heavy revolver accepts all standard accessories except a silencer.

Remington Roomsweeper: The short-barreled Roomsweeper heavy shotgun is popular with urban fighters for its high take-down capability and significant intimidation factor. (The weapon uses heavy-pistol ranges, but shotgun rules; see *Shotguns*, p. 117 of *Combat*.) It can be loaded with normal rounds instead of shotgun rounds, in which case the weapon does 9M damage.

Ares Viper Slivergun: This pistol fires flechette ammunition (which is already factored into its Damage Code). It has the range of a heavy pistol and features a built-in silencer.

TASER WEAPONS

Some police and security units favor electroshock weapons in low-threat environments. The standard model fires a dart that trails a 15-meter-long wire. An electric charge surges down the wire to incapacitate the target as long as the current flows. A

variant fires darts that contain high-capacitance batteries. The darts discharge on contact, stunning and virtually paralyzing the target. See *Shock Weapons*, p. 124 of *Combat*.

Standard tasers can accept one top-mount accessory.

Defiance Super Shock: The most popular taser weapon in service with UCAS law enforcement agencies, the SS packs side-by-side heavy darts. Standard issue pistols have integral low-light imaging scopes (top mount).

SUBMACHINE GUNS (SMGS)

SMGs can accept one top-mounting, one barrel-mounting, and one underbarrel-mounting firearms accessory, with the exception of grenade launchers. SMGs cannot use silencers, but can use sound suppressors.

Heckler & Koch HK227: This gun is the SMG of choice for many corporate and military security forces. The standard model boasts a retractable stock that provides 1 point of recoil compensation, integral laser sights (underbarrel mount), and a Rating 2 gas-vent recoil compensation system (barrel mount). The S variant, popular with corporate strike teams and special forces, substitutes an integral sound suppressor for the recoil system.

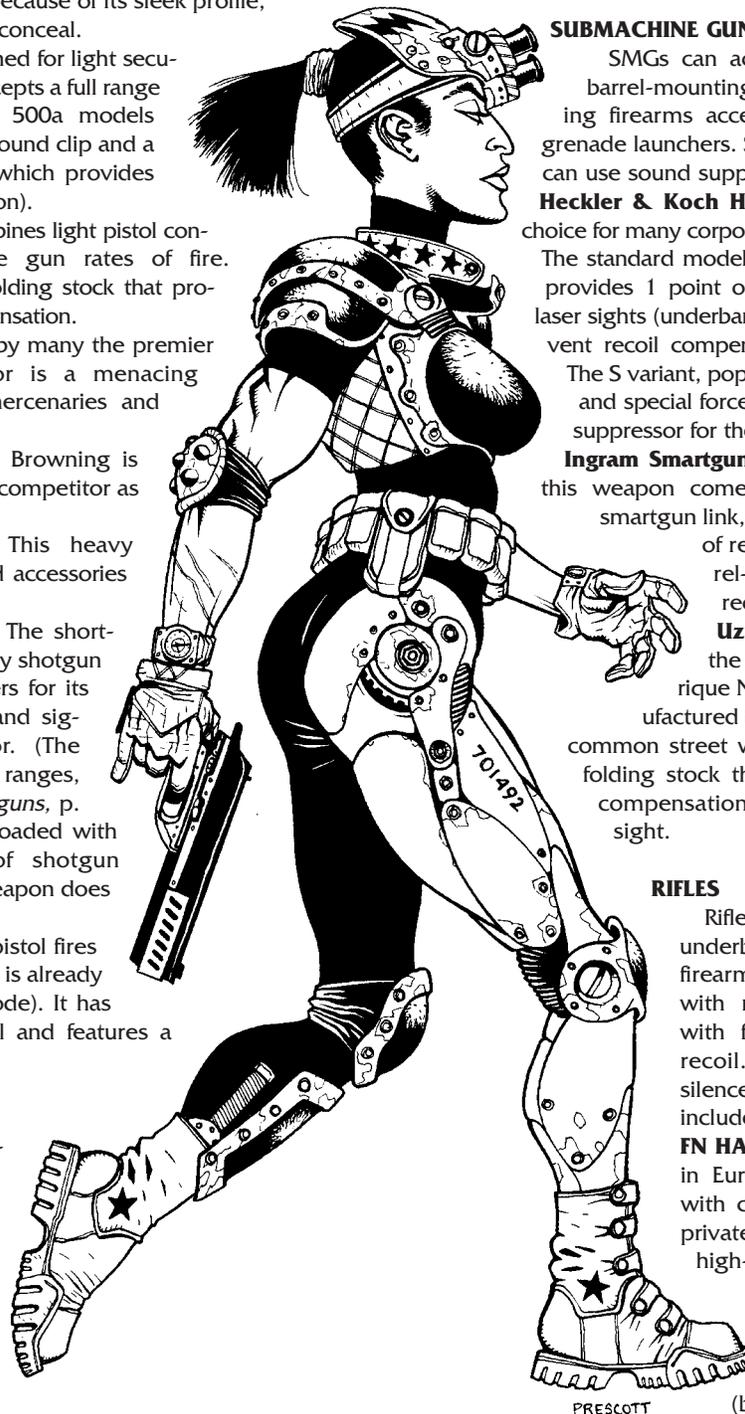
Ingram Smartgun: A favorite of street samurai, this weapon comes equipped with an integral smartgun link, folding shoulder stock (1 point of recoil compensation), and a barrel-mounted, Rating 2 gas-vent recoil compensation system.

Uzi III: A worthy descendent of the famous Israeli Uzi. The Fabrique Nationale model, officially manufactured for the French government, is a common street weapon. It features an integral folding stock that provides 1 point of recoil compensation, and a top-mounted laser sight.

RIFLES

Rifles can accept one barrel-, one underbarrel-, and one top-mounting firearm accessory. Some rifles come with rigid shoulder stocks, others with folding stocks. Neither affect recoil. Shotguns cannot mount silencers or sound suppressors. Rifles include the following:

FN HAR: This assault rifle is common in Europe and increasingly popular with corporate response teams and private security forces specializing in high-threat areas. It comes with an integral folding stock, top-mounted laser sight and a Rating 2 gas-vent recoil compensation system (barrel mount).





FIREARMS

	Conceal	Ammo	Mode	Damage	Weight	Avail.	Cost	St. Index	Legal	RC
PISTOLS										
Hold-Out										
Streetline Special	8	6 (c)	SS	4L	.5	2/12 hrs	100¥	.75	10P-E	—
Walther Palm Pistol	9	2 (b)	SS	4L	.25	3/12 hrs	200¥	.75	10P-E	—
Light										
Beretta Model 101T	5	12 (c)	SA	6L	1	3/12 hrs	350¥	.8	8P-E	—
Colt American L36	6	11 (c)	SA	6L	1	3/12 hrs	350¥	.8	8P-E	—
Fichetti Security 500	7	12 (c)	SA	6L	1	3/12 hrs	400¥	.8	8P-E	—
Fichetti Security 500a	6	25 (c)	SA	6L	1.25	3/12 hrs	550¥	.8	8P-E	(1)
Machine Pistols										
Ceska Black Scorpion	5	35 (c)	SA/BF	6L	3	5/36 hrs	850¥	2	5-G	(1)
Heavy Pistols										
Ares Predator	5	15 (c)	SA	9M	2.25	3/24 hrs	450¥	.5	6P-E	—
Ares Viper Slivergun	6	30 (c)	SA/BF	9S(f)	2	3/48 hrs	600¥	1	6P-E	—
Browning Max-Power	6	10 (c)	SA	9M	2	3/24 hrs	450¥	1	6P-E	—
Remington Roomsweeper	6	8 (m)	SA	9S(f)	2.5	3/24 hrs	300¥	1	6P-E	—
Ruger Super Warhawk	4	6 (cy)	SS	10M	2.5	3/24 hrs	300¥	1	6P-E	—
Special Weapons										
Defiance Super Shock	4	4 (m)	SA	10S Stun	2	5/24 hrs	1,000¥	1	6P-E	—
SUBMACHINE GUNS										
AK-97 SMG/Carbine	4	30 (c)	SA/BF/FA	6M	4	5/3 days	800¥	1	4-G	(1)
Heckler & Koch HK227	4	28 (c)	SA/BF/FA	7M	4	4/24 hrs	1,500¥	.75	4-G	2(3)
HK227-S	5	28 (c)	SA/BF	7M	3	10/7 days	1,200¥	2	3-G	(1)
Ingram Smartgun	5	32 (c)	BF/FA	7M	3	4/24 hrs	950¥	1	4-G	2(3)
Uzi III	5	24 (c)	BF	6M	2	4/24 hrs	600¥	.75	4-G	(1)
RIFLES										
Sport Rifles										
Remington 750	3	5 (m)	SA	7S	3	3/24 hrs	600¥	1	5P-F	—
Remington 950	2	5 (m)	SA	9S	4	3/24 hrs	800¥	1	5P-F	—
Sniper Rifles										
Ranger Arms SM-3	—	6 (m)	SA	14S	4	12/7 days	4,000¥	4	2-K	2
SHOTGUNS										
Defiance T-250	4	5 (m)	SA	10S	3	3/24 hrs	500¥	1	5P-F	—
Enfield AS-7	3	10 (c)	SA/BF	8S	4	8/8 days	1,000¥	1	5P-F	—
ASSAULT RIFLES										
AK-97	3	38 (c)	SA/BF/FA	8M	4.5	3/36 hrs	700¥	2	2-G	—
AK-98	2	38 (c)	SA/BF/FA	8M	6	8/4 days	2,500¥	4	1-G	—
FN HAR	2	35 (c)	SA/BF/FA	8M	4.5	4/48 hrs	1,200¥	2	2-G	2

Soviet AK-97: Originally a Soviet weapon, this assault rifle is now found worldwide. The SMG carbine version, with its integral folding stock, is almost as common. The AK-98 features an integral mini-grenade launcher (under-barrel mount).

Remington 750: Long and sleek, the 750 sport rifle and the 950, its heavy-duty sister, both use smooth bolt-action and include a Rating 1 top-mount image magnifying scope. Neither weapon can take underbarrel-mounted accessories.

Ranger Arms SM-3: This weapon features a combined barrel-mounted, Rating 2 gas-vent recoil compensator and silencer, as well as a Rating 3 imaging scope magnification (top mount) with thermographic or low-light circuits. It disassembles completely and will fit into a standard briefcase; assembling or disassembling the gun takes three Complex Actions. Ideal for the assassin on the go, the Ranger does not stand up well to combat use. The number of turns that this rifle is carried and used



as a combat weapon (outside its intended sniper role) equals the chance on a roll of 2D6 that the weapon will suffer a +2 target number modifier from loss of alignment of its precision and calibrated parts. For example, John uses his SM-3 to discourage his pursuers while making a strategic retreat through a garbage-cluttered alley. His rifle gets bumped around for 3 turns. If his player gets a 3 on a 2D6 roll, John must add +2 to all target numbers for tests using the weapon.

Defiance T-250: A popular autoloading shotgun available in full-size and short-barrel versions. It has no underbarrel mount. The Damage Code is factored for slug rounds; if using shotgun (flechette) rounds the Damage Code is 10D(f). The short-barrel variant uses heavy-pistol ranges, has Concealability 6 and does 9S(f) or 9M damage.

back or hip to feed belted ammo to the weapon. A Rating 2 gas-vent recoil compensation system (barrel mount) is standard equipment.

IWS Multi-Launcher: The most common missile launcher in the shadows emphasizes a flexible delivery system and eliminates back-blast problems. The reusable launcher breaks open to load up to four missiles. Its sighting mechanism, shoulder brace and exhaust tube are collapsible, making the weapon a compact bundle when disassembled. Heavier missiles and launchers exist, but are rare in the shadows.

RPK HMG: A Russian-made heavy machinegun, usually mounted on a fold-out tripod. This weapon can use belt feeds.

Ultimax MMG: This Singapore-produced medium machine gun is a favorite in the Pacific Rim and with merc groups every-

HEAVY WEAPONS

	Conceal	Ammo	Mode	Damage	Weight	Avail.	Cost	St. Index	Legal	RC
LIGHT MACHINE GUNS										
Ingram Valiant	—	50 (c)/Belt	BF/FA	7S	9	6/5 days	1,500¥	2	1-H	3
HEAVY WEAPONS										
RPK HMG	—	40 (c)/Belt	FA	10S	15	18/18 days	4,000¥	2	2-H	(6)
Ultimax MMG	—	40 (c)/Belt	FA	9S	12	14/14 days	2,500¥	2	2-H	(6)
Vigorous Assault Cannon	—	20 (c)/Belt	SS	18D	20	16/14 days	6,500¥	2	2-H	—
GRENADE LAUNCHERS										
Ares Antioch	6 (-3)	6 (m)	SS	grenade	+2 kg	8/4 days	1,700¥	3	1-K	—
MISSILE/ROCKET LAUNCHERS										
IWS Multi-Launcher	—	4 (b)	SS	—	8	12/14 days	8,000¥	2	1-K	—

Enfield AS7: This assault shotgun provides massive firepower. It has an integral, top-mounted laser sight and is fitted with a 10-shot clip or 50-shot drum (the drum adds -3 to Concealability, +2 kg to weight). If loaded with shotgun rounds (flechette) instead of slug rounds, the weapon has a Damage Code of 8D(f).

HEAVY WEAPONS

Heavy weapons can generally take one barrel-, one underbarrel-, and one top-mounting accessory. Missile and rocket launchers do not use standard firearm accessories.

The *Intelligence* rating listed on the table represents the missile's targeting and control circuits (see *Resolving Rocket and Missile Fire*, p. 120).

Heavy weapons include the following:

Ares Antioch Grenade Launcher: Though a weapon in its own right, the Ares Antioch is commonly used as an underbarrel addition to an assault rifle. The launcher fires a round from its integral magazine with either a thumb button or a separate trigger. These weapons fire *only* mini-grenades. The accessory model is available only in underbarrel versions. Once installed, it cannot be removed, and modifies Concealability by -3.

Ares Vigorous Assault Cannon: This massive weapon fires shells equivalent to explosive bullets, but without the bullets' inherent instability. It can use belted ammo.

Ingram Valiant LMG: Popular with merc units, the Ingram is the most common model of light machine gun. It has a hip-brace recoil pad (Rating 1) and an ammunition bin slung over the

where. It accepts belt feeds, and though usually tripod-mounted, can be carried on a gyro-stabilized mount.

AMMUNITION

In addition to its various types (standard, gel and APDS), ammunition is also defined by the class of gun for which it was made (light pistol, assault rifle, MMG). In *Shadowrun*, each kind of gun can trade ammo with another of its class. For example, all light pistols can share ammo. Use the categories shown on the Weapon Range Table, p. 111, to determine what gun types can share ammo. Shotguns, whether pistols or rifles, can share ammo. Standard ammo costs 20¥ for 10 rounds.

Most weapons can fire an assortment of ammunition types, including flechette, explosive, armor-piercing, gel and tracer rounds. For special rules relating to the different kinds of ammunition, see *Ammunition*, p. 116 of the *Combat* section. *Blast* refers to the Power Level reduction of the explosion.

Available ammunition types include the following:

APDS Rounds: Armor-Piercing Discarding Sabot (APDS) rounds are specially designed to travel at high velocities and pierce armor. Treat APDS as normal ammo against vehicles and drones. APDS tends to be difficult to buy on the street.

Assault Cannon Rounds: These highly stable explosive rounds are made of HDX superplast compound.

Explosive Rounds: Explosive rounds are solid slugs designed to fragment and explode on impact. They are standard issue with some military units, though unpopular because of their high mis-



fire rate. Exposure to intense heat such as flames or fireballs can also cook the touchy things. EX rounds are an improved model.

Flechette Rounds: Tiny, tightly packed metal slivers function as the business end of a flechette round. They are devastating against unprotected targets, and will cut through standard ballistic armor. Impact armor can stand up to this ammunition.

Gel Rounds: Designed as non-lethal ammo for riot control, these rounds use a hard jelly-like substance to achieve their effect. Impact armor, not ballistic, applies.

Tracer Rounds: Tracer ammo burns “tracers” along the line of flight, making it easier to home in on the target.

Anti-Personnel Rockets/Missiles (APR/APM): These projectiles have high-explosive and fragmentation warheads.

Anti-Vehicle Rockets/Missiles (AVR/AVM): These projectiles pierce a vehicle’s armor, and do not explode if they miss.

High-Explosive Rockets/Missiles (HER/HEM): These projectiles cause general destruction.

RELOADING FIREARMS

Eventually, characters will run out of ammo in a firefight and need to reload. Each firearm has a specific method of reloading, noted in its table listing by a letter in parentheses under ammo. The letter (c) means the firearm uses removable clips that contain many bullets. This is the most common reload method for firearms. The letter (b) identifies the firearm as “break-action,” meaning the weapon hinges open near the firing mechanism so that rounds can be manually inserted. The letter (m) represents an internal magazine—a small port inside the weapon in which rounds are inserted for storage and firing. The notation (cy) represents a firearm with a pop-out cylinder into which new rounds may be loaded, either manually or with a speed loader. Finally, the notation (belt) means the weapon uses a long belt of linked rounds that are fed continuously into the weapon.

Each method of reloading takes an action, as indicated on the Ammo Reloading Table.

FIREARM ACCESSORIES

Firearms can mount various accessories, from common equipment like silencers to high-tech ultrasound sights. The *Mount* statistic on the following Firearm Accessories Table refers to where on the weapon the accessory must be attached:

underbarrel-mount, barrel-mount or top-mount. Only one accessory can be attached to a particular mount. Integral accessories take up mount locations.

Concealability Rating modifiers given for the following accessories refer only to the installation of these accessories after purchase. If the weapon description lists the accessory as “integral,” no Concealability modifier applies, nor can the accessory be removed.

Firearms accessories include the following:

Bipods: Bipods are two-legged braces that extend downward from the weapon, allowing the weapon to be fired low to the ground with the user in a sitting or lying position. A bipod uses the underbarrel mount, does not affect Concealability and provides 2 points of recoil compensation when deployed. Setting up a bipod is a Simple Action.

Concealable Holster: Custom-fitted to the wearer, the holster can be designed for wear over the hip, in the small of the back, under the arm, on the forearm or on the ankle. It adds +2 to the Concealability of a pistol.

Gas-Vent System: Gas-vent recoil compensation systems vent a weapon’s barrel gases at a specific vector to counter barrel climb. These systems are all barrel-mounted, and subtract from the weapon’s Concealability. Once installed, gas-vent systems cannot be removed. The Gas-vent II system provides 2 points of recoil compensation, with a –1 Concealability modifier; the Gas-vent III system provides 3 points of recoil compensation, with a –2 Concealability modifier.

Gyro Stabilization: These systems consist of a heavy upper-body harness with an attached, articulated, gyro-stabilized arm that mounts a rifle or heavy weapon. The gyro-stabilization system neutralizes recoil and movement modifiers up to its rating (standard Rating 5, deluxe Rating 6). Standard military systems also include smart goggles with a protected cable connection. Mounted smartguns may still be fed through standard palm induction links. When worn, the entire system provides an additional point of impact and ballistic armor, and is not concealable. Gyro systems add +4 to the wearer’s target numbers in melee combat, and only allow him to use half his Combat Pool dice. It takes 5 minutes to get into a gyro-mount harness and one Complex Action to “quick-release” out of it. Attaching or removing a weapon from the mount requires two Complex Actions.

Imaging Scopes: A variety of imaging scopes are available, including low-light, infrared and simple electronic or optical

magnification. Imaging scopes may only be top-mounted, may not be used with smartlink systems, and require one Complex Action to install or remove. Magnifying scopes can modify a weapon’s range target number (see p. 110). Magnification systems have a –1 Concealability Rating, low-light and thermographic systems –2 Concealability. Combo versions combine multiple systems, allowing the user to switch between them. To determine the price of these systems, add together the costs of their components.

AMMO RELOADING TABLE

Reloading Method	Action Required	Result
Removable Clip (c)	Simple Action	Remove or insert clip.
Break Action (b)	Complex Action	Insert (Quickness) rounds into clip.
Internal Magazine (m)	Complex Action	Insert 2 rounds.
Cylinder (cy)	Complex Action	Insert (Quickness) rounds.
	Complex Action	Use speed loader.
Belt Feed (belt)	Complex Action	Insert belt.
	Complex Action	Insert (Quickness ÷ 2) rounds into belt.



AMMUNITION

Rocket/Missiles

	Intelligence	Damage	Blast	Weight	Availability	Cost	Street Index	Legal
Rockets								
Anti-Personnel	NA	16D	-1/.5m	2	8/14 days	1,000¥	2	1-K
Anti-Vehicle	NA	16D	-8/m	3	8/14 days	2,000¥	2	1-K
High-Explosive	NA	16D	-1/m	2	8/14 days	1,500¥	2	1-K
Missiles								
Anti-Personnel	3	16D	-1/.5m	2.25	12/14 days	2,500¥	3	1-K
Anti-Vehicle	4	16D	-8/m	3.25	12/14 days	5,000¥	3	1-K
High-Explosive	3	16D	-1/m	2.25	12/14 days	3,750¥	3	1-K

Ammunition, Per 10 Shots

	Concealability*	Damage	Weight	Availability**	Cost	Street Index	Legal
APDS	8	See rules	.25	14/14 days	70¥	4	3-M
Assault Cannon	3	As weapon	1.25	5/3 days	450¥	2	As Weapon
Belt 100	yeah, right	—	12.5	6/3 days	4,250¥	2	As Weapon
Explosive Rounds	8	See rules	.75	3/36 hrs	50¥	.8	As Weapon
EX Explosive	8	See rules	.75	6/72 hrs	100¥	1.5	As Weapon
Flechette Rounds	8	See rules	.5	3/36 hrs	100¥	.8	As Weapon
Gel Rounds	8	See rules	.25	4/48 hrs	30¥	1	As Weapon
Regular Ammo	8	As weapon	.5	2/24 hrs	20¥	.75	As weapon
Tracer	8	See rules	.5	3/24 hrs	75¥	1	As Weapon
Taser Dart	3	Special	.5	6/36 hrs	50¥	1.5	As Weapon

*-1 Concealability per extra 10 rounds of ammo

**Belted ammo: add rounds/100 to Availability

Laser Sight: This device projects a laser beam to produce a glowing red spot on the target. The sight activates when the user touches the trigger. It provides a -1 target number modifier for firearms tests. Laser sights may not be used with a smartlink system, and are available in underbarrel or top-mounting versions. Mounting a laser sight adds -1 to a weapon's Concealability Rating, and requires one Complex Action to install or remove.

Shock Pads: Shock-absorbing pads can be mounted on the rigid shoulder stock of a rifle, assault rifle or shotgun, or on the hip brace of a heavy automatic weapon. The shock pad gives 1 point of recoil compensation.

Silencer: A silencer is a barrel-mounted accessory that reduces the sound and flash of a weapon's discharge. Silencers can only be used with single-shot or semi-automatic weapons. They cannot be used with revolvers. A silencer applies a +2 target number modifier to any attempt to notice the weapon's use, or to locate the weapon's firer. Using a silencer modifies Concealability by -2, and requires one Complex Action to install or remove.

Smart Goggles: This pair of oversized goggles connects by fiber-optic cable to a weapon rigged as a smartgun. The chips in the gun feed into receptors in the goggles, producing red cross hairs in the user's field of vision, centered on where the gun is pointing. The amount of ammunition remaining also appears in the user's field of vision.

This system may be built into a helmet or, for double the nuyen, rigged as mirrored sunglasses. In addition to simple targeting, smart goggles may be set up for low-light or infrared reception. For low-light or infrared additions, add +1,000¥.

Smartgun Systems: Available in internal and external versions, the smartgun system provides a feedback circuit relating the gun's angle of fire to the shooter's line of sight. The internal smartgun system is built into the gun and doubles the weapon's cost if installed after manufacturing. The external system mounts on the weapon (top- or underbarrel positions) and can be transferred from weapon to weapon, with one hour of maintenance and alignment. Without a receptor (smart goggles or smartlink), the hardware is dead weight. Using a smartlinked weapon provides a -2 target number modifier for firearms tests.

Sound Suppressor: Similar to silencers, sound suppressers are used with burst-fire and full-auto weapons. A sound suppresser adds a +2 target number modifier to any attempt to notice the weapon's use or to locate the weapon's firer. Sound suppressers must be replaced every 300 rounds of burst or auto-fire. A sound suppresser modifies Concealability by -2, and requires two Complex Actions to install or remove.

Spare Clips: Extra ammunition clips cost 5¥ per clip, unloaded. They hold the maximum rounds available for the weapon, and are not interchangeable from weapon to weapon even within the same class.



Tripod: A heavy, stable mounting for heavy weapons, tripods are not concealable, and provide 6 points of recoil compensation. Tripods require a Simple Action to set up and must be used from a prone or sitting position.

Ultrasound Goggles: This large eye-covering visor connects via fiber-optic cable to a weapon rigged with an ultrasound sight. The sight displays a topographic contour map of the target area. This system may also be built into a helmet or sunglasses.

Ultrasound Sight: This device attaches as an underbarrel or top-mount. It projects a scanning beam of coded sound that sweeps the area where a weapon is pointing, mapping it. The ultrasound sight is ideal for night fighting, complete darkness, or against foes who have defeated thermographic sights. Ultrasound systems reduce all target number modifiers resulting from lighting and invisibility by half (round up).

EXPLOSIVES

This section includes grenades, plastic explosives and anything used in a similar manner. *Blast* refers to the reduction in power of a grenade blast as it extends outward from the center. For complete rules on grenades, see *Grenades*, p. 118 of *Combat*.

Available grenades and explosives include the following:

Hand Grenades: These grenades are small, self-contained packages of explosive, timer and detonator. They may be set to explode on impact, or at any time from 2 seconds to 2 minutes. Non-aerodynamic models often offer a “booby-trap” setting that detonates by electric signal or pressure release. These models are sphere- or cylinder-shaped. Aerodynamic models are rings or disks with superior range capabilities. Explosive grenades may be defensive, offensive or concussion versions. Defensive grenades have the lowest radius of destruction, allowing the character to use the grenade as he or she presses forward. Offensive grenades have a higher fragmentation effect. Concussion grenades have little fragmentation effect, relying on the blast to stun or injure targets.

In addition, both offensive and defensive grenades are available in an anti-personnel (AP) model with an even higher fragmentation effect than standard (HE, or high explosive) models. AP grenades use the rules for flechette ammunition (see p. 116).

Mini-grenades: Mini-grenades are bullet-like projectiles designed for grenade launchers. As a safety feature, they are

FIREARM AND WEAPON ACCESSORIES

General	Mount	Conceal	Rating	Weight	Availability	Cost	Street Index	Legal
Bipod	Under	—	2	2	6/12 hrs	400¥	1	Legal
Concealable Holster	—	+2	—	.1	2/24 hrs	100¥	.75	Legal
Silencer	Barrel	-2	—	.2	4/48 hrs	500¥	2	As Weapon
Sound Suppressor	Barrel	-2	—	.5	6/48 hrs	750¥	2	As Weapon
Spare Clips	—	—	—	.75	2/24 hrs	5¥	.75	Legal
Tripod	Under	—	6	8	10/12 hrs	600¥	1	
Recoil Compensators and Gyros								
Gas Vent II	Barrel	-1	2	.5	2/24 hrs	450¥	.8	Legal
Gas Vent III	Barrel	-2	3	.75	2/24 hrs	700¥	1	Legal
Gyro Mount, Deluxe	Under	-6	6	8	4/48 hrs	6,000¥	1	Legal
Gyro Mount, Standard	Under	-5	5	6	4/48 hrs	2,500¥	1	Legal
Shock Pads	—	—	1	.25	2/24 hrs	200¥	.75	Legal
Imaging Systems								
Imaging Scopes								
Low-Light	Top	-2	—	.25	3/36 hrs	1,500¥	.8	Legal
Magnification 1	Top	-1	1	.25	3/36 hrs	500¥	.8	Legal
Magnification 2	Top	-1	2	.25	3/36 hrs	800¥	.9	Legal
Magnification 3	Top	-1	3	.25	3/36 hrs	1,200¥	1	Legal
Thermographic	Top	-2	—	.25	3/36 hrs	1,500¥	.8	Legal
Laser Sights	Top/under	-1	—	.25	6/36 hrs	500¥	.9	Legal
Ultrasound Sight	Top/under	-2	—	.25	8/4 days	1,300¥	.8	Legal
Ultrasound Goggles	—	—	—	—	3/36 hrs	1,100¥	1	Legal
SmartLink								
Smart Goggles	—	0	—	.1	3/36 hrs	3,000¥	1	4P-N
Smartgun, internal	—	—	—	.5	Weapon	+100%	Weapon	4P-N
Smartgun, external	Top/under	-2	—	1	4/48 hrs	600¥	1	4P-N



EXPLOSIVES

Grenades

Grenade Type	Conceal	Damage	Blast	Weight	Avail.	Cost	St. Index	Legal
Offensive (HE or AP)	6	10S	-1/m	.25	4/4 days	30¥	2	3-J
Defensive (HE or AP)	6	10S	-1/.5m	.25	4/4 days	30¥	2	3-J
Concussion	6	12M (Stun)	-1/m	.25	5/4 days	30¥	2	3-J
Gas (Neuro-Stun VII)	5	Special	—	.25	8/4 days	60¥	2	3-J
Smoke	6	—	—	.25	3/24 hrs	30¥	2	5-J
Smoke (IR)	6	—	—	.25	4/48 hrs	40¥	2	5-J
Flash-Pak	12	Special	—	.2	3/36 hrs	250¥	1	Legal
Mini-grenade	8	by grenade	by grenade	.1	+2/by grenade	x2	+1	by grenade

Commercial Explosives, Per Kilo

Commercial	Conceal	Rating	Blast	Weight	Availability	Cost	St. Index	Legal
Commercial	6	3	-3/m	1	6/48 hrs	60¥	1	4P-J
Plastic, Compound IV	6	6	-6/m	1	8/48 hrs	80¥	1	4-J
Plastic, Compound XII	6	12	-12/m	1	10/48 hrs	200¥	2	3-J

Accessories

Radio Detonator	8	—	—	.25	4/48 hrs	250¥	2	6-J
Timer	6	—	—	.5	4/48 hrs	100¥	2	6-J

primed electronically by the gun when ejected and do not actually arm until they have traveled five meters. This means that they have a minimum range and cannot be manually armed and thrown, unless the safety feature is overridden with an Electronics B/R (6) Test (base time 5 minutes). Mini-grenades come in offensive, defensive and concussion versions, delivering the same effects as their larger brothers.

Gas Grenades: Instead of exploding, these cylindrical grenades release a cloud of stun gas—commonly Neuro-Stun VIII (see p. 250), although they may be filled with other chemicals. The gas cloud affects everything within a 10-meter radius, and lasts for 2 Combat Turns (less in windy areas, at the gamemaster's discretion).

Smoke Grenades: Similar to gas grenades, these grenades release a cloud of smoke that fills an area 20 meters in diameter, lasting for 2 Combat Turns (less in windy areas). Smoke obscures vision, applying visibility modifiers to relevant tests. Infra-red smoke contains hot particles that obscure thermographic vision.

Flash-Pak: The size of a pack of cigarettes, this unit contains four quartz-halogen micro-flashes designed to fire in random strobe sequences to disorient, distract and blind opponents. Anyone facing a flash-pak receives a +4 target number modifier (+2 if the target has flare compensation). The pak also negates modifiers from poor or no lighting, but imposes its own +2 modifier because of the strobing flashes.

Plastic Explosives: Highly stable, moldable and slightly sticky, these substances are ideal for certain jobs, such as blowing a hole in a wall. Compounds are usually color-tinted to indicate the level of current needed to detonate them, from the black of magnetic-field induction to the chalky white of 440-volt industrial explosive. Commercial (non-plastic) explosives cost 60¥ per kilogram. Timers run from 2 seconds to 2 hours, and radio detonators have a Flux Rating of 1. The Damage Code is (Rating)D per kilogram. Use the following formula for multiple kilo-

grams: (Rating x $\sqrt{\text{kilograms}}$) D. The Power of the blast is reduced by the base rating per meter. See *Blast Effects*, p. 118.

ARMOR

Two types of armor exist in *Shadowrun*: dermal armor (cybernetic or natural) and external armor.

Dermal armor works against any attack by increasing the character's Body Attribute. It does not aid in healing. External armor has two ratings: ballistic and impact. *Ballistic* armor protects against projectiles that deliver large amounts of kinetic energy in short amounts of time, mostly bullets. *Impact* armor protects against projectiles with lesser kinetic transfer: projectile weapons, explosives, hand-held weapons, stun ammunition and damaging manipulation spells. Each type of armor reduces the Power of the attack by the armor's rating, unless otherwise noted. See *Damage Resistance Test*, p. 113 of the *Combat* section.

Ballistic and Impact Armor Ratings are frequently noted as (B/I), with ballistic armor to the left of the slash and impact armor to the right. Wearing armor in public can impede a character's social interactions; see *Armor and Society*, p. 93

Available types of armor include the following:

Armor Clothing: The prime choice for an everyday stroll along the streets of 2060. Fashion designers worldwide offer a variety of styles in fabrics made from descendants of Kevlar™.

Armor Jacket: Available in a wide selection of tailoring, from chic street styling to the harsh ribbed and padded aesthetic of macho militarism, these jackets offer substantial protection.

Armor Vest: The armor vest provides slim-line protection under normal clothing. Additional rigid plates provide improved protection at the expense of subtlety.

Camouflage Clothing: These garments are available in a wide range of computer-designed environmental-pattern facsimiles, including desert, snow, woodland, urban and winter wood-



CLOTHING AND ARMOR

General	Conceal	Ballistic	Impact	Weight	Avail.	Cost	St. Index	Legal
Fine Clothing	—	0	0	1	Always	500¥	1	Legal
Ordinary Clothing	—	0	0	1	Always	50¥	.8	Legal
Riot Shield, Small	—	1	2	2	8/14 days	1,500¥	2	Legal
Riot Shield, Large	—	2	3	2	8/14 days	1,500¥	2	Legal
Riot Shield, Ballistic	—	3	1	2	8/14 days	1,500¥	2	Legal
Tres Chic	—	0	0	1	Always	1,000¥	1	Legal
Armor Clothing								
Armor Clothing	10	3	0	2	2/36 hrs	500¥	1	Legal
Armor Jacket	6	5	3	2	3/36 hrs	900¥	.75	Legal
Armor Vest	12	2	1	1	2/36 hrs	200¥	.8	Legal
Armor Vest with Plates	10	4	3	2	3/36 hrs	600¥	1	Legal
Lined Coat	8	4	2	1	2/24 hrs	700¥	.75	Legal
Secure Clothing	12	3	0	1.5	3/36 hrs	450¥	.9	Legal
Secure Jacket	9	5	3	3	4/36 hrs	850¥	.8	Legal
Secure Vest	15	2	1	.75	3/36 hrs	175¥	.9	Legal
Secure Ultra-Vest	14	3	2	2.5	3/36 hrs	350¥	.9	Legal
Secure Long Coat	10	4	2	2	3/24 hrs	650¥	.9	Legal
Camouflage								
Camo Full Suit	—	3	1	1.5	4/36 hrs	800¥	1	Legal
Camo Jacket	—	5	3	2	5/36 hrs	1,200¥	1	Legal
Leather								
Real	—	0	2	1	Always	750¥	.75	Legal
Synthetic	—	0	1	1	Always	250¥	.6	Legal
Security Armor								
Light Security	—	6	4	9 + Body	12/10 days	7,500¥	2	4P-L
Medium Security	—	6	5	11 + Body	14/10 days	9,000¥	2.5	3P-L
Heavy Security	—	7	5	13 + Body	16/14 days	12,000¥	3	2P-L
Security Helmet	—	+1	+2	—	12/14 days	250¥	2	(-1)P-L

land. All have reversible day/night patterns. Camouflage clothing adds a +4 target number modifier to Perception Tests to notice the camouflaged person if he or she is in the proper environment for the clothing. In an inappropriate setting, the wearer is easier to see, imposing a -2 target number modifier.

Lined Coat: Available in a variety of styles, the lined coat is a popular form of armor, reminiscent of the long dusters worn in the days of the Wild West. It uses rigid plates concealed between layers of ballistic cloth to cover vital organs. A lined coat adds +50 percent to the Concealability of any item hidden under it.

Riot Shield: Constructed of clear, high-impact polycarbonate, these shields are used for riot control. They are usable by left- or right-handed people, and come in two sizes. Special opaque ballistic models are used by law enforcement for house raids and other SWAT-style activities. If used to bash, the shield does (STR - 2)L Stun damage. Riot shields add +2 to melee attacks, for both the defender and the attacker, because they get in the way of effective melee combat. Any character with a Reach of +2 or greater (including weapon Reach bonuses) can bypass the shield.

Securetech Armor Clothing: This type of armor clothing is similar to standard armor clothing, but slightly more suitable

for social situations that require discretion as well as protection. The Securetech long coat adds +50 percent to the Concealability of any weapon hidden under it.

Security Armor: Integrated full-protection body armor used by security personnel around the world, security armor is often styled for intimidation as much as for protection and ease of movement. Such armor features a padded undersuit over which extensive armor plates are attached. Security armor usually affects the Combat Pool (see *Armor and Combat Pool*, p. 285). In addition, characters can buy the following built-in options:

Helmet Vision Enhancement: Electronic Magnification 3 (900¥), Optical Magnification 3 (1,200¥), Thermographic (700¥), Ultrasound (1,000¥) and Smartgoggles (3,000¥).

Communications: Helmet or Wrist Transceiver (2,500¥), Tracking Signal (100¥ x Rating), Signal Locator (1000¥ x Rating) and Heads-Up Display with 100 Mp of memory (1,000¥).

Environmental Control: Chemical Seal (12,000¥) and Respirator (500¥). The chemical seal takes a Complex Action to implement and protects the wearer from gases, toxic waste and so on.



ARMOR AND COMBAT POOL

Wearing armor can be burdensome and tiring, and it tends to slow down characters in combat. To reflect this, for every 2 full points that a character's separate Ballistic or Impact Armor Rating exceed Quickness Attribute, reduce his or her Combat Pool by one die. For example, a character with Quickness 3 wearing an armor jacket (5/3) would lose one die from her Combat Pool.

Layering Armor

Characters can layer armor for more protection, though even layered armor has limited effects. When wearing more than one layer of armor, add the rating of the highest-rated piece to one-half (round down) the rating of the next highest-rated piece of clothing or armor to determine the effective combined rating.

Layering armor also restricts a character's movement. To find out how much, add together the Ballistic Armor Ratings of the armor pieces. Each point by which this total exceeds the character's Quickness Attribute acts as a target number modifier to all Quickness-related tests, as well as those for all tests using Quickness-linked skills. In addition, reduce the character's Quickness by the modifier to calculate the character's movement rate (see p. 108).

Generally, only a jacket or coat can be layered over clothing-style armor. Much more and the character starts to look like a walking punching bag. When a helmet or shield is used, the armor bonus it provides is added to other armor. This does not count as layering, but does count toward determining the Quickness penalty.

Twitch the wired elf samurai has Quickness 6. He's expecting to walk into a basement and get ambushed and shot, so he packs on the armor. He wears his armor vest with plates (4/3), throws on his lined coat (4/2) over that, and tops it off by carrying a small riot shield (1/2). This layering gives him 7 points of ballistic armor ($4 + (4 \div 2) + 1$) and 6 points of impact armor ($3 + (2 \div 2) + 2$). However, the full ratings of his ballistic armor ($4 + 4 + 1$) exceed his Quickness of 6, so tests for all skills linked to Quickness earn a +3 penalty.

In addition, because he's wearing 9 points of ballistic and 7 of impact armor, he loses 2 dice from his Combat Pool.

LIFESTYLE

Lifestyle expenses include shelter, entertainment and certain pieces of personal equipment ubiquitous in the mid-twenty-first century (like credsticks and cell phones).

SHELTER

Basic housing conditions are covered under a character's lifestyle. Characters may wish to purchase safe-houses for hiding out, storing gear, meetings, interrogations and so forth. The cost for such a location is equivalent to the appropriate lifestyle. See *Lifestyles of the Rich and Shadowy*, p. 239 of *Running the Shadows*.

Characters may also end up paying for on-the-spot shelter in a coffin hotel. Coffin hotels offer a cheap, convenient, relatively comfortable and surprisingly secure place to spend the night or

lay low. They consist of dozens or hundreds of coffin-shaped cubicles stacked atop one another and accessible via catwalk. Each cubicle is about 1 x 1 x 2 meters, just large enough for a bed and to allow the patron to crawl in and secure the door. In addition to a shelf and swivel-light, there is usually a built-in, pay-per-use tridphone and sometimes a simdeck. Each hotel usually offers one communal shower and toilet per level.

In 2060, most coffin hotels are completely automated. You simply walk in, find an available cubicle and slot your credstick. If using a certified credstick, you must also enter a thumbprint, which becomes your "key." Cubicle doors always lock when closed; if held open for more than a minute, they trigger an alarm. When your rent runs out, the door locks—whether you are inside or out (better hope you have the cred to leave ...). The Barrier Rating of cubicles is 12, and they feature Rating 5 maglocks.

At any given time, coffin hotels usually have 2D6 x 10 patrons in residence. Average cost is 30¥ for 24 hours.

ENTERTAINMENT

Music: Recorded music comes in laser-read compact disks (CD) and optical chips (OC). Both formats record to a fidelity far beyond the average person's discrimination. Playback units are slightly larger than the storage disk, fitting comfortably in the hand or clipping to a belt. Extra speakers can achieve a "total dimension of sound." Headsets or mastoid-implant speakers are available for private listening. Units with flat roll-out screens are available for disks with video tracks.

Video/Trideo: Video recording systems long ago switched to digital information-storage and liquid-crystal screens. Most recorders function in the pseudo-holographic format popularly known as trideo, or trid. Trid screens range from tiny, 30mm diagonal wristphone displays to wall-sized arrays. Screens capable of displaying recorded imagery have the usual image-speed and quality controls, as well as simple special-effects distortion and color-alteration capability.

Simsense: Simulated sensory impressions are the modern blockbusters in entertainment. Developed from ASIST (Artificial Sensory Induction System Technology), the system consists of a lightweight headset that deceives the user by inducing false sensory signals in the brain. The user, despite the imperfect simulation and the undercurrent of sensory impressions from the real world around him, experiences a programmed set of stimuli while neural overrides prevent him from injuring himself or others during playback. In other words, the simsense lets someone experience something that happened to someone else.

Simsense recordings are classified as Baseline or Full-X. Baseline offers only the sensory tracks, the actual physical stimuli and input. Users receive the sensations of the performer, but the emotions are their own. Full-X handles both sensory and emotive tracks. While the recording is running, users become the person who made the recording.

Most users prefer programs that are "hosted" by a specific simstar whose actual sensations are the ones that have been recorded, allowing the user a true vicarious experience. Many simstars have cults of fans devoted to them and emulating their every move.

Simsense can be recorded on chip or CD, and is also broadcast on pay-per-view simsense Matrix channels. There



ENTERTAINMENT

	Concealability	Weight	Availability	Cost	Street Index
Music					
Disk/Chip	12	—	Always	20¥	.75
Playback Unit	9	.5	Always	200¥	.75
Quad Speakers	—	5	Always	100¥	.75
Video					
Disk/Chip	12	—	Always	20¥	.75
Playback Unit	8	.5	Always	400¥	.75
Screen	—	3	Always	150¥	.75
Simsense Decks					
Sony Beautiful Dreamer (monoPOV ACT)	8	.5	Always	200¥	1
Novatech Sandman (polyPOV ACT)	6	1	Always	2,500¥	1
Truman Paradiso (polyPOV ACT or DIR-X)	—	6	4/36 hrs	75,000¥	1
Simsense Recordings					
(Cost given is for monoPOV baseline recordings. Triple Cost for Full-X. For poly-POV, multiply cost by number of POVs.)					
ACT Recordings	10	—	Always	2¥/minute	.75
Dir-X Recordings	10	—	Always	90¥/minute	.75

are two aspects of sim recordings to keep in mind: output format and POV mode. Recordings are usually made first in Direct Experience (Dir-X) format, the closest thing to being there. Dir-X takes up huge amounts of storage space, however, so mass-produced recordings sims are translated into ASIST Control Transport (ACT) format through data compression, which reduces the quality slightly—the recording is less *intense*. A third, illegal output format exists, known as BTL (see p. 296).

The Point-of-View (POV) Mode of sim recordings can be monoPOV or polyPOV. MonoPOV means you experience through one performer only. PolyPOV allows users to switch from one POV to another during play, from performer to performer. A single polyPOV recording can be simultaneously accessed by multiple users experiencing different POVs of the same story. PolyPOV is now a standard feature on player units.

Sim recordings are played through a player unit, or simdeck, and either directly fed through fiber-optic cable into a datajack or through a 'trode headset.

Live Performance: Live performances continue to be popular in 2060. Actors and singers often have implanted voice amplifiers, either simple volume enhancers or sophisticated transmitting microphones that broadcast to speakers placed around the hall. Such equipment often features voice modifiers and sound-effects generators. The basic shape and style of musical instruments have changed little, but there has been a proliferation of the electronic versions. Few, if any, pop performers use anything other than synthesized sound. Highly technical musicians work with a synthlink, a special system that operates through a datajack to allow the user to cybernetically control his instrument for greater complexity and subtlety of sound than is otherwise possible. Some performers use magic to enhance their performances.

Networks and Pirates: Corporate-owned and viewer-supported networks make up the majority of transmitted trideo in 2060. Most transmissions are digitized and travel over fiber-optic cables to individual subscribers, but free trid broadcasting still exists. Satellite and Matrix transmissions are also much more commonplace.

With the current accessibility of broadcasting technology, numerous "pirate" trid stations have arisen, transmitting their agenda free on the airwaves. These pirates cover a wide range of interests, from bloodsports to policlub propaganda to shadow news. Pirate operations tend to move frequently and maintain tough security against corporate hit-squads.

With the exception of broadcast trid and radio, everything from basic phone service to a sat receiver subscription requires a SIN. It is not uncommon for shadow deckers to make a nice side-profit "boosting" trid and matrix service for SINless folks.

PERSONAL ELECTRONICS

The personal electronics industry, apart from the enormous computer and cyber subsectors, is one of the major growth sectors of the world economy in 2060. Samples are ubiquitous, advertising invasive. Everywhere the citizen is bombarded with catch phrases and taglines extolling the wonders of 21st-century technology.

Personal electronics available include the following:

Credstick: A credstick is a combination passport, keyring, credit card, checkbook and business card. The chip in the credstick contains the owner's System Identification Number (SIN), credit balance, financial records, and resumé, as well as passcodes for the owner's locks. See *Credsticks and ID*, p. 238 for rules and details.

Credstick Reader: All credstick checking and ID verifying systems are rated by how efficiently they comb the world's data banks to verify the ID or the credstick. The more efficient the



cross-referencing, the higher the rating, and the longer the verification takes. The reader's rating also limits the transaction amount it can process. Any unit up to Rating 3 is portable, complete with cellular modem.

Telecom: The telecom, also known as the tridphone, is the entertainment and communication center of the modern home. It also provides a work station for a home office or the telecommuting corporate worker. The typical telecom functions as a telephone with audio-video reception and transmission (speaker phone is the normal mode, but handsets and headsets, with or without connecting fiber cables, are available), a computer with display screen and keyboard (advanced models have datajacks and interface hardware), and a television/trideo unit (the most advanced models feature simsense ports). The exact services accessible through the telecom depend on the owner's subscriptions. Subscription services include the usual entertainment, sales, news, dating, sports and literary channels; magazine and news services, with printouts available through the computer printer; public data access; phone services on local or long-distance nets; and secretarial services. Phone services also include caller ID, caller ID blocking, call forwarding, call return, mailboxes and faxing. Telecoms also are jackpoints for Matrix access, and allow users to access e-mail and other Matrix functions.

Cellular Phones: Portable phones range from the common wrist models, with or without flip-up view screen, to handset units, to audio-only earplug models with lightweight boom microphones. They offer most of the same tridphone service features as telecoms. The user must be within range of a cellular tower to connect to the network, but there are few places in the world of 2060 that don't have cellular coverage. Phone service is usually limited to a specific sprawl, though a user can merely register that she is "roaming" and her service will be available in other sprawlzones. Because cellphones broadcast and receive, they are subject to electromagnetic distortions and jamming. For these purposes, consider all cell phones to have a Device Rating of 2. Decking cannot be done over cellular frequencies.

The advanced digital tech of cellular networks allows cellular service providers (or anyone with access to their computers) to triangulate the position of a cellphone within their area of coverage to within 5 meters. The phone does not need to be active to accomplish this; it merely must be on. Many security-conscious folk only keep their phones on when they need to, or use fake ID to acquire service. Cellular phone calls travel some distance through the Matrix, and so can be tapped by deckers.

Pager: Modern pagers are credstick-sized, compact, and feature fold-out alphanumeric displays or even voice message playback. They have 5 Mp of memory, and can receive text

ELECTRONICS

	Concealability	Weight	Availability	Cost	Street Index
Telecom	—	5	Always	Memory Cost x 1.5	1
Communications					
Wrist-Model Cellphone	8	—	Always	100¥	.75
With Flip-Up Screen	—	—	Always	150¥	1
Handset Unit Cellphone	10	—	Always	50¥	.75
Earplug Unit Cellphone	12	—	Always	100¥	1.5
Pager	10	—	Always	10¥	1
Pocket Secretary	8	.5	Always	2,000¥	1
Personal Computers					
Table Top	3	3	Always	Memory Cost	.75
Pocket	8	1	Always	Memory Cost x 5	1
Wrist	6	—	Always	Memory Cost x 20	1.5
Printer	4	2	Always	100¥	1
Computer Memory (Non-Cyber)	—	—	Always	20¥ x Mp	.75
Data Display Systems (w/max memory capacity)					
Data Unit (1,000 Mp)	6	1	Always	Memory Cost	1
Headset (500 Mp)	4	.5	Always	Memory Cost x 2	1.5
Heads-Up Display (200 Mp)	—	.5	6/7 days	Memory Cost x 10	3
Credstick Verification Readers					
Rating	Transaction Limit	Weight	Availability	Cost	Street Index
1	5,000¥	1	Always	12,000¥	1
2-3	20,000¥	1	Always	45,000¥ (60,000¥ portable)	1
4-5	200,000¥	1	Always	100,000¥	1
6-7	500,000¥	1	Restricted	Restricted	NA
8-9	1,000,000¥	1	Restricted	Restricted	NA



files, e-mail and voice-mail messages. Unlike cellphones, a character cannot be tracked by his pager, as pagers do not transmit. However, someone can dig up the pager's receiver frequency and monitor any transmissions to it.

Pocket Secretary: The pocket secretary is an office for the businessman on the go. The compact unit functions as a cellular phone, a computer (100 Mp), digital camera and filing system. Standard software performs call screening, answering-machine functions, automatic teleconfirmation of credit transactions, word processing with standard letters on file and stenographer functions. Pocket secretaries are not equipped for jacking into the Matrix. Cases are shock- and water-resistant for durability and long service.

Personal Computers: The standard personal computer of 2060 is the size of a keyboard, with a roll-out, flat-screen monitor. A digital radio signal transmits input and output to peripherals. Program and data cartridges are the size of a standard credstick and slot into the ends of the keyboard. Internal program storage is more than sufficient for common programs such as word and data processors, communications software and games, and the storage is non-volatile (meaning data can be stored indefinitely). Disposable printers for one-color printing come attached to containers of paper, barely increasing the unit's size. Full-color printers add two centimeters to the height of the paper box. Smaller computers exist, usually designed for a particular function. These accept a limited range of spoken commands and output data in a synthesized voice. They may be fiber-linked to a monitor. Internal storage capacity is limited, and they do not accept standard program or data cartridges. Some models have miniature keyboards, are usable with a stylus, accept links to standard keyboards or recognize handwriting.

Data Display Systems: Typical data units have fold-up monitors and will accept on-line input or standard chip cartridges, allowing them to function as a computer's display screen, a television, a video or trideo player, or a simple data reader. People who work with their hands can purchase headset units that project data in a "heads-up" display on a surface such as a transparent face shield, the lens of a pair of glasses or a monocle. A headset unit usually has only one slot to accept standard data cartridges (1,000 Mp). Helmets of government and corporate military forces often have headset display units, allowing soldiers to access maps and other important tactical data without disrupting their regular functions.

TOOLS

Using Build/Repair Skills requires the tools to do the job. Tools in *Shadowrun* come in kits, shops, and facilities. A *kit* is portable and contains the basic gear to make repairs. A *shop* is transportable with a large van or small truck. A *facility* is immobile because of the bulky, heavy machines involved.

Prices are variable, depending on the type of tools. General construction uses basic tools at the listed base cost. Electronic,

computer and cyberware repairs require microtronics tools, which cost triple the base figures. Vehicle tools cost double the base figures.

SURVEILLANCE AND SECURITY

Surveillance and security equipment includes vision enhancers, communications gear, and various other surveillance and security measures and countermeasures, from signal locators to bug scanners to decryption devices.

VISION ENHANCERS

Vision enhancers include binoculars, flashlights and goggles.

Binoculars: These flat, compact digital imagers produce high resolution at up to 50x magnification. Optical glass variants are available for magicians. Enhanced models can operate in low-light or function thermographically.

Flashlights: This category includes basic flashlights, as well as pocket-sized and heftier models that can double as a club if necessary.

Goggles: Goggles are usually strap-on magnifying models or helmet visors, sometimes with low-light or thermographic capabilities.

COMMUNICATIONS

Communications gear falls into three categories: transmitters, receivers and transceivers. Transmitters transmit, but do not receive, on radio frequencies. Receivers monitor radio frequencies, but do not transmit. Transceivers both transmit and receive.

In 2060, standard radio communication is handled by a one-frequency simplex system, meaning that a transceiver transmits and receives on the same frequency. This means that when a device is transmitting, it cannot receive at the same time.

The Device Rating of a piece of communications gear determines its range and Flux Rating. See the Flux Rating Table and Flux Range Table (pp. 136 and 137 of *Vehicles and Drones*). Communications devices can also be equipped with ECCM and encryption (see below).

TOOLS

	Concealability	Weight	Availability	Cost*	Street Index
Kit	3	5	5/48 hrs	500¥	2
Shop	—	—	8/72 hrs	5,000¥	3
Facility	—	—	14/7 days	100,000¥	4

* General Work (Base Cost). Vehicle Work (2 x Cost). Electronic/Computer/Cyberware Work (3 x Cost).

Programming new frequencies into a device is a Complex Action unless done cybernetically, through headware communications or a jacked device. In those cases, it is a Simple Action.

Kleen-tac™ backing makes some of the following items attachable almost anywhere.

Micro-transceiver: These units feature a mini-throat mike (taped to the neck), an earpiece and a transceiver module



(worn on a belt or carried in a pocket). Most models in 2060 feature wireless components and transceive on preselected frequencies that can be programmed in. Each unit can accept up to Rating \times 2 programmed frequencies at a time.

Subvocal Microphone: This microphone is strapped in place at the center of the throat and allows the user to subvocalize his communications. It adds a +4 target number modifier to any Perception Tests to overhear what the user is saying.

Transceiver: This is a standard, hand-held two-way radio. Many models in 2060 come equipped with headsets, handsets or ear-phones. Frequencies are programmable, and each unit can maintain Rating \times 2 programmed frequencies in memory at a time.

Signal Amplifier: This useful accessory boosts the electromagnetic power available for transmission, increasing a device's range. Signal amplifiers boost a device's Flux Rating by the amplifier's rating.

Signal Repeater: Repeaters receive signals from (usually) low-powered devices and then re-transmit them on a separate frequency to a larger area. Radio networks using repeaters transmit on one frequency but receive on another. Police agencies use repeaters in their vehicles to re-transmit their hand-held radio signals across the sprawl, as do numerous other civilian and corporate agencies. Most sprawls have companies that sell "repeater time"—you give them the frequencies and pay them, and they re-transmit your signals throughout their area of coverage.

To calculate a signal's range when using a repeater, add the Flux Ratings of the transmitting device and repeater together. When subjected to electronic countermeasures (see *ECCM*, below), the Flux Ratings of the repeater and the device remain separate for purposes of resolving tests.

Repeaters cost Rating \times 1,000¥. Renting repeater time generally costs Rating \times 100¥ per day, with discounts for long periods. The rental process requires a SIN and a minor background check.

Simrig: This device consists of numerous induction 'todes worn by a person to record a baseline simsense signal (see *Simsense*, p. 285). Unlike the cyberware version, the rig is worn externally instead of implanted, but it cannot record Full-X sim. Simrig output can be to any digital or optical storage format (requiring 1 Mp per second) or to a simlink.

Simlink: These relatively short-range devices transmit the output from a simrig to a receiver unit. The receiver unit can be plugged into a simdeck, cyberdeck or remote control rigger deck, allowing a user to experience the recording in real-time, or to a simlink recorder to produce a wet record. The Flux Rating of a simlink is equal to its Rating \div 4, rounded down. Cost is for the entire transmitter, receiver, and recorder package.

Vidlink Transmitter: Similar to a simlink, the vidlink package features a transmitter, receiver and recorder. It is primarily used to transmit footage from surveillance micro-cams, portacams or datajack-accessed opticams. This system can handle both video and trideo. The Flux Rating is equal to its Device Rating \div 2.

Scanner: This device receives radio frequencies. It can be programmed to monitor specific frequencies, or to scan through a range of frequencies for active signals. To intercept a signal on a frequency known to the user does not require a test. To locate and intercept a specific signal (to find the frequency), the character makes a Scanner Rating Success Test against a target num-

ber equal to the transmitting device's Rating + 3. Electronic Warfare may be used as a Complementary Skill for this test (see *Complementary Skills*, p. 97 of the *Skills* section). Each success locates a frequency that the character is looking for, which the character can then monitor. Alternatively, successes can be used to reduce the 30-minute base time for searching. If the transmissions are encrypted (see *Broadcast Encryption*), they must be decrypted before a character can make any sense out of them. Scanners feature fold-out screens for intercepted vid-calls.

ECCM

All broadcast communications equipment is subject to interference and jamming, known as electronic countermeasures (ECM). ECM is countered by electronic counter-countermeasures (ECCM), such as noise-filtering and signal amplification. Unless otherwise noted, each communications unit is assumed to have an ECCM Rating of 1. If the purchaser wishes to acquire the equipment at Rating 0 (which means that it has no ECM/ECCM and therefore automatically loses to opposing equipment), multiply the base cost by .75. Characters can also purchase equipment with higher ECCM Ratings. Each additional ECCM Rating point costs 1,000¥, adds 1 to the item's Availability and increases the Street Index by .5.

ECCM modifies a unit's Flux Rating by half its ECCM Rating. See *Electronic Countermeasures* (p. 138) for rules on using ECM and ECCM.

Broadcast Encryption

Broadcast communications gear may be purchased with encryption programming that allows transmission and reception of sophisticated scramble-coded signals and frequency-skipping algorithms. Each signal transmitted by such a system is only receivable by a system with the proper decoding equipment. In other words, your teammate has to have the same encryption you do in order for you to send and receive from each other. The strength of the code is determined by the Encryption Rating. Encryption reduces a device's Flux Rating by 0.5.

Likewise, receivers can be programmed with code-breaking programs so that they can intercept and decrypt encrypted signals. The capability of the de-scrambling software is determined by its Decryption Rating.

In order to decrypt an encrypted signal, make a Decryption Success Test against the Encryption Rating + 4. Electronic Warfare may be used as a Complementary Skill for this test. The character must achieve a number of successes greater than half the transmitting device's Encryption Rating, rounded up; otherwise, the attempt fails. The base time to decrypt a signal is (Encryption Rating \times 5) minutes, divided by extra successes.

The rules above only apply to encrypting and decrypting broadcast communications; they do not apply to data encryption. Broadcast communications may not be recorded and decrypted later.

SURVEILLANCE MEASURES

The range and Flux of surveillance gear is determined by its Device Rating. See the Flux Rating Table and Flux Range Table for details (pp. 136 and 137 of *Vehicles and Drones*). Surveillance equipment includes the following:



SURVEILLANCE AND SECURITY

VISION ENHANCERS

	Concealability	Magnification	Weight	Availability	Cost	Street Index
Binoculars	5	50x	1	Always	100¥	.8
Low-Light	—	—	—	4/48 hrs	+200¥	1.25
Thermographic	—	—	—	4/48 hrs	+250¥	1.25
Flashlight						
Pocket	12	—	—	Always	10¥	1
Large	7	—	2	Always	25¥	1
Goggles	6	20x	—	4/48 hrs	1,500¥	1.5
Low-Light	—	—	—	6/48 hrs	+500¥	2
Thermographic	—	—	—	6/48 hrs	+700¥	2

COMMUNICATIONS

	Conceal	Weight	Availability	Cost	Street Index	Legal
Micro-Transceiver	10	—	Rating/48 hrs	Rating x 1,000¥	2	8P-U
Subvocal Mic	12	—	3/48 hrs	500¥	1.25	9P-U
Transceiver	8	1	Rating/48 hrs	Rating x 500¥	2	8P-U
Signal Amplifier	3	Rating	Rating/(Rating x 12) hrs	Rating x 250¥	1.5	10P-U
Signal Repeater	—	Rating x 2	Rating x 2/48 hrs	Rating x 1000¥	3	6P-U
Simrig	10	.5	8/2 weeks	50,000¥	2	Legal
Simlink	8	.5	8/2 weeks	25,000¥ + (5,000 x Rating)	2	8P-U
Vidlink Transmitter	9	.5	4/1 week	2,000¥ x Rating	2	8P-U
Scanner	8	1	Rating/24 hrs	Rating x 100¥	2	Legal
ECCM	—	—	+1 per	1,000¥ per	+0.5 per	Legal

Broadcast Encryption / Decryption

	Cost	Street Index	Legality
Encryption			
Rating 1-4	Rating x 1,000¥	1	8P-V
Rating 5-7	Rating x 2,000¥	1	8P-V
Rating 8-9	Rating x 4,000¥	1	8P-W
Rating 10	Rating x 5,000¥	1	8P-W
Decryption			
Rating 1-4	Rating x 2,000¥	1	8P-V
Rating 5-7	Rating x 4,000¥	1	8P-W
Rating 8	40,000¥	1	8P-W

Data Codebreaker: This small device contains a version of the decker Decrypt utility. Encrypted data can be input through standard methods (chip, CD) or through fiber-optic cable (connected to another device, such as a dataline tap). See *Data Encryption*, p. 291 for details on decrypting data.

Dataline Tap: Spliced into a dataline, the tap will transmit a copy of any data to a distant receiver—either through the Matrix or by radio signal (with a Flux Rating equal to the Tap's Rating ÷ 4, rounded down). Because fiber-optic lines cannot be tapped, taps can only be set in certain places: inside devices, between devices and fiber-optic cables, spliced into fiber-optic junction boxes and so on. To avoid detection, many devices are set to conduct burst-data transmissions at irregular intervals. These devices can even record the simsense feed of a decker's Matrix run.

Deckers can use this device to create an illegal jack-point (see *Jackpoints*, p. 200). The rating of the tap must be equal to the MPCP of the deck being used. The cost is Rating x 1,000¥ (Rating x 1,500¥ for transmitter models).

Laser Microphone: This device bounces a beam against a solid object like a windowpane, reading the vibrational variations of the surface and translating them into the sounds that are occurring on the other side of the surface.

Micro-Camcorder: Often used for surveillance, a micro-camcorder can be hooked into a vidlink transmitter (see p. 289) to discreetly record images and transmit them off-site. Vidlinked micro-cams can be activated and de-activated remotely. The case (3 x 5 x 2 cm) comes with a three-hour vid cartridge. The camcorder can be set to activate with motion, and the recording carries time indicators from the camcorder's internal clock.

Micro-Recorder: This small (3 x 3 x 1.5 cm) case has a sensitive microphone and can record for up to six hours. It may be set to voice-activation in order to increase effective recording time. One model comes with a built-in radio transmitter that enables it to broadcast what it picks up off-site. The transmitter's Flux Rating equals the micro-recorder's Device Rating. This model also can be set for voice-activated transmission, and can be activated or deactivated remotely on demand.

Shotgun Microphone: This directional microphone (a 30 x 8 cm polyfoam-protected cone attached to a pistol grip) allows



the user to listen in on distant conversations. Solid objects block reception, as do loud sounds outside of the line of eavesdropping.

Signal Locator: This unit receives the coordinates from a tracking signal. The activate-on-demand (AOD) model can transmit a code sequence to activate the tracking signal as well. The locator comes in a hard plastic case with a map screen in its lid. It receives the GPS coordinates from a tracking signal and displays the signal's location on a map as long as the locator is within range of the signal. A locator can be linked to others to triangulate on a set tracking signal should GPS data be unavailable. The device can also be programmed to sweep transmission bands for other tracking signals.

Sony HB500 Portacam: This small, compact, professional trideo camera can be carried (controls are built into the pistol grip) or mounted on a shoulder base and operated by a remote control unit.

Sony CB5000 Cybercam: The cyber version of the portacam, this device allows users with a datajack and a tridlink adapter to control the camera through cybernetic interface. The user is not rigging and does not "see" as the camera, though a user with an image link (p. 299) may open a window in his or her field of vision to view the camera feed.

Tridlink Adapter: This device allows users with a datajack to control trideo (or video) cameras via mental commands. The tridlink plugs into the user's datajack and a fiber-optic cable connects it to the camera.

Tracking Signal: This device is a combined GPS and homing signal transmitter (4 cm-diameter disk) with Kleen-tac™ backing. It comes in normal and activate-on-demand versions. Both models receive satellite-transmitted GPS data. The standard model, once activated, transmits its coordinates constantly until manually turned off. The AOD model only transmits its location when it receives a coded signal from the locator unit, and then only for five seconds, and so is less likely to be discovered through signal interception.

The criminal justice system uses a special ankle band sealed on the leg of a criminal to broadcast his location at all times.

Voice Identifier: This system is designed to defeat voice-masking devices by analyzing the masked voice and comparing it to a variety of possible voices. To determine if it identifies the real voice, make an Opposed Test pitting the Device Rating of the Voice Mask against the Device Rating of the Voice Identifier. If the identifier achieves more successes, it extrapolates the real voice.

Improved Concealability

Some characters may prefer to have surveillance devices with increased Concealability ratings to better the chances that they will go undetected. Such items should be available, but more costly and harder to obtain. The exact increases are up to the gamemaster, but we suggest increasing the cost of a device by 50 percent per extra Concealability point.

SURVEILLANCE COUNTERMEASURES

Bug Scanner: This hand-held scans various frequencies, but it primarily detects locally generated signals by their signal strength. The scanner will not detect bugs unless they are transmitting. To determine if it picks up a local transmission,

make a Scanner Rating Success Test against a target number equal to the transmitting device's Device Rating + 3. Add a -1 target number modifier for every 2 points of Flux Rating (round down) the transmitting device has. Electronic Warfare may be used as a Complementary Skill for this test (see *Complementary Skills*, p. 97). Each success locates a local frequency, and the case's holographic screen displays a directional arrow pointing to the transmitting device. Alternatively, successes can be used to reduce the 30-minute base time for searching. These devices can be left on in passive "alarm" mode, flashing a light when a transmission is detected.

Data Encryption System: This device contains a built-in version of the Scramble IC program that encrypts data fed into it. A similar device with the proper decode sequence can decrypt the data. This piece of equipment can also be hooked up to a fiber-optic data transmission device (telecom, fax) so that phone calls, e-mail and so forth can be encrypted. The keypad on this device allows selection of random or pre-arranged codings. The Encryption Rating of the encrypted data is equal to the system's Device Rating. See *Data Encryption*, p. 292.

Dataline Scanner: When in-line with a system, this device emits a pulse, measures its return and analyzes the echo to detect the presence of dataline taps, even those that are inactive. If there is a tap on the line, conduct an Opposed Test between the scanner and tap using the Device Ratings of both. If the scanner achieves more successes, it detects the tap; otherwise it notices no anomalies. The scanner cannot determine the location of the tap, only that there is one.

Jammer: This transmitter engages electronic countermeasures (ECM) to override broadcast signals, scrambling them by filling the band with garbage. This technique targets all radio frequencies. Jammers have a Flux Rating equal to their Device Rating x 1.5.

To determine if a jammer successfully interferes with transmitting devices, the jamming player and the target player engage in a Success Contest. The jammer rolls dice equal to his device's Flux Rating against the Device Rating of the target. The player controlling the target device rolls dice equal to its Flux Rating against the jammer's Device (ECM) Rating. If the jammer rolls more successes, the signal is jammed; otherwise it goes through.

If the targeted device was equipped with ECCM, players must make an Opposed Test pitting ECM against ECCM. Any net successes on the part of the target device decrease the jammer's successes in the preceding Success Contest.

Voice Mask: This small disk (3 cm in diameter), when worn or held near the throat, creates a resonating frequency that distorts the timbre and pitch of the user's voice. This device cannot be used to imitate others' voices or to bypass voice recognition systems.

White Noise Generator: This device creates a field of random noise, masking the sounds within its area. It is designed to defeat eavesdroppers and long-range microphones (shotgun or laser). When a white noise generator is activated, make an Opposed Test pitting its Device Rating against those of any microphones. Against implanted recorders and hearing amplification, use the Perception of the character using those devices. If the generator achieves more successes, the listener picks up only static.



SURVEILLANCE MEASURES

	Conceal	Weight	Availability	Cost	Street Index	Legal
Data Codebreaker	2	5	Rating/10 days	10,000¥ x Rating	1.5	4P-V
Dataline Tap	12	—	Rating/8 days	1,000¥ x Rating	1.5	6P-V
Laser Microphone	5	1	Rating/48 hrs	1,500¥ x Rating	1.5	6P-U
Micro-Camcorder	8	—	6/48 hrs	2,500¥	2	8P-U
Micro-Recorder	9	—	6/48 hrs	500¥ x Rating	2	8P-U
Shotgun Microphone	5	1	Rating/36 hrs	1,000¥ x Rating	1	6P-U
Signal Locator (Standard)	3	2	Rating/48 hrs	200¥ x Rating	1.5	8P-U
Signal Locator (AOD)	3	2	Rating/48 hrs	500¥ x Rating	1.5	8P-U
Sony HB500 Portacam	—	3.5	4/72 hrs	2,200¥	2	Legal
Sony CB5000 Cybercam	—	5.5	5/72 hrs	2,700¥	2	Legal
Tridlink Adaptor	6	1	2/72 hrs	700¥	1	Legal
Tracking Signal (Standard)	9	—	Rating/72 hrs	500¥ x Rating	2	8P-U
Tracking Signal (AOD)	9	—	Rating/72 hrs	600¥ x Rating	2	8P-U
Voice Identifier	2	5	Rating/72 hrs	2,000¥ x Rating	2	5P-V

SURVEILLANCE COUNTERMEASURES

	Conceal	Weight	Availability	Cost	Street Index	Legal
Bug Scanner	3	1	Rating/48 hrs	500¥ x Rating	1.5	5P-V
Data Encryption System	2	1	Rating/14 days	1,000¥ x Rating	2	4P-V
Dataline Scanner	2	1	Rating/14 days	100¥ x Rating	2	4P-U
Jammer	2	5	Rating / 72 hrs	1,000¥ x Rating	1.5	3P-U
Voice Mask	6	—	Rating/72 hrs	3,000¥ x Rating	1.5	5P-V
White Noise Generator	3	1	Rating/72 hrs	1,500¥ x Rating	1.5	8P-U

Data Encryption

Data, whether stored in a computer, pocket secretary or hardware memory, can be encrypted with programs in devices like the data encryption system. Data transmitted through electronic mediums (for example, the Matrix) can be encrypted in the same manner.

The software that performs the data encryption is a variant of Scramble IC. Such encryption may be decrypted by a decker using a Decrypt utility or by someone with a data codebreaker system (which contains a dumb program frame of the Decrypt utility). To decrypt the data, a character makes a Computer (Encryption Rating) Test. Reduce the target number of the test by the Decrypt utility or rating of the data codebreaker system. If successful, the data is decrypted.

The base time for decrypting data is (Encryption Rating x 10) minutes. Extra successes can be used to shorten that time.

SECURITY DEVICES

Security devices commonly used in *Shadowrun* include the following:

Chem Sniffer: These devices, which may be hand-held or architectural, analyze molecules in the air and trigger an alarm if they detect concentrations of explosives or ammunition propellant. See *Weapon Detection*, p. 237.

Containment Manacles: Designed for wrists and ankles, these manacles incorporate a mechanism that clamps down with agonizing pressure on tendon and bone if the prisoner extends razors, spurs or any similar cybermods. Each turn the cyberware is activated, the user must resist 5S Physical damage and 4M Stun damage.

Cyberware Scanner: Consisting of a hand-held microprocessor with a fold-out monitor and a sonic/magnetic scanning wand, this device detects and displays information on cyberware. It also comes in architectural models. See *Weapon Detection*.

Headjammer: This headset features straps that “lock” onto a prisoner’s head. Any time that prisoner attempts to use an implanted phone or radio, the headjammer does (Rating)S Stun damage and jams the signal.

Identification Scanners: A variety of devices contain print or retinal readers (pads for thumbprints and palmprints; eyecup pads for retinal scans) and library files of recording patterns. Most record the patterns of anyone who attempts to use the scanner. ID scanners are often incorporated into locks, which open only for authorized patterns. Rules for bypassing such systems appear on pp. 235–36.

Jackstopper: This dummy plug is designed to fit inside a data-jack or chipjack, where it injects a quick-bonding epoxy and seals itself in the jack. Law enforcement uses these on captured



deckers and BTL addicts. To clear the jack requires a Biotech (6) Test (base time 90 minutes) and a 10¥ dose of resin solvent available in convenience stores.

Maglocks: Household and commercial security rely almost exclusively on maglocks, electronic locks that feature a variety of access control options, from keypads to passcards to finger, palm, voice or retinal prints. Maglocks may be linked to the Matrix and may also be linked to the PANICBUTTON™ system to signal an alarm if tampering with the lock occurs. See *Maglocks*, p. 235. Maglocks come in four levels of security, Type I through Type IV. Biometric maglocks are Types III and IV that use any of the print systems mentioned above. Biometric locks add 2 to their effective Device Rating for attempts to bypass them.

MADS: Magnetic Anomaly Detectors are used to detect weapons and concentrations of metal (see *Weapon Detection*, p. 237). They come in hand-held wand-type designs and free-standing or architecturally-integrated doorway systems.

PANICBUTTON™ System: This keychain-sized device is a dedicated cellular phone that connects directly to Lone Star or whichever security provider is covering the area. It also acts as a tracking signal (see p. 291). It has a Device Rating of 2 for jamming purposes.

Restraints: In addition to the usual metal models, high-tech plastic strips may be heat-fused to a subject's wrists or ankles, where they will remain in place until the subject is cut free. Such restraints can be painful if the wearer resists them. Metal restraints have an effective Barrier Rating 12, plasteel restraints an effective Barrier Rating 15.

Skilltwitchers: Similar to a standard skillsoft (see p. 295), a skilltwitcher sends a jamming signal into skillwire implants. When jacked, a skilltwitcher imposes a penalty to all Active Skill use (whether from a skillsoft or not) equal to the victim's Skillwire Rating. Skilltwitchers are frequently combined with jackstoppers to make their removal difficult.

Squealer: Formally known as a location forbidder, this small box is strapped to the wrist or ankle of corporate employees or visitors. When the wearer approaches within a specified distance of a restricted area, the box emits a polite warning. At a closer distance, the device transmits a call to security and activates a siren to alert guards in the area. For purposes of avoiding jamming, a squealer has effective Device and Flux Ratings of 5.

SECURITY COUNTERMEASURES

Security countermeasures include the following:

Gas Detection System: Portable gas detection systems are used to detect the presence of various knockout, toxic and military gases. When gas is present, make a Gas Detector Rating Success Test against a target number of 6. Apply a -1 target number modifier for each additional second the detector is exposed to the gas. A character wearing, or in the proximity of, a gas detector may make a Reaction (6) Test to take appropriate action if he or she has a Delayed Action available (or can act in that Combat Phase) and is initially exposed to the gas during the Initiative Pass in which the gas detector alarm sounds.

Maglock Passkeys: These sophisticated electronic devices fool a maglock with a passcard system into opening. The passkey is slotted through the cardreader just like any legitimate passcard. Use of such systems often leaves the lock scrambled or

DATA ENCRYPTION / DECRYPTION

	Cost	Legal
Encryption		
Rating 1-3	Rating x Rating x 50¥	8P-V
Rating 4-6	Rating x Rating x 100¥	8P-V
Rating 7-9	Rating x Rating x 250¥	8P-W
Rating 10+	Rating x Rating x 500¥	8P-W
Decryption		
Rating 1-3	Rating x Rating x 100¥	8P-V
Rating 4-6	Rating x Rating x 200¥	8P-W
Rating 7-9	Rating x Rating x 500¥	8P-W
Rating 10+	Rating x Rating x 1000¥	8P-W

sluggish in response, providing evidence that the lock has been violated. See *Maglocks*, p. 235

Sequencer: This device is designed to defeat keypad systems on maglocks (see *Maglocks*). The device must be attached to the keypad's circuits, so the character using it must still remove the keypad's case.

Ultrasound Detector: This simple device detects ultrasound fields that fall within its range. It will alert a user to an ultrasonic motion sensor system or someone using an ultrasound sight.

Ultrasound Emitter/Detector: This device detects and analyzes the ultrasonic field produced by certain motion sensors. It can also attempt to spoof the sensor into thinking that nothing is moving through its field. This requires an Opposed Test between the motion sensor's Device Rating and the emitter's Device Rating. If the Opposed Test is successful, a character using this device can move 2 meters per Combat Turn through the field. A successful Stealth (Motion Sensor Rating) Test adds dice to those available for the Opposed Test in that same Combat Turn. Moving slower than one-half of normal walking speed reduces the target number for the Opposed Test by 1 for every half meter slower than 2 meters that the character moves. Moving faster increases the target number by 1 for each additional quarter of a meter moved.

Wire Clippers: Wire clippers double the user's effective Strength when cutting wire.

SURVIVAL GEAR

All survival gear is legal. Commonly available survival gear includes the following:

Chemsuit: This slick, impermeable garment usually consists of booted coveralls, a hooded poncho and mittens. The hood is often transparent, at least in the face area, and fitted with an air filter. Designer versions are popular in the UCAS and other industrialized areas for the miserable, "hard rain" days.

Climbing Gear: Everything needed to climb, including harnesses, rope, gloves, carabiners, crampons and so forth.

Grapple Gun: This gun can shoot a grappling hook more than 50 meters. It comes equipped with an internal spool. If used as a weapon, it fires at Heavy Crossbow ranges and does 5M Stun damage. The grapple line can easily hold 1,000kg.

Micro Flares: This pen-sized flare launcher can shoot red, white or green flares more than 200 meters. The flare will illuminate an area equal to one city block, and negates the stan-



SECURITY DEVICES

	Conceal	Weight	Availability	Cost	Street Index	Legal
Chem Sniffer						
Hand-held	6	1	Rating/72 hrs	10,000¥ x Rating	2	8P-U
Doorway	4	—	Rating/2 wks	20,000¥ x Rating	3	9P-U
Containment Manacles	—	5	8/1 wk	2,500¥	2	4P-V
Cyberware Scanner						
Hand-held	6	1	Rating/72 hrs	2,000¥ x Rating	2	8P-U
Doorway	8	—	Rating/2 wks	4,000¥ x Rating	3	9P-U
Headjammer	3	1	Rating/72 hrs	1,200¥ x Rating	2	5P-V
Identification Scanners						
Thumbprint	—	—	Rating/72 hrs	200¥ x Rating	1	Legal
Palmprint	—	—	(Rating + 1)/72 hrs	300¥ x Rating	2	Legal
Retinal	—	—	(Rating + 2)/72 hrs	1,000¥ x Rating	3	Legal
Jackstopper	10	—	4/48 hrs	100¥	2	8P-V
Magnetic Anomaly Detector						
Hand-held	6	1	Rating/36 hrs	2,500¥ x Rating	2	8P-U
Doorway	8	—	Rating/2 wks	5,000¥ x Rating	3	9P-U
Maglocks						
Type I (Rating 1-3)	—	—	Rating/2 days	75¥ x Rating	.75	Legal
Type II (Rating 4-6)	—	—	Rating/3 days	100¥ x Rating	1	Legal
Type III (Rating 7-9)	—	—	Rating/3.5 days	150¥ x Rating	1.25	Legal
Type IV (Rating 10)	—	—	Rating/4 days	250¥ x Rating	1.5	Legal
Biometric Maglock	—	—	Rating/5 days	350¥ x Rating	2	Legal
PANICBUTTON Hook-Up	10	—	Always	1,000¥	1	Legal
Restraints						
Metal	3	.5	4/48 hrs	20¥	1	6P-U
Plasteel	3	—	4/48 hrs	50¥	1	9P-U
Skilltwichers	9	—	6/72 hrs	200¥	2	4P-V
Squealer	4	—	6/72 hrs	100¥	2	Legal

SECURITY COUNTERMEASURES

Gas Detection System	5	1	(Rating x 3)/7 days	(1,000¥ x Rating)	2	Legal
Maglock Passkey (illegal)	9	1	(Rating x 2)/10 days	10,000¥ x Rating	3	4P-V
Sequencer	8	2	(Rating x 2)/2 wks	(500¥ x Rating x Rating)	3	4P-V
Ultrasound Detector	10	—	6/72 hrs	40¥	3	Legal
Ultrasound Emitter/Detector	8	.5	(Rating x 2)/72 hrs	Rating x 400¥	3	8P-V
Wire Clippers	12	1	Always	25¥	1	Legal

standard +2 modifier for poor or low lighting. If used as a weapon, apply SMG ranges and a +2 target number modifier. The flare does 4M damage and ignites flammable material.

Nav-Dat GPS: This Global Positioning System can instantly cross-reference a user's position against all known satellites and give the user's coordinates to within 2 meters. The device also comes with accurate internal digital maps accessible by datajack as well as numerous useful navigational functions.

Respirator: This small oxygen cylinder (20 x 10 cm) connected by a plastic hose to a full or partial face mask provides enough air for several hours of moderate exertion. A pressure

regulator allows the wearer to use the respirator underwater. Against damaging gasses, respirators reduce the Power of the attack by 2, and reduce the Damage Level by one.

Stealth Grapple Line: Unlike normal grapple line, stealth grapple line is easily dealt with after use. Touching a catalyst stick to the line creates a chemical reaction that causes it to crumble to dust within seconds. The catalyst stick is re-usable.

Survival Kit: This rugged bag contains a useful assortment of stuff: flares, small utility knife, lighter, matches, compass, lightweight thermal blanket, several days' worth of ration bars, a water-purification unit, a filter mask and any other gear the gamemaster and players think appropriate.



SKILLSOFTS AND CHIPS

Optical memory chips (OMCs) are small and thin memory storage devices, about 2 x 3 x 1 cm. They are the diskettes of the twenty-first century. Blank OMCs cost about 0.5¥ per MP.

In order to control software piracy, programs are usually sold encoded into optical code chips (OCCs). OCCs are similar to OMCs, except that the program inside has been “burned” into the chip. The chip’s crystalline lattice has been altered and the program permanently ingrained. Programs on OCCs may be copied into memory (computer, headware and so on), but any copies made after that are corrupted. Essentially, a copyright protection mechanism is built into the chip so that copies of the program may be made from the chip itself, but any second-generation copies are worthless. This allows users to copy programs into their headware memory or cyberdecks for use, but doesn’t allow them to make chip copies.

Matrix utility programs, skillsoft programs and BTL programs are all cooked into optical code chips.

SOURCE AND OBJECT CODE

A source program, also called source code, is the original form of a program. All source programs are written in programming languages intelligible to humans. Common programming languages in the Sixth World include HoloLISP, InterMod, MATCom and Oblong. These languages use different combinations of verbal or written input and dynamic icon manipulation to combine code icons in virtual reality and literally construct programs.

After a programmer has written the source code of a program, he can translate it into an object format. Object format is the actual “machine language,” a series of linked holographic constructs that constitute executable programs. Object code

gets cooked into an OCC and is loaded into memory when a utility runs.

A character must have the source code of a program to copy, upgrade or modify the program. Object-code copies of programs cannot be used to change a program. Likewise, copies of programs can only be made and given to others if the original source code is used to make the object code copies. Certain software pirates have discovered methods of “cracking” OCCs and object code in order to copy software, but they keep their secrets close to their chests.

Skillsofts: A skillsoft is memory on a chip. When used in conjunction with the proper headware and bodyware, skillsofts allow users to know and do things they never learned in the normal fashion. Because a skillsoft’s “memory imaging” encoding differs radically from any actual memories or learned experiences the user may already have, the skillsoft and/or skillwire system must override the user’s own reflexes, abilities and memories, forcing a reliance on the encoded capabilities. When a skillsoft is accessed that duplicates a skill the character already possesses naturally, he or she uses only the skillsoft’s rating. The character’s natural ability is lost for the duration of the skillsoft access.

Skillsofts come in three types. *Knowsofts* replicate Knowledge Skills such as Science or Mental Skills. A sub-classification of knowsoft is the *linguasoft*, which allows language use and replicates Language Skills. *Datasofts* are pure information, like that found in a textbook. They do not include any application or comprehension ability. *Activesofts* replicate Active Skills such as Combat, Physical, Technical or Vehicle Skills.

Knowsofts can be accessed with a chipjack, or with a knowsoft link (either piped through a datajack or from headware memory). A datajack alone cannot access a knowsoft because the data-

SURVIVAL GEAR

	Conceal	Weight	Availability (Rating)/(Rating) days	Cost 200¥ x Rating	Street Index	Legal
Chemsuit	—	1			1	Legal
Climbing Gear						
Ascent/Descent Harness	3	.25	Always	75¥	1	Legal
Ascent/Descent Kit	3	2	Always	250¥	1	Legal
Rappelling Gloves	9	—	Always	70¥	1	Legal
Rope (50m)	3	1	Always	125¥	1	Legal
Grapple Gun	7	2.25	4/36 hrs	450¥	2	4P-U
Grapple Line	3	2 per 100m	4/36 hrs	50¥ per 100m	2	Legal
Stealth Grapple Line	3	3 per 100m	6/72 hrs	85¥ per 100m	3	6P-V
Catalyst Stick	9	—	6/72 hrs	120¥	2	Legal
Micro Flare Launcher	6	2	Always	50¥	1	Legal
Micro Flares	10	—	Always	75¥	1	Legal
Nav-Dat GPS	8	.5	6/48 hrs	700¥	1	Legal
Ration Bars (10 Days)	—	1	2/48 hrs	30¥	1	Legal
Respirator	—	1	4/48 hrs	500¥	2	Legal
Pressure Regulator	—	.5	6/48 hrs	250¥	2	Legal
Survival Kit	—	2	2/48 hrs	100¥	1	Legal



SKILLSOFTS AND CHIPS

	Concealability	Base Price	Availability	Street Index	Legality
Activesoft	12	Mp x 100¥	6/4 days	1.25	Legal
Datasoft	12	Mp x 100¥*	4/4 days	1.25	Legal
Knowsoft	12	Mp x 150¥	5/4 days	1.25	Legal
Linguasoft	12	Mp x 50¥	6/36 hrs	1.25	Legal
Skillsoft Jukebox	6	Ports x Mp x 20¥	3/72 hrs	1	Legal
Optical Memory Chip	12	Mp x .5¥	Always	1	Legal
Autonav Map Chip	12	25¥	Always	1	Legal
Virtual Instructor Chip	12	Mp x 100¥	Ratings Total/72 hrs	1	Legal/3-Y

*More valuable data will cost more.

BTLs

Direct Input Chip	12	250¥	3/12 hrs	1	3-Y
Dreamdeck Chip	12	100¥	3/12 hrs	1	3-Y
BTL-modified simdeck	3	250¥	3/12 hrs	1	3-Y

jack cannot interpret it as anything more than data. Datasofts can be accessed with a chipjack, display link or image link (accessing it from a datajack or headware memory). A full skillwire system is required to use activesofts. The skillwire system can access activesofts from a chipjack, datajack or headware memory.

Additional chipjacks or datajacks can accommodate additional skillsofts. Skillsofts are usually sold encased in 5-centimeter long cylinders to protect the chip until it is inserted into a jack. All softs can be downloaded into headware memory through a datajack. Once the chip is in and the data transferred to headware memory, the user can remove the chip. If the user doesn't have enough headware memory, he or she must keep the chip slotted to use it. Once downloaded, the resulting program takes up the amount of space shown on the Skill Memory Table.

Softs do not provide associated dice pools. For example, the user of a Pistols activesoft does not receive Combat Pool dice when making Pistols Tests (even if the character has Pistols Skill in his own right). Magic Skills such as Sorcery and Conjuring cannot be made into activesofts.

Memory Size: To determine how much Mp a skillsoft takes up, use the Program Size Table (see p. 223 of the *Matrix* section). Base skill skillsofts have a multiplier of 3, specializations a multiplier of 2.

Skillsoft Jukebox: Essentially a portable computer with numerous ports for slotting skillsofts, the jukebox is connected via fiber-optic cable to a datajack or chipjack. Through keypad, voice or mental command (the latter via datajack), the user can "switch" between skillsofts. Ideal for combat and other situations when switching skillsofts needs to be quick and efficient.

Autonav Map Chips: Detailed maps available for all urban areas, these allow vehicles with Rating 2 autonav and higher to follow any mapped route as long as it does not cover terrain classified as rough.

Better-Than-Life Chips (BTLs): BTL chips are simsense recordings that have been cut without signal peak controllers. Most BTLs have had their signal intensities jacked up across the

board, outputting high-amplitude ASIST and directly stimulating the pleasure centers of the brain.

BTL chips come in two playback formats. The Dreamdeck chip requires a simsense deck that has been modified to produce BTL signals (easy to do). The Direct Input Chip is designed to be slotted into a datajack or chipjack; it contains all the necessary electronics. Both are designed to burn out after one use, though they can be modified to bypass that feature.

A wide variety of BTLs circulate on the streets. Some versions cut out the RAS override, allowing the user to walk and talk while chipping. Some are only track loops of one particular euphoric or intense emotion. A variety called the personafix modifies the basic personality responses of the user along specific psychological lines, or even to create an artificial personality based on a famous or historical figure.

BTL is highly addictive, and many users loop themselves into continuous playback. Extended use can result in numerous unpleasant side effects, including catatonia, multiple personality disorder, amnesia, flashbacks, mania, synesthesia (sensory crossover) and even death. Most BTL users die from accidents while under the influence, or from malnutrition, dehydration or suicide.

CYBERWARE

Each item of cyberware has an Essence Cost. This cost represents the reduction of the character's Essence Rating that occurs when the cyberware is implanted. If a character's Essence falls below 0, his life force ebbs and he will die in short order.

Various types of cyberware are available in 2060, from headware to bodyware to complete cyberlimbs. All of the cyberware in this book is available in standard or alpha-grade.

ALPHAWARE

Alphaware is better-quality cyberware with a lower Essence Cost and greater resistance to damage. On the downside, it is also more expensive and difficult to repair. If a character chooses to have a piece of cyberware installed as alphaware instead of standard grade cyberware, reduce the



Essence Cost of the cyberware by 20 percent (round up) and multiply the Cost of the item by 2.

Accessories to alphaware must also be alphaware. In other words, if you have alphaware cybereyes and you install thermographic vision in them, the thermographic mods must be alphaware as well.

HEADWARE

This small and complex hardware goes in the head and requires the replacement of sections of the cranium with plates of artificial bone. Characters with headware do not lose skull strength.

Communications

Range and Flux of communications gear is determined by its rating. See the Flux Rating Table and Flux Range Table (pp. 136 and 137 of *Vehicles and Drones*). Communications devices can also be equipped with ECCM and encryption (see pp. 138, 289). **Commlink:** The internal version of a scanner (see p. 289), the commlink is also an accessory for an internal radio transceiver or telephone. On its own, the commlink allows the user to scan ranges of frequencies. Combined with a radio or phone implant, it can simultaneously monitor and access Rating x 2 radio or telephone frequencies. These frequencies are pro-

grammable and may be changed, or they can be locked out to reduce audio clutter. The dedicated user can even hold conference calls inside his head.

Tridphone reception is voice-only unless the user also has an image link. If the user has a display link, a status report on the monitored frequencies can be displayed in his or her field of vision. Likewise, incoming calls are noted with a small flashing icon. The commlink can be implanted as a package deal with either an internal radio or a telephone; in either case, the Essence Cost of the commlink is halved.

Radio: A headware radio can transmit or receive on any frequency, though it can only hold Rating x 2 programmed frequencies in its memory at any one time. The signal quality is rarely as good as a telephone, but the ability to switch bands makes the system more popular with the military or any user expecting active jamming. When transmitting, the user must speak, though he may do so in tones inaudible to those nearby. For the cost- or health-conscious, receiver-only models are available.

Subvocal Microphones: This device allows a user with an implanted radio or phone to communicate without having to talk out loud. Instead, the user subvocalizes. A user with a datajack can connect to an external radio or phone and subvocalize through it as well.



Telephone: A headphone allows the user to access the cellular network from his head. This phone is subject to ECM and jamming; for those purposes, it has a Device Rating 2. Tridphone reception is voice-only unless the user also has an image link. Like most telecoms, headware telephones can receive faxes, though only 5 Mp of space is available for memory.

Internal Headware

Chipjack: This specialized type of datajack allows the user to mentally access datasofts and knowsofts. If the user also has skillwires, he or she can also access activesofts. Only one chip can be used in a chipjack at a time, though a user can have more than one chipjack.

Cranial Bombs: These devices are an illegal method of coercion that offers the ultimate headache. There are three types of cranial bombs: kink bombs, micro-bombs and area-bombs.

The kink bomb is a tiny device specifically set to harm only a part of the victim's head. It can be set to destroy headware memory, data filters and so forth, or to damage the brain and cause certain effects: blindness, stuttering, hearing loss and so on. The microbomb is just powerful enough to kill the bearer. The area bomb, also known as the cranial nuke, is a piece of high-grade plastic explosive big enough to have a blast radius. It will kill the bearer and injure others nearby.

Cranial bombs can be remote or time-detonated, or even set to discharge by sound recognition. If built to do so, a cranial bomb automatically kills the bearer. Area bombs can be purchased at Power Levels 3 through 8 and Damage Levels of M through D. All reduce their blast effects at a rate of -1 per meter.

Cranial bombs can also be placed in other parts of the victim's body, though the head is most common. Favorite alternative targets for kink bombs include certain pieces of cyberware and the spinal column.

Datajack: The almost-universal mark of the cyber-conscious user, standard datajacks allow input and output to certain pieces of cyberware and gear. Datajacks allow the user to cybernetically interface with properly equipped gear such as cyberdecks, remote-control decks and vehicles with datajack ports, so that the user can manipulate them, issue commands and so forth.

Datajacks allow the user to mentally access headware memory. Contents of softs can also be downloaded into headware memory through a datajack. Knowsofts cannot be accessed through a datajack without a knowsoft link, datasofts cannot be accessed without a display or image link, and activesofts cannot be accessed without skillwires. Data fed into a datajack (from a cyberdeck, tridlinked cybercam, vehicle and so on) can in turn be fed into a display link, image link or headware memory.

Deckers usually implant datajacks in their temples to access higher-brain functions, while riggers usually have them behind and below the ears, where they access the sub-mandibular glands and lower brain. It is not unusual for some people to have more than one datajack.

Data Lock: This device is essentially a datajack encryption system. Input or output through a datajack requires a special code. This option is popular for couriers, as it can deny the carrier access to his or her own headware memory space. It also makes hacking into headware more difficult. Cost is 1,000¥ + Data Encryption Cost (see p. 291)

Knowsoft Link: This link gives the user mental access to any knowsofts downloaded into headware memory or piped through a datajack.

Memory: Memory is data storage space inside the head—specifically, the amount of space available in megapulses (Mp) to record input from a camera, datajack, ear recorder, headphone, headradio, optacam, simrig and so on. Raw data, skill software and certain programs can be stored in headware memory. Stored

HEADWARE

	Essence	Cost	Availability	Street Index	Legality
Chipjack	.2	1,000¥	3/72 hrs	.9	Legal
Cranial Bombs					
Kink Bomb	—	28,000¥	12/14 days	1.5	2-R
Microbomb	—	65,500¥	18/48 hrs	1.25	2-R
Area Bomb	—	500,000¥	20/14 days	1	2-R
Datajack	.2	1,000¥	Always	.9	Legal
Data Lock	.2	1,000¥ + Encryption Cost	6/36 hrs	1.5	As Encryption
Knowsoft Link	.1	1,000¥	3/24 hrs	1	Legal
Memory	Mp ÷ 300	Mp x 150¥	3/24 hrs	.8	Legal
Tooth Compartment					
Breakable	—	700¥	3/48 hrs	1.5	10P-Q
Storage	—	1,500¥	2/48 hrs	1.25	Legal
COMMUNICATIONS					
Commlink	.3	Rating x 5,000¥	3/48 hrs	1	Legal
Radio	.75	Rating x 2,000¥	2/24 hrs	.8	Legal
Radio Receiver	.4	Rating x 1,000¥	2/24 hrs	.8	Legal
Subvocal Microphones	.1	850¥	4/72 hrs	2	Legal
Telephone	.5	3,700¥	3/24 hrs	.9	Legal



information may be output through a datajack, headware communication, knowsoft link, display link or image link.

Tooth Compartment: These hollow teeth come in breakable and storage models. The breakable model triggers an effect by biting down hard on the tooth, such as starting a tracking signal or releasing poison. To break the tooth requires a Willpower (2) Test, or Willpower (4) if the contents are lethal. The contents of this tooth can be removed or replaced in 3 minutes. The storage model is used to smuggle contraband such as microchips or medical samples. To remove a storage tooth requires a Quickness (4) Test and 2 Complex Actions.

Cyberears

Ears can be surgically modified with implants or replaced with cybernetic ears. Both options usually involve both ears, so as not to unbalance the user's hearing. Modification is not outwardly noticeable, but each feature has its own impact on the user's system.

Cyber replacement of the ears typically features an obvious prosthesis that provides perfect hearing within normal ranges. The cyberear will also accept additional adjustments costing up to .5 Essence without further Essence loss.

Cyberear mods include the following:

Cosmetic Modification: Cyberears come in an endless variety of shapes and sizes. By far the most popular are pointed ears and/or extensions for metahuman wannabes.

Dampener: This piece of cyberware protects the user from sudden increases in sound level as well as providing partial protection from damaging frequencies.

Hearing Amplification: This enhancement boosts the ear's sensitivity across the spectrum. The effect is similar to a shotgun microphone, with the user able to hear as though ten times closer to the sound source. The dampener is highly recommended with this system.

High Frequency: High-frequency mods allow the user to hear sounds higher in pitch than the normal human hearing range.

Low Frequency: Low-frequency mods allow the user to hear sounds lower in pitch than the normal human hearing range.

Recorder: This modification allows the user to output sound heard to either headware memory (where it is recorded), communications headware (where it is broadcast) or a datajack (where it goes to whatever the datajack is linked to, such as a recorder). If recorded into headware memory, the sound can later be played back by the recorder inside the head, or out through the datajack and a speaker.

Select Sound Filter: This accessory allows the user to selectively filter out certain sounds without affecting others. For example, background noise can be eliminated in order to eavesdrop on conversations. Each level of sound filter adds

EARS

	Essence	Cost	Availability	Street Index	Legality
Cosmetic Modification	—	1,000¥	2/24 hrs	.8	Legal
Cyber Replacement	.3	4,000¥	2/24 hrs	.75	Legal
Dampener	.1	3,500¥	4/48 hrs	1.25	Legal
Hearing Amplification	.2	3,500¥	4/48 hrs	1.25	Legal
High Frequency	.2	3,000¥	4/48 hrs	1.25	Legal
Low Frequency	.2	3,000¥	4/48 hrs	1.25	Legal
Recorder	.3	7,000¥	8/48 hrs	2	12P-N
Select Sound Filter (Levels 1–5)	.2	Level x 10,000¥	6/48 hrs	1.25	Legal

one die to listening Perception Tests. In addition, when making Opposed Tests against white noise generators, use double the sound filter's level to determine if hearing is blocked. The maximum available level is 5.

Cybereyes

Cyber replacement of normal eyes offers 20/20 vision as standard. Replacement almost always involves both eyes, because mismatched pairs will send imbalanced signals to the brain. Outwardly, the implants may be indistinguishable from biological eyes, or they may be outlandish, ranging from neon-iris effects (complete with gold-lettered manufacturer's logo) to the high-chrome, featureless style. Cybereyes will accept additional vision enhancements of up to .5 Essence Cost without further Essence loss. They also come with cleaning kits that wearers must use regularly.

If a metahuman has his or her eyes cybernetically replaced, he or she loses natural vision enhancements such as low light or thermographic vision, but can have such features installed in the new eyes. Retinal modification, rather than eye replacement, is also an option for the appearance-conscious, but each feature has its own impact on the user's system.

Cybereye enhancements include the following:

Camera: This eye enhancement allows a digital copy of any image viewed through the eye to be captured in a still photo. The image must be stored in headware memory, transferred through a datajack to any data system, or recorded in a small image-storage chip inside the eye (1 Mp, approximately 60 shots). The chip can be removed and replaced through a port in the eye.

Cosmetic Modification: Alteration of iris color is the most popular type of cosmetic mod, but pupil-shape alteration and cornea pigmentation are also common.

Display Link: This enhancement allows a user to display text-only data from headware memory or a datajack into a "window" in his field of vision, letting him read what is displayed in his head.

Flare Compensation: This accessory protects the user from blinding flashes of light and simple glare. It also protects users with thermographic vision from heat flashes or glare from infrared lighting. Flare compensation eliminates vision modifiers for glare.

Image Link: A more advanced form of display link, the image link allows the user to display images (including video) in his field of vision from headware memory or piped through a datajack.



EYES

	Essence	Cost	Availability	Street Index	Legality
Camera	.4	5,000¥	6/24 hrs	2	Legal
Cosmetic Modification	—	1,000¥	2/24 hrs	.75	Legal
Cyber Replacement	.2	5,000¥	2/24 hrs	.75	Legal
Display Link	.1	1,000¥	4/36 hrs	1	Legal
Flare Compensation	.1	2,000¥	5/48 hrs	1.25	Legal
Image Link	.2	1,600¥	4/48 hrs	2	Legal
Low-Light	.2	3,000¥	4/36 hrs	1.25	Legal
Opticam	.5	20,000¥	5/72 hrs	2	Legal
Protective Covers	—	500¥	4/48 hrs	1.5	Legal
Retinal Clock	.1	450¥	3/24 hrs	1	Legal
Retinal Duplication (illegal)	.1	Rating x 25,000¥	8/7 days	2	3-Q
Thermographic	.2	3,000¥	4/36 hrs	1.25	Legal
Vision Magnification					
Optical 1	.2	2,500¥	4/48 hrs	1	Legal
Optical 2	.2	4,000¥	4/48 hrs	1	Legal
Optical 3	.2	6,000¥	5/48 hrs	1	Legal
Electronic 1	.1	3,500¥	5/48 hrs	1	Legal
Electronic 2	.1	7,500¥	5/48 hrs	1	Legal
Electronic 3	.1	11,000¥	8/48 hrs	1	Legal

Low-Light: This accessory allows the user to see normally in light levels as low as starlight. Total darkness, rare in the cities of the 2060 era, still renders the user as blind as an unmodified person.

Opticam: This video recorder allows images viewed through the eyes to be captured, either in headware memory or through a datajack into a vidlink transmitter or data system. Recording 1 minute of video takes up 1 Mp.

Protective Covers: These accessories protect both cyber and normal eyes against impact and particles. At the gamemaster's discretion, covers give 1 point of impact armor to the eye area. One-way reflective covers are available for an extra 100¥.

Retinal Clock: This device displays an accurate time/date stamp in the user's field of vision. It can be modified for region and season, and includes stopwatch-style and countdown timers.

Retinal Duplication: Duplication of another person's retinal pattern, either permanently in a retinal modification or as a stored pattern in a cybereye, is a capital crime. It is also of dubious use, because the duplicate rarely is of high enough fidelity to consistently fool retinal scanners.

Thermographic: This cyberware operates in the infrared portion of the spectrum, allowing the user to see heat patterns. Light level has no effect on thermographic vision, but strong sources of heat act much as glare does to normal vision, often blinding the user.

Vision Magnification: This enhancement magnifies the visual image in the same manner as an imaging scope (p. 280) and can modify a target number based on range (see p. 110). It comes in electronic and optical versions (the latter are necessary for magicians with cybereyes). Optical systems in normal eyes have a Concealability of 9; other versions are undetectable without a biotech examination.

BODYWARE

Bodyware is cyberware implanted in locations other than the user's head. Some types, such as dermal plating, also involve additions to the skull.

Bone Lacing: Bone lacing is a process in which the cellular structure of the subject's bones is augmented with lattice chains of reinforcing plastics and metals to improve the bone's integrity and tensile strength. Weight added this way counts toward calculated encumbrance (plastic, +5 kg; aluminum, +10 kg; titanium, +15 kg). Plastic or aluminum lacing adds +1 to the character's Body Attribute; titanium adds +2. Aluminum lacing gives one

level of impact armor, while titanium lacing also has one level of impact armor plus an additional level of ballistic protection. (See the Bone Lacing table, p. 303). Armor gained in this fashion is cumulative with worn armor.

Unarmed blows by persons with plastic bone lacing do (STR + 2)M damage, (STR + 3)M damage for aluminum, and (STR + 4)M damage for titanium. Lacing makes bones virtually unbreakable by conventional standards; however, laced bones can still be broken if great enough deliberate force is applied. The Barrier Rating for plastic lacing is 6, for aluminum 8, and for titanium 10. Aluminum and titanium lacing show up on conventional metal detectors.

A character with bone lacing can also choose to have his unarmed blows do Physical damage, but the Power of the attack is halved (round up).

Boosted Reflexes: This one-time electrochemical treatment increases the body's natural reflexes. The recipient, however, can never use wired reflexes or a vehicle control rig, nor can boosted reflexes be removed at a later date. The treatment is permanent. (See the Boosted Reflexes table, p. 303).

Dermal Plating: This invasive protection system uses hard plastic and metal fiber plates bonded to the user's skin. Dermal plating is anything but subtle, and it limits skin flexibility. The armor plates may be tailored to any surface texture or color. Dermal armor comes in three strengths, which affect the level of surgical invasion. The character's Body is increased by the armor's rating, but it does not assist in healing.

Filtration Systems: These systems protect the user from specified substances, and they come in several separate models. A replacement trachea fitted with filters protects the user from smoke and most gasses. A kidney replacement includes toxin filters to remove foreign agents from the bloodstream. It is effective against most injected drugs, slap patches and many



diseases. A system of implanted filters is designed to detoxify a wide range of poisons taken orally, including alcohol.

Filtration systems reduce the Power of any toxin or gas by the system's rating. These systems can have ratings to a maximum of 10.

Fingertip Compartment: This small storage space replaces the last joint of a finger. It is ideal for concealing data chips, and is also commonly used to conceal a monofilament whip because the replacement joint can serve as the whip's control weight.

Handblade: This implanted blade slips out the side of the hand opposite the thumb, parallel to the hand. The retractable version is common on the streets. Hand blades do (STR + 3)L damage.

Hand Razors: These 2.5-centimeter, chromed steel or carbon fiber blades replace the user's fingernails and are anchored to the user's bones. Retractable versions slide out of sight under synthetic nail replacements. Hand razors do (STR)L damage. An improved version with compressed carbide blades does more damage, but is costlier. Improved razors do (STR + 2)L damage.

Muscle Replacement: Implanted, vat-grown synthetic muscles replace the user's own. Calcium treatments and skeletal reinforcement allow an overall increase in the user's strength. Add the rating of the muscle replacement to Strength and Quickness; this change does not affect Reaction. The maximum increase is 4.

Reaction Enhancer: By replacing part of the spinal column with superconducting material, characters can increase their reaction times. Characters may take up to six reaction enhancements; each increases the user's Reaction Attribute by 1. The reaction enhancer is compatible with other reaction/Initiative boosters.

Reflex Trigger: A reflex trigger is an accessory for wired reflexes, allowing the user to cybernetically turn the reflexes on or off as a Simple Action. The wired reflexes and the reflex trigger must be installed simultaneously, as a package; the trigger cannot be retrofitted later. When turned off, reflex triggers add a +4 target number modifier for tests to detect the wired reflexes with a cyberscanner.

Simrig: A simrig is an implant that makes wet simsense recordings (either baseline or baseline and full-X; see *Simsense*, p. 285). Output from the simrig can go into headware memory, transmitted through a simlink, or channeled through a datajack into any digital or optical storage. A simdeck or cyberdeck is necessary to play back the recorded sensory impressions. Baseline recording requires 1 Mp per second; full-X requires 3 Mp per second. A simrig also works in reverse, allowing the user to chip sims as if using an implanted simdeck.

Simlink: Simlinks are transceiver systems designed to carry simsense. An accessory to a simrig, the simlink implant transmits the simrig output to a receiver. The receiver can be hooked up to a simlink recorder or directly to a simdeck, cyberdeck or remote-control deck, allowing the user to experience the sim in real-time. The Flux Rating of a simlink is equal to its Device Rating ÷ 4, rounded down. The cost includes the entire transmitter implant, as well as the external receiver and recorder package.

Skillwires: These neuro-muscular controllers allow the recipient's neurosystem to interface with specially designed and coded optical chips known as activesofts (see *Skillssofts*, p. 295) and to read those chips as though they were naturally record-

ed memories or skills. When purchased, choose a maximum total MP and maximum skillssoft rating for the system; these determine the total rating and total size of all the activesofts a character can use at any one time. A chipjack (for insertion of activesofts) and/or memory must be purchased separately.

Smartlink: A smartlink is the feedback loop circuitry necessary to take full advantage of a smartgun. Targeting information appears on the user's retina or cybereye as a small dot or cross hairs that corresponds to the smartweapon's current line of fire. Typical systems use a subdermal induction pad in the user's palm to link with the smartgun.

Spur: This narrow blade is attached to the user's bone, similar to a razor. Retractable versions must be placed where they can be withdrawn along a long bone. Alternatively, a set of three smaller blades may be anchored to the back of the hand. A spur does (STR)M damage.

Vehicle Control Rig: This device consists of neuro-enhancers and muscular signal transference (MST) interfaces. Each level adds +2 to the user's Reaction and +1D6 Initiative dice while rigging. Vehicles must be equipped with vehicle control gear in order for a rigging character to use them. VCRs also allow users to default to Reaction for any Vehicle Skill at a +2 modifier, as opposed to the usual +4.

Voice Modulator: This cyberware, popular with entertainers, includes a variety of optional modifications to the subject's vocal organs. The increased volume option, commonly used by stage performers, makes the user into a loudspeaker. Singers use the tonal shift, which alters tones for perfect bird calls, mellifluous singing and uncanny vocal impressions. Modulations and secondary quavers make detection simple for a vocal-pattern recognizer. Secondary pattern, an illegal modification, allows the user to upload (from headware memory or through a datajack) a second vocal pattern and reproduce it in a form almost indistinguishable from an unmodified pattern. The vocal pattern may even have been recorded by the user's ear recorder. Playback allows the user to access an audio record, either in headware memory or fed in through a datajack, and reproduce it almost perfectly. Playback merely turns the user into a glorified speaker, however; the user cannot use the recorded voice for any purpose except to mimic exactly what it said.

Wired Reflexes: Wired reflexes are implanted neural boosters and adrenaline stimulators. Users of wired reflexes tend to be twitchy, especially if they lack a reflex trigger (see *Cyberware and Social Interaction*, p. 93). Each level adds +2 to the user's Reaction and gives +1D6 Initiative die.

CYBERLIMBS

Cybernetic limbs may be obvious chrome or fully functional, natural-looking ("synthetic") replacements. Obvious cyberlimbs can be beefed out and enhanced easily, though a character sporting obvious cyberware will suffer social interaction penalties (see *Cyberware and Social Interaction*, p. 93 of the *Skills* section) and will also draw the attention of security personnel. Synthetic cyberlimbs can be boosted and modified as well, though at a significantly higher cost, as each improvement makes the artificial nature of the limb harder to conceal.

Synthetic cyberlimbs have a Concealability Rating, modified by implants. Wearing clothing over the limb adds 3 to its



BODYWARE

	Essence	Cost	Availability	Street Index	Legality
Bone Lacing					
Plastic	.5	7,500¥	5/14 days	1.5	6P-N
Aluminum	1.15	25,000¥	5/14 days	1.5	6P-Q
Titanium	2.25	75,000¥	5/14 days	1.5	6-R
Fingertip Compartment	.1	3,000¥	3/24 hrs	1	Legal
Hand Blade	.1	7,500¥	6/5 days	1.5	4P-R
Retractable	.25	10,000¥	6/5 days	1.5	3P-R
Hand Razors	.1	4,500¥	3/72 hrs	1	3-N
Improved Razors	NA	+8,500¥	6/72 hrs	1	3-N
Retractable Razors	.2	9,000¥	5/72 hrs	1	3-N
Muscle Replacement					
(Maximum Rating 4)	Rating	Rating x 20,000¥	4/4 days	1	5P-Q
Smartlink	.5	2,500¥	3/36 hrs	1	5P-N
Spur	.1	7,000¥	3/72 hrs	1	3-N
Retractable Spur	.3	11,500¥	5/72 hrs	1	3-N
Voice Modulator	.2	45,000¥	2/24 hrs	1	Legal
Increased Volume	—	10,000¥	2/24 hrs	1	Legal
Playback	.2	40,000¥	4/48 hrs	1	Legal
Secondary Pattern	—	30,000¥ + (20,000¥ x Rating)	6/7 days	2	3-Q
Tonal Shift	—	25,000¥	2/24 hrs	1	Legal
Boosted Reflexes					
Level 1	.5	15,000¥	3/24 hrs	1	8P-Q
Level 2	1.25	40,000¥	3/24 hrs	1.25	6P-Q
Level 3	2.8	90,000¥	3/24 hrs	1.5	5P-Q
Dermal Plating					
Level 1	.5	6,000¥	4/12 days	1	6P-N
Level 2	1	15,000¥	4/12 days	1	6P-N
Level 3	1.5	45,000¥	4/12 days	1	5P-N
Filtration Systems					
Air	Rating ÷ 10	Rating x 15,000¥	6/4 days	1	Legal
Blood	Rating ÷ 5	Rating x 10,000¥	6/4 days	1	Legal
Ingested Toxin	Rating ÷ 5	Rating x 10,000¥	6/4 days	1	Legal
Simrigs					
Baseline Cyberware Simrig	2	300,000¥	2/5 days	1	Legal
Full-X Cyberware Simrig	2	500,000¥	6/12 days	3	Legal
Simlink (Rating 1–10)	.6	70k¥ + (10k¥ x Rating)	3/5 days	1.5	Legal
Skillwires	.2 x Rating	Max Total MP x Max Rating x 500¥	Rating/10 days	1	Legal
Vehicle Control Rig					
Level 1	2	12,000¥	6/48 hrs	1	6P-N
Level 2	3	60,000¥	8/48 hrs	1.25	6P-N
Level 3	5	300,000¥	8/48 hrs	1.5	5P-N
Wired Reflex Systems					
Standard Wired Reflexes					
Level 1	2	55,000¥	4/8 days	1	5P-Q
Level 2	3	165,000¥	4/8 days	1	4P-Q
Level 3	5	500,000¥	8/14 days	1	3-R
Reaction Enhancer	.3/point	60,000¥/point	6/7 days	2	6P-R
Reflex Trigger	+.2	+13,000¥	As wired reflexes	As wired reflexes	4P-Q



Concealability. Increase the price of any modification to such a cyberlimb by 50 percent of the listed cost.

Cyberlimbs have a base Strength Attribute slightly above the racial average of the intended wearer. Cyberlimbs for humans and elves are built with a base Strength of 4, for orks and dwarfs with a base Strength of 6, and for trolls with a base Strength of 8.

Multiple cyber replacements make the user less vulnerable to additional damage. A pair of cyberarms adds +1 to a character's Body, a pair of cyberlegs +2. Cyberlimbs also add more power to unarmed combat attacks. For a character with one cyberlimb, add +1 to the Power of unarmed attacks; for two cyberlimbs, add +2. Additional limbs beyond two confer no further bonus.

Built-in Device: Certain devices may be built into cyberlimbs at a reduced Essence Cost, especially if the items exist entirely within the limb and require minimal neurological connections. Cyberware such as hand spurs, fingertip compartments and handblades may be added at no Essence Cost. Other devices, such as radios, jammers and so forth, are left to the gamemaster's discretion.

Direct Neural Interface: A direct neural interface allows cybernetic control of any device not originally designed to be cybernetically controlled that is placed in a cyberlimb, at a 50 percent increase in the device's cost.

Smartlink: Smartgun links installed in cyberarms have a reduced Essence Cost of .25.

Strength Enhancement: This modification adds lifting servos and powerful pneumatic and flat-motor systems to increase the cyberarm's Strength Rating. Large enough increases in power will require Essence.

BONE LACING

Material	Bonus	Unarmed Blow
Plastic	+1 Body	(STR + 2)M Stun
Aluminum	+1 Body, +1 Impact	(STR + 3)M Stun
Titanium	+2 Body, +1 Impact, +1 Ballistic	(STR + 4)M Stun

BOOSTED REFLEXES

Boosted Reflexes	Reaction Bonus	Initiative Bonus
Level 1	—	+1D6
Level 2	+1	+1D6
Level 3	+2	+2D6

BIOTECH

Available biotech gear includes the following:

Biomonitor: A small, compact device worn over the wrist, upper arm or heart that measures the bearer's life signs—heart rate, blood pressure, temperature and so on. It can even analyze blood, sweat and skin samples. Biomonitoring is designed to transmit this data to a receiver display unit. Most models come with a built-in transmitter and include the readout units in the cost; at the same cost, a secondary model can be easily hooked up to a vidlink or other transmitter to simultaneously transmit info with video feed or other signals. The transmitting model has a Rating of 2.

DocWagon™ Contract: Don't leave home without it! DocWagon™ offers first-class medical care on a 24-hour, house (or street) call basis. Four contract services are available:

LIMBS

	Conceal	Essence	Cost	Availability	Street Index	Legal
Obvious Cyberarm/Leg	—	1	75,000¥	4/4 days	1	Legal
Synthetic Cyberarm/Leg	8	1	100,000¥	4/4 days	1	Legal
Built-In Device	-variable	—	4 x Normal Cost	Varies	Varies	Varies
Built-In Smartgun Link	—	.25	2,500¥	6/4 days	1.5	5P-N
Direct Neural Interface	—	.1	4,500¥	4/6 days	1	5P-Q
Strength Enhancement						
1-3 points (per limb)	-1 per	—	50,000¥/point	6/4 days	1.5	6P-Q
4+ points (per limb)	-2 per	.4/point	75,000¥/point	6/4 days	1.5	6P-R

CYBERDECKS AND PROGRAMS

Cyberdecks and programs are described in the *Matrix* section, beginning on p. 206. The statistics of these stock cyberdecks (MPCP, Hardening, and so on) can be found on p. 207. The Program Size Table can be found on p. 223.

All cyberdecks have a Legality code of 4P-5.

basic, gold, platinum and super-platinum. A DocWagon™ contract requires a filing of tissue samples (held in a secure vault staffed by bonded guards and mages) and comes with a sealed-band, direct-dial wrist phone, which also serves as a homing beacon for roving DocWagon™ ambulances and choppers (Rating 2 for purposes of jamming). Rupture of the band will alert the DocWagon™ representative.

Once a call from a contract-holder is confirmed, most DocWagon™ franchises guarantee arrival of a trauma team in



less than ten minutes, or else the immediate medical care is free. Resuscitation service carries a high premium, as does High Threat Response (HTR) service. In the latter case, the client (or his heir) is expected to pay medical bills up to and including death compensation for DocWagon™ employees. Gold service includes one free resuscitation per year, a 50 percent reduction on HTR service charges, and a 10 percent dis-

count on extended care. Platinum service includes four free resuscitations per year and a 50 percent discount on extended care. There is no charge for HTR services, but employee death compensation still applies. Super-platinum subscribers are given five free resuscitations a year and do not have to pay for HTR services or death compensation. The super-platinum wrist-
phone also contains a biomonitor that will automatically call DocWagon™ if the client's life signs ever stray beyond "safe" parameters, as well as triggering an audible alarm.

DocWagon™ will not respond to calls on extraterritorial government or corporate property without permission from that controlling authority.

DocWagon™ will not respond to calls on extraterritorial government or corporate property without permission from that controlling authority.

Medkit: The 2060 medkit is well equipped to handle most typical medical emergencies. It includes drug supplies, bandages, tools and even a "doctor"—an expert system (Biotech 3) designed to diagnose problems from information given by the user. The system will request more information if the diagnosis is unclear. Having determined a course of action, the kit will advise the user on techniques. The kit may be able to concoct a specific antidote to a toxin (make a Biotech Skill Test against the toxin's rating), thereby canceling the toxin's effects. Medkits are not infallible, and a standard waiver of liability must be filed with the manufacturer upon purchase. Most models will advise users of their inability to supply proper treatment, as well as issuing reminders when their stocks of expendable materials are low. Supplies run out if a character gets a result of 1 on a 1D6 roll following a treatment.

Organic Replacements: Vat-grown replacement tissues and organs are readily available. Most common are "Type O" products tailored for minimal rejection reaction, though they require a program of tailored immuno-suppressant treatment to prevent a body's rejection of the transplant. The safest transplant material is grown from samples of the patient's own cells. Regrettably, no replacements for brain or nervous tissue are yet available, and fully viable clones exist only in the realm of fiction. For more details, see *Damage and Healing*, p. 125.

CYBERDECKS AND PROGRAMS

Stock Cyberdeck Types

	Availability	Cost	Street	Index
Allegiance Sigma	4/7 days	14,000¥		1
Sony CTY-360-D	4/7 days	70,000¥		1
Novatech Hyperdeck-6	4/7 days	125,000¥		1
CMT Avatar	6/7 days	250,000¥		1
Renraku Kraftwerk-8	10/7 days	400,000¥		1
Transys Highlander	14/7 days	600,000¥		1
Novatech Slimcase-10	18/7 days	960,000¥		1
Fairlight Excalibur	22/7 days	1,500,000¥		1

Cyberdeck System Additions

	Availability	Cost	Street	Index
Hitcher Jack	2/48 hrs	250¥		1
Off-line Storage	2/24 hrs	50 + (5 x Mp) ¥		1
Vidscreen Display	2/24 hrs	100¥		1

PROGRAM COSTS AND AVAILABILITY

Rating	Availability	Cost	Street	Index
1-3	2/7 days	Size x 100¥		1
4-6	4/7 days	Size x 200¥		1.5
7-9	8/14 days	Size x 500¥		2
10+	16/30 days	Size x 1,000¥		3

BIOTECH

	Rating	Availability	Weight	Cost	Street Index
Bio-Monitor	2	6/72 hrs	1	1,000¥	2
DocWagon™ Contract					
Basic Service	—	On payment	—	5,000¥ per year	—
Gold Service	—	On payment	—	25,000¥ per year	—
Platinum Service	—	On payment	—	50,000¥ per year	—
Super-Platinum Service	—	On payment	—	100,000¥ per year	—
Medkit	3	2/24 hrs	3	200¥	1.5
Medkit Supplies	—	2/24 hrs	—	50¥	1.5
Stabilization Unit	2	12/1 mth	30	10,000¥	3
Deluxe Unit	6	16/1 mth	35	20,000¥	3

SLAP PATCHES

	Rating	Availability	Weight	Cost	Street Index
Antidote Patch	Maximum 8	6/72 hrs	—	Rating x 50¥	2
Stimulant Patch	Maximum 6	2/24 hrs	—	Rating x 25¥	1
Tranq Patch	Maximum 10	4/48 hrs	—	Rating x 20¥	2
Trauma Patch	—	4/48 hrs	—	500¥	4



Stabilization Unit: An enclosed capsule with carrying handles, this unit is designed to stabilize a critically wounded person until proper medical care can be applied. It is standard equipment on DocWagon™ vehicles and in use with all the better ambulance services. Stabilization units automatically stabilize any person placed inside. They do their job so well that the patient receives a -2 target number modifier for any healing tests made to recover from his or her wounds.

SLAP PATCHES

Slap patches are adhesive drug-dispensers that release measured doses to allow continual, safe administration of necessary chemicals. Patches must be applied directly against the patient's skin. Dermal armor hinders their effects (reduce the Patch Rating by the Armor Rating), and blood filtration implants make all but the trauma patch ineffective.

Slap patches come in four varieties: antidotes, stimulants, tranqs and trauma patches.

Antidote Patch: This patch releases a broad-spectrum antidote to aid the patient in resisting the effects of a toxin. If applied immediately after exposure (before the Damage Resistance Test is made), the antidote patch reduces the Power of the toxin by the patch's rating. If the user continues to be exposed to the toxin, the patch will continue to modify the toxin's Power. If the user takes Deadly physical damage, add the patch's rating in dice to any stabilization tests (see p. 129). Multiple patches have no additional effect.

Stimulant Patch: This patch releases a non-addictive stimulant to keep a character awake at times when awareness is vital. When used, reduce the Stun Damage on the character's Condition Monitor by a number of boxes equal to the patch's rating. Magicians should be wary of side effects that may damage their ability to use magic. The magician makes a Magic Test against a target number equal to the patch's rating. If the test fails, the magician must follow the procedure for possible Essence loss as if he or she had taken a Deadly wound. (See *Damage and Healing*, p. 125.) The effects of the patch wear off in 2D6 minutes, and the removed damage plus one box is restored.

MAGICAL EQUIPMENT

Foci	Availability	Cost	Street Index
Expendable Spell Focus	3/26 hrs	Force x 1,500¥	1
Specific Spell Focus	4/48 hrs	Force x 45,000¥	2
Spell Category Focus	5/48 hrs	Force x 75,000¥	2
Spirit Focus	4/48 hrs	Force x 60,000¥	2
Power Focus	6/72 hrs	Force x 105,000¥	2
Sustaining Focus	2/48 hrs	Force x 15,000¥	2
Weapon Foci	8/72 hrs	[(Reach +1) x 100,000¥] + Force x 90,000¥	2
Magical Supplies			
Elemental Conjuring Materials	Force/24 hrs	Force x 1,000¥	1
Shamanic Lodge Materials	Force/24 hrs	Rating x 500¥	1
Hermetic Library (per skill)	Rating/7 days	(Rating x Rating) x ¥1,000	1
Fetishes			
Combat	3/24 hrs	200¥	1
Detection	3/24 hrs	50¥	1
Healing	3/24 hrs	500¥	1
Illusion	3/24 hrs	100¥	1
Manipulation	3/24 hrs	300¥	1
Spell Formulas			
L Drain	Force/24 hrs	Force x 50¥	2
M Drain	Force/48 hrs	Force x 100¥	2
S Drain	Force/72 hrs	Force x 500¥	2
D Drain	Force/7 days	Force x 1,000¥	2

Tranq Patch: This patch is designed to anesthetize patients in preparation for medical attention. Tranq patches are also used in some circles to sedate unruly prisoners. Both the patch and the patient make an Opposed Test, pitting the patient's Body Attribute against the patch's rating. If the patch gets more successes than the character, each net success fills in a box on the Stun damage track of the subject's Condition Monitor.

Trauma Patch: This patch is the last-ditch hope of a victim unable to receive medical care. The trauma patch must be placed over the victim's heart, and allows the character a second chance against death. See *Damage and Healing*, p. 125.

MAGICAL EQUIPMENT

Item descriptions appear in the *Magic* section, p. 189. All spells, foci and spirits of Force 3 or higher are considered illegal, with a Legality Code of (8 - Force)P-T.

VEHICLES

For definitions of the various vehicle statistics, see *Vehicles and Drones*, p. 130.

VEHICLE CONTROL ADJUSTMENTS

Characters can equip vehicles they purchase or own with rigger control gear, remote-control interfaces or a datajack port



RIGGER AND VEHICLE GEAR

	Availability	Cost	Street Index	Legality
Datajack Port	3/72 hrs	2,500¥ (5000¥ bikes)	1.5	Legal
Remote Control Gear	4/72 hrs	2,500¥ x Body	2	Legal
Vehicle Control Gear	4/7 days	2,500¥	2	Legal

	Weight	Cost	Availability	Street Index	Legality
Remote Control Deck	3	5,000¥ x Rating	4/72 hrs	2	Legal
Remote Control ECCM					
Ratings 1–3	1.5	Rating x 7,500¥	4/7 days	2	Legal
Ratings 4–6	2	Rating x 15,000¥	6/14 days	3	6P–V
Ratings 7–9	2.5	Rating x 35,000¥	12/28 days	4	5P–W
Rating 10	2.5	500,000¥	18/45 days	—	4P–W
Hitcher Jacks	0	Rating x 100¥ per jack	2/48 hours	1	Legal
Audio/Visual Screen Displays	0.5	100¥	2/24 hours	1	Legal
Intercom Speaker	0	25¥	2/24 hours	1	Legal

in place of normal controls. A datajack port allows someone with a datajack to directly control the vehicle through a neural interface. This connection is insufficient for someone with a VCR to interface with the vehicle, but it does add +1 to the driver's Reaction for Vehicle Tests and vehicle combat. A datajack port costs 2,500¥ (5,000¥ for motorcycles), and consumes 1 Cargo Factor and 15kg Load.

Remote-control interfaces enable a vehicle to receive and transmit data to and from a rigger remote-control network. In other words, the vehicle can be used as a drone. To take a remote-control interface, the vehicle must have a Sensor Rating of 1 or higher. Adapting a vehicle in this manner gives the vehicle a Pilot Rating of 1. This gear costs 2,500¥ x the vehicle's Body Rating, but consumes no cargo space.

Rigger adaptation consists of a "black box" that translates machine code into neurological stimuli and vice versa, allowing a character with a VCR to rig the vehicle. Rigger black boxes include a datajack port but must have Sensor Rating of 1 or higher. Rigger adaptation costs 2,500¥, and consumes 1 CF and 10kg of Load.

RIGGER GEAR

Rigger gear includes the following:

Remote Control Deck: This portable deck allows the remote control of a vehicle through a radio link. This link is subject to disruption by jammers and atmospheric conditions. Accessories such as hitcher jacks, screen displays and an intercom allow the rigger to communicate with others while rigging or allow others to "ride along."

Remote Control ECCM: This device acts as ECCM for a rigger's remote deck to protect it from interference and jamming (see *Electronic Countermeasures*, p. 138).

GROUND VEHICLES

Vehicles operate on varied forms of power. Economy models and those intended for use with a power grid usually use high-capacity storage batteries that can be recharged at

stations, parking garages, or on a grid track. Some have solar cell auxiliaries, but these provide only limited power. Vehicles used by Native American tribes or in outlying areas sometimes rely on alcohol fuels easily derived from organic materials. Long-distance vehicles still use petroleum-derivative fuels. Luxury vehicles usually use petrochemicals. Whatever the fuel, ground vehicles handle with similar efficiency; the main differences between them are the cost and availability of the fuel and the capacity of the vehicle for sustained travel.

Some ground vehicles have limited self-guidance capability, known as autonav. They can follow a programmed map and still react to conditions around them. The autopilot is very cautious, often stopping for no reason apparent to the passenger. Unexpected roadblocks confuse the system, prompting it to ask for instructions.

BOATS

Watercraft feature the same power sources as ground vehicles, with a higher proportion using petrochem fuels. Large freighters are almost completely robot-controlled. The largest super-freighters and tankers have fusion plants.

AIRCRAFT

Save for a few solar-powered pleasure and reconnaissance vehicles, aircraft are petrochem guzzlers. Designs are sophisticated, usually featuring fly-by-wire controls and adjustable airframes. Added to the availability of new composite materials, this has allowed the dreams of visionary designers of the 20th century to become everyday reality.

Autopilot systems work in a similar fashion to ground vehicle autonav, but they are almost always tied into the Navstar position-location system. Aircraft categories are based on the system that provides the major portion of the craft's lift.

MILITARY AND RESTRICTED-ISSUE VEHICLES

The gamemaster determines the Legality Code for military and security vehicles.



CARS

CHRYSLER-NISSAN JACKRABBIT

This sleek two-seater's low price and heavy advertising campaign have made it the most common car on North American highways.

	Handling	Speed	Accel	Body	Armor	Sig	Autonav	Pilot	Sensor	Cargo	Load
Electric	3/8	80	5	3	0	5	1	—	0	1	100
Methane	3/8	90	6	3	0	4	1	—	0	1	100

Seating: 2 bucket + 1 bench

Cost: 20,500¥ (electric)/16,500¥ (methane)

Street Index: 1

Entry Points: 2 + 1 trunk

Availability: 2/24 hrs

Thunderbirds (t-birds): This name is slang for a category of low-altitude vehicles (LAV) in service with militaries and corporations worldwide. Heavily armed and armored, these vehicles are capable of extended operations in hostile environments.

Security Vehicles: This classification includes a variety of urban combat vehicles ranging from police squad cars to anti-terrorist assault vehicles. All are well-armored and capable of traversing typical city rubble.

DRONES

Riggers use these remotely piloted vehicles for a variety of purposes: surveillance, recon, combat and so on. Remotes have autopilots and may function independently for short periods, but only at risk to the vehicles, as the autopilots can rarely cope with novel occurrences. Drones and remotes come with rigger gear installed. The gamemaster determines the Legacy Code for drones.

VEHICLE WEAPON MOUNTS

Various weapons can be placed on vehicle mounts called hardpoints and firm-points. Heavy and vehicular weapons (MMGs and larger) must be mounted on hardpoints; smaller arms (LMGs, assault rifles and smaller) may be mounted on firmpoints. A vehicle's Body Rating determines the number of hardpoints or firmpoints it can have. Each hardpoint is worth 2 points of Body, and each firmpoint counts for 1 point. For example, a vehicle with Body 4 could have 2 hardpoints OR a hardpoint and 2 firmpoints OR 4 firmpoints. Firmpoints can be a fixed mount or a pintle mount. Hardpoints can be a fixed mount or a turret.

Fixed mounts fire in a fixed arc, and the weapon is permanently affixed to the mount. Fixed mounts generally face forward or backward. Side-firing fixed mounts add their recoil to the vehicle's Handling Rating when fired; the driver must also make a Crash Test. Fixed mounts reduce recoil modifiers by half (negating the double recoil modifier of heavy weapons). Weapons on fixed mounts can be operated by the rigger driving the vehicle. External fixed mounts reduce the vehicle's Signature by 1.

Pintle mounts are reinforced holes and swivels mounted in the side of a vehicle. They provide a 60-degree firing arc and add 2 points of recoil compensation.

A turret takes up 2 hardpoints and lowers the vehicle's Signature by 1, but also adds 2 CF. A turret provides a 360-degree firing arc, with 45-degree elevation. Turrets reduce recoil modifiers by half, cancel the double-uncompensated-recoil penalty for heavy weapons, and are manned by a gunner. A mini-turret takes up 1 hardpoint, reduces Signature by 1 and adds 1 CF. Mini-turrets can only carry MMG-sized and smaller weapons.

Equipping a vehicle with a fixed mount takes a Vehicle B/R (4) Test and a base time of 24 hours. Installing pintle mounts requires a Vehicle B/R (2) Test with a 12-hour base time. Installing turrets requires a Vehicle B/R (4) Test and a base time of 72 hours.

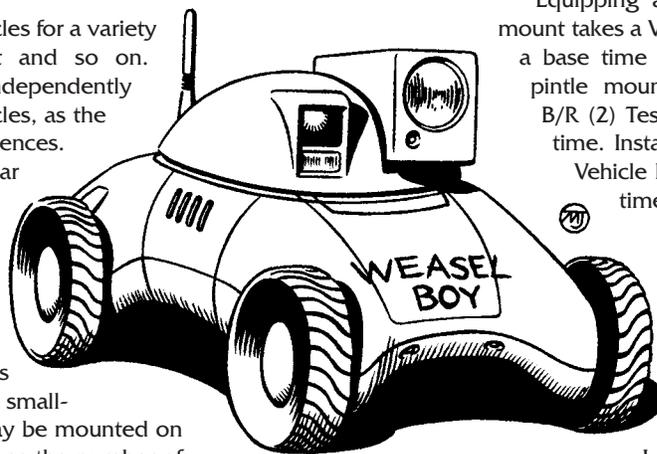
Aircraft may carry a number of external missile mounts equal to the craft's Body Rating, but each missile or rocket will reduce the aircraft's Load Rating. Each

mount can carry up to 300 kg of missiles or rockets but each missile or rocket will reduce the aircraft's Load Rating. Missile mounts do not count as hardpoints or firmpoints against the Body Rating, and cost is negligible.

VEHICLE WEAPONS

Ares Vermicide Autocannon: This light cannon comes with an autoloader and fires in semi-auto mode.

Water Cannon: A high-pressure projector, the water cannon always fires in autofire mode (10 shots per action) and suffers no recoil penalty. Any hit requires the target to make a Knockdown Test at a target number equal to the weapon's full power. If the weapon's pump is connected to a water source, the weapon does not need to "reload."





CARS

EUROCAR WESTWIND 2000

A sleek, low-slung speed machine. This luxury car offers improved suspension and high performance—at a price. It features an Advanced Passenger Protection System that reduces the Power of crash damage by half. Getting out of the car afterwards requires a Strength (5) Test however.

	Handling	Speed	Accel	Body	Armor	Sig	Autonav	Pilot	Sensor	Cargo	Load
Standard	3/8	210	10	3	0	2	3	—	1	5	45
Turbo	3/8	240	14	3	0	1	3	—	1	5	45

Seating: 2 bucket (front), 1 bench (rear)

Cost: 57,000¥/77,000¥

Street Index: 2

Entry Points: 2 + 1 trunk

Availability: 3/72 hrs (4/96 hrs turbo)

Other Features: APPS, Turbocharging 2 (factored in—turbo variant)

FORD AMERICAR

The Americar remains Ford's best-selling sub-midsize car.

Handling	Speed	Accel	Body	Armor	Sig	Autonav	Pilot	Sensor	Cargo	Load
4/8	105	8	3	0	2	2	—	1	12	110

Seating: 2 bucket (front), 1 bench (rear)

Cost: 20,000¥

Street Index: 1

Entry Points: 2 + 1 trunk

Availability: 2/24 hrs

BIKES

DODGE SCOOT

This electric-powered scooter is perfect for whizzing down city streets.

Handling	Speed	Accel	Body	Armor	Sig	Autonav	Pilot	Sensor	Cargo	Load
3/4	60	3	2	0	5	0	—	—	1	10

Seating: 1

Other Features: Gridlink

Street Index: .5

Cost: 5,900¥

Availability: 2/24 hrs

HARLEY-DAVIDSON SCORPION

This bike is a classic, heavy-bodied road hog.

Handling	Speed	Accel	Body	Armor	Sig	Autonav	Pilot	Sensor	Cargo	Load
4/5	120	6	2	1	2	2	—	0	4	60

Seating: 2

Availability: 2/24 hrs

Cost: 13,500¥

Street Index: 1

YAMAHA RAPIER

A fast street machine whose slick styling makes it a favorite with go-gangs.

Handling	Speed	Accel	Body	Armor	Sig	Autonav	Pilot	Sensor	Cargo	Load
3/6	195	10	2	0	2	1	—	0	1	40

Seating: 1

Availability: 2/24 hrs

Cost: 14,200¥

Street Index: 1



TRUCKS

ARES ROADMASTER

This large, trucklike cargo transport can become a security vehicle with just a few transplants of easily interchangeable parts.

Handling	Speed	Accel	Body	Armor	Sig	Autonav	Pilot	Sensor	Cargo	Load
4/10	90	3	5	0	2	2	—	0	80	2,000

Seating: 2 bucket (front), 1 folding bench (rear) **Entry Points:** 2 + 1 large rear door

Cost: 45,000¥

Availability: 3/3 days

Street Index: 1

FORD-CANADA BISON

Excellent off-road suspension and balloon tires make the Bison a go-anywhere RV.

Handling	Speed	Accel	Body	Armor	Sig	Autonav	Pilot	Sensor	Cargo	Load
4/3	135	6	4	4	2	3	—	1	67	1,918

Seating: 2 bucket (front), 5 folding bench (rear) **Entry Points:** 2 + 1 sliding door + 1 large rear door

Cost: 145,000¥

Availability: 8/8 days

Street Index: 1

Other Features: Concealed armor (Concealability 8), living amenities (basic)

HOVERCRAFT

CHRYSLER-NISSAN G12A

This general-purpose air-cushion vehicle can be easily converted from a passenger to a cargo craft.

	Handling	Speed	Accel	Body	Armor	Sig	Autonav	Pilot	Sensor	Cargo	Load
Pass.	4	120	5	4	0	2	2	—	0	12	250
Cargo	4	120	5	4	0	2	2	—	0	66	1,000

Seating: 10 bucket (passenger)/2 bucket (cargo)

Entry Points: 2 + sliding door (passenger)/3 + large rear door (cargo)

Cost: 57,000¥ (passenger)/62,000¥ (cargo)

Availability: 3/72 hrs

Street Index: 1

BOATS

SAMUVANI CRISRCRAFT OTTER

A popular mid-size craft fine for pleasure boating, the Otter also does light hauling and utility work. This five-meter long vessel features a fiberglass open hull.

Handling	Speed	Accel	Body	Armor	Sig	Autonav	Pilot	Sensor	Cargo	Load
4	45	6	5	0	3	2	—	1	48	650

Seating: 2 bucket

Cost: 32,500¥

Availability: 2/48 hrs

Street Index: 1

SENDANKO MARLIN

Designed as a pleasure sailboat, this 15-foot craft has gained notoriety as the favored boat of the infamous smuggler Janos Smoot ever since the Channel 32 docudrama of the irascible criminal's life.

Handling	Speed	Accel	Body	Armor	Sig	Autonav	Pilot	Sensor	Cargo	Load
3	30	3	3	0	6	0	—	0	12	150

Seating: 2 bucket (front), 1 bench (rear)

Cost: 18,750¥

Availability: 2/2 days

Street Index: 1



WINGED PLANES

CESSNA C750

This dual-prop craft can carry passengers or serve as a surveillance plane.

	Handling	Speed	Accel	Body	Armor	Sig	Autonav	Pilot	Sensor	Cargo	Load
Standard	5	135/340	22	6	0	4	2	—	1	48	1,100
Passenger	5	135/340	22	6	0	4	2	—	1	36	500

Seating: 2 bucket (standard)/4 bucket (passenger)
Landing/Takeoff: STOL
Availability: 9/9 days

Entry Points: 1 + 1 rear door
Cost: 177,000¥ (standard)/167,000¥ (passenger)
Street Index: 1

ROTORCRAFT

ARES DRAGON

This solid-built, versatile helicopter can be fitted with extra cargo containers.

	Handling	Speed	Accel	Body	Armor	Sig	Autonav	Pilot	Sensor	Cargo	Load
	5	260	10	7	0	3	3	—	1	95	3,250

Seating: 3 bucket (2 front, 1 rear)
Cost: 590,000¥
Street Index: 1

Entry Points: 3
Availability: 30/30 days

HUGHES WK-2 STALLION

This workhorse helicopter can be fitted to carry cargo, though it slows the vehicle down.

	Handling	Speed	Accel	Body	Armor	Sig	Autonav	Pilot	Sensor	Cargo	Load
	5	190	14	4	0	3	3	—	1	72	1,250

Seating: 2 bucket
Cost: 257,500¥
Street Index: 1

Entry Points: 2 + 1 sliding door
Availability: 13/13 days

SECURITY VEHICLES

ARES CITYMASTER

The Citymaster urban riot-control vehicle functions as a mobile command post.

	Handling	Speed	Accel	Body	Armor	Sig	Autonav	Pilot	Sensor	Cargo	Load
	5/11	120	3	5	10	1	3	—	0	41	530

Seating: 2 bucket (front), 5 folding bench (rear)
Cost: 136,300¥
Street Index: 2

Entry Points: 2 + 1 large rear door
Availability: 13/13 days

Other Features: Gas EnviroSeal, Life Support (20 man-hours), Small Turret (weapon not included, 1 CF ammo bin)

CHRYSLER NISSAN PATROL-1

The Patrol-1 is the most common urban patrol car in use today.

	Handling	Speed	Accel	Body	Armor	Sig	Autonav	Pilot	Sensor	Cargo	Load
	4/8	180	12	3	2	1	3	—	0	11	40

Seating: 2 bucket, 1 bench
Cost: 43,700¥
Street Index: 2

Entry Points: 4 + 1 trunk
Availability: 10/10 days

Other Features: Gas Enviroseal, Electronics Port (with Rating 4 radio), 2 Pintle Mounts, Turbocharging 2 (factored in)



GMC BANSHEE

This light t-bird vectored-thrust craft was designed for reconnaissance and courier duty.

Handling	Speed	Accel	Body	Armor	Sig	Autonav	Pilot	Sensor	Cargo	Load
6	250/1,000	50	6	18	5	2	—	7	29	805

Seating: 3 ejection seats

Entry Points: canopy

Landing/Takeoff: VSTOL

Cost: 2,560,000¥

Availability: NA

Street Index: 3

Other Features: ECM 5, ECCM 5, External Fixed Hardpoint (weapon not included), Gas Enviroseal, Radar-Absorbent Materials 2 (factored in), Thermal Baffles 1 (factored in), Small Turret (weapons not included, 1 CF ammo bin)

GMC BEACHCRAFT PATROLLER

The Beachcraft is a swift, lightly armed patrol hovercraft.

Handling	Speed	Accel	Body	Armor	Sig	Autonav	Pilot	Sensor	Cargo	Load
4	165	9	4	6	1	2	—	0	65	510

Seating: 2 bucket

Entry Points: 2 + 1 sliding door

Cost: 176,000¥

Availability: 15/15 days

Street Index: 2

Other Features: External Fixed Hardpoint (weapon not included, 1 CF ammo bin)

DOC WAGON OSPREY II

The Osprey II enables Doc Wagon teams to extract injured personnel from combat zones.

Handling	Speed	Accel	Body	Armor	Sig	Autonav	Pilot	Sensor	Cargo	Load
5	380	10	5	3	2	3	—	1	12	300

Seating: 2 bucket

Entry Points: 1 + 1 rear ramp

Landing/Takeoff: VTOL

Cost: 331,000¥

Availability: 23/23 days

Street Index: 2.5

Other Features: Anti-Theft System (6), 2 External Hardpoints (weapons not included), Medical Clinic (2 patients, Rating 4)

NORTHROP WASP (PRC-42B VARIANT)

This rotorcraft was designed for police and military service.

Handling	Speed	Accel	Body	Armor	Sig	Autonav	Pilot	Sensor	Cargo	Load
3	130	15	3	0	3	0	—	2	2	68

Seating: 1 bucket

Entry Points: 1

Landing/Takeoff: VSTOL

Cost: 54,000¥

Availability: 9/9 days

Street Index: 2

Other Features: ECCM 1, Micro-turret (weapon not included)

DRONES

GM-NISSAN DOBERMAN

The Doberman is a perimeter-patrol drone equally effective during daytime or night-time conditions.

Handling	Speed	Accel	Body	Armor	Sig	Autonav	Pilot	Sensor	Cargo	Load
3/5	70	8	2	6	2	—	2	1	2.5	50

Setup/Breakdown: —

Cost: 25,000¥

Availability: 8/8 days

Street Index: 2

Other Features: External Fixed Firmpoint (weapon not included), Remote Control Interface, Remote Microturret (weapon not included), Rigger Adaptation



GAZ-NIKI GNRD-71 BIS SNOOPER

The Snooper security drone can traverse even the most difficult terrain.

Handling	Speed	Accel	Body	Armor	Sig	Autonav	Pilot	Sensor	Cargo	Load
4/3	75	3	1	0	8	—	1	1	2	30
Setup/Breakdown: —				Cost: 8,500¥						
Availability: 8/8 days				Street Index: 1						
Other Features: Remote Control Interface, Rigger Adaptation										

GENERIC SURVEILLANCE DRONE

The typical surveillance drone carries thermographic and low-light video scanners.

Handling	Speed	Accel	Body	Armor	Sig	Autonav	Pilot	Sensor	Cargo	Load
3	70	9	1	0	5	—	2	1	0	10
Setup/Breakdown: 3 minutes				Landing/Takeoff: VTOL						
Cost: 8,125¥				Availability: 2/24 hrs						
Street Index: 1										
Other Features: Remote Control Interface, Rigger Adaptation										

MCT-NISSAN ROTO-DRONE

The Roto-Drone is a simple, no-nonsense rotor-wing drone design.

Handling	Speed	Accel	Body	Armor	Sig	Autonav	Pilot	Sensor	Cargo	Load
4	70	6	2	0	4	—	1	1	4	150
Setup/Breakdown: 8 minutes				Landing/Takeoff: VTOL						
Cost: 10,500¥				Availability: 2/24 hrs						
Street Index: 1										
Other Features: Remote Control Interface, Rigger Adaptation										

CYBERSPACE DESIGNS DALMATIAN

The Dalmatian vectored-thrust recon drone features a unique limited hover capability.

Handling	Speed	Accel	Body	Armor	Sig	Autonav	Pilot	Sensor	Cargo	Load
3	105	8	2	0	6	—	2	1	3	80
Setup/Breakdown: —				Landing/Takeoff: VTOL						
Cost: 16,000¥				Availability: 2/24 hrs						
Street Index: 1										
Other Features: Remote Control Interface, Rigger Adaptation										

VEHICLE MOUNTS

	CF Cost	Load	Availability	Cost	Street Index	Legal	RC
External Firmpoint Fixed Mount	1	10kg	6/7 days	750¥	2	3P-V	-1/2
External Hardpoint Fixed Mount	2	10kg	6/7 days	2000¥	2	3P-V	-1/2
Internal Firmpoint Fixed Mount	5	10kg	6/7 days	1,500¥	2	3P-V	-1/2
Internal Hardpoint Fixed Mount	7	10kg	6/7 days	3,000¥	2	3P-V	-1/2
Pintle Mount	0	0	4/96 hrs	50¥	1.5	Legal	2
Small Turret	7	100kg	12/30 days	7,500¥	3	3P-V	-1/2
Mini-turret	6	25kg	12/30 days	5,000¥	2	3P-V	-1/2

VEHICLE WEAPONS

Note that the gamemaster determines the Availability, Legality Code and Street Index for vehicle-grade weapons.

	Type	Ammo	Mode	Damage	Weight	Cost
Ares Vermicide Autocannon	Cannon	10 (c)	SA	12D	45	12,000¥
Water Cannon	"Shotgun"	"20"	"SA"	6M Stun	12	20,000¥

SEATTLE AND THE MODERN NORTHWEST



Much has changed in western North America since the signing of the Treaty of Denver in 2018. Several sovereign nations now exist in what was once U.S. territory, along with scattered outposts of the former United States and Canadian governments. The dominant powers of the region are various Native American Nations, the elven realm of Tir Tairngire, and the sprawling metroplex that is the city-state of Seattle. The following section provides an overview of Seattle and the modern Pacific Northwest, the heartland of the *Shadowrun* universe.

SEATTLE

The largest city in the Northwest, the Seattle-Everett-Tacoma sprawl has become the last bastion of UCAS governmental power in the region. This urban complex remains an important center of commerce and trade with the Native American Nations, Tir Tairngire and the nations of the Pacific Rim. As an island of the UCAS surrounded by a sea of foreign lands, the city of Seattle is a place where plenty of national and corporate conflicts get settled in the shadows. With a nasty mob war cooling off and a nasty corporate war still running hot, Seattle is the most profitable place in the UCAS to be a shadowrunner.

The following paragraphs briefly describe the Seattle Metroplex: its workings, its movers and shakers, and where to find the best shadowrunning opportunities.

SEATTLE AT A GLANCE

Population: 3,000,000+

Human: 63%

Elf: 12%

Dwarf: 3%

Ork: 19%

Troll: 2%

Other: 1%



Population Density: 500+ per square kilometer
Per Capita Income: 26,000¥
Population Below Poverty Level: 32%
Corporate-affiliated Population: 52%
Hospitals: 51
Felonious Crime Rate: 18 per 1,000 per annum

GETTING IN AND AROUND

As a frontier sprawl in the middle of foreign territory, Seattle is relatively easy to enter despite its geographic isolation from the rest of the UCAS. Sea-Tac International Airport is the main air-traffic hub, welcoming daily flights from all over the world. The metroplex also has numerous smaller airports. Even on domestic flights, security is pretty tight; visiting runners are advised against bringing anything illegal with them (unless they'd like a long and unpleasant conversation with the airport authorities).

The three major ground routes into and out of Seattle are the North, South and East roads. The North and South roads follow the old U.S. Interstate Highway 5. The East Road, formerly the I-90, eventually joins with I-82/84. In addition, a sealed-tube maglev train runs from San Francisco to Seattle through Tir Tairngire and the Salish-Shidhe Council. This line is the only passenger rail service into the metroplex. The trip takes about two hours and is frequently used by employees of Japanese corporations with interests in both cities.

Sea travel offers another way into Seattle, via the large numbers of passenger and commercial boats that dock daily in Seattle's busy harbor. Newcomers arriving by sea are expected to report to the Port of Entry Complex to have their transit information checked and updated, but plenty of people slip into the metroplex unnoticed through the waterfront. Smugglers and black marketeers will frequently smuggle passengers into the city for the right price.

Inside the metroplex, locals and visitors can get around by air, car, ferry or public transit.

Air

Most of the metroplex's corporate and major government facilities have heliports, and the city boasts five air-taxi services that fly from Sea-Tac airport or the major corporate centers to all the city's important locations. Air-taxis must file flight plans with the Sea-Tac control tower and are monitored by local and corporate radar. Suspicious deviations from filed flight plans warrant first a warning, then a visit from a Lone Star patrol chopper.

Car

Seattle has a large and fairly well-maintained road system, most of it gridded for the electric cars that make up the bulk of the traffic. Traveling across the metroplex generally takes about three hours in light traffic, longer during rush hours.

In rundown areas such as the Barrens, the grid system is often damaged or has ceased to function, and road maintenance is virtually non-existent. Local residents who drive tend to prefer motorcycles because of their size and ability to maneuver around obstacles. Late-night travelers in the Barrens or on Seattle's major highways are likely to encounter any of the numerous go-gangs that terrorize people passing through

the sections of road they claim as their turf. On occasion, the right sort of bribe can persuade a gang to leave you alone; if not, then more forceful means of persuasion or a fast vehicle and good driving skills are necessary to keep out of trouble.

Ferry

During daylight hours, the Seattle Ferry System runs twenty boats of varying sizes up and down the waterfront and to and from the islands in Puget Sound. Boats leave on the hour from Pier 66 in downtown Seattle for Tacoma and Everett. Some ferries can carry up to fifty cars; travelers can also take smaller passenger ferries or express hydrofoils.

Public Transit

The Metro Transit Company runs Seattle's public transit system. Bus routes run throughout the metroplex, and Seattle also has a monorail system that has been updated and expanded several times over the past hundred years. The monorail loops around the downtown district on elevated tracks, with stops at such major sites as Seattle Center and the Renraku arcology.

GOVERNMENT

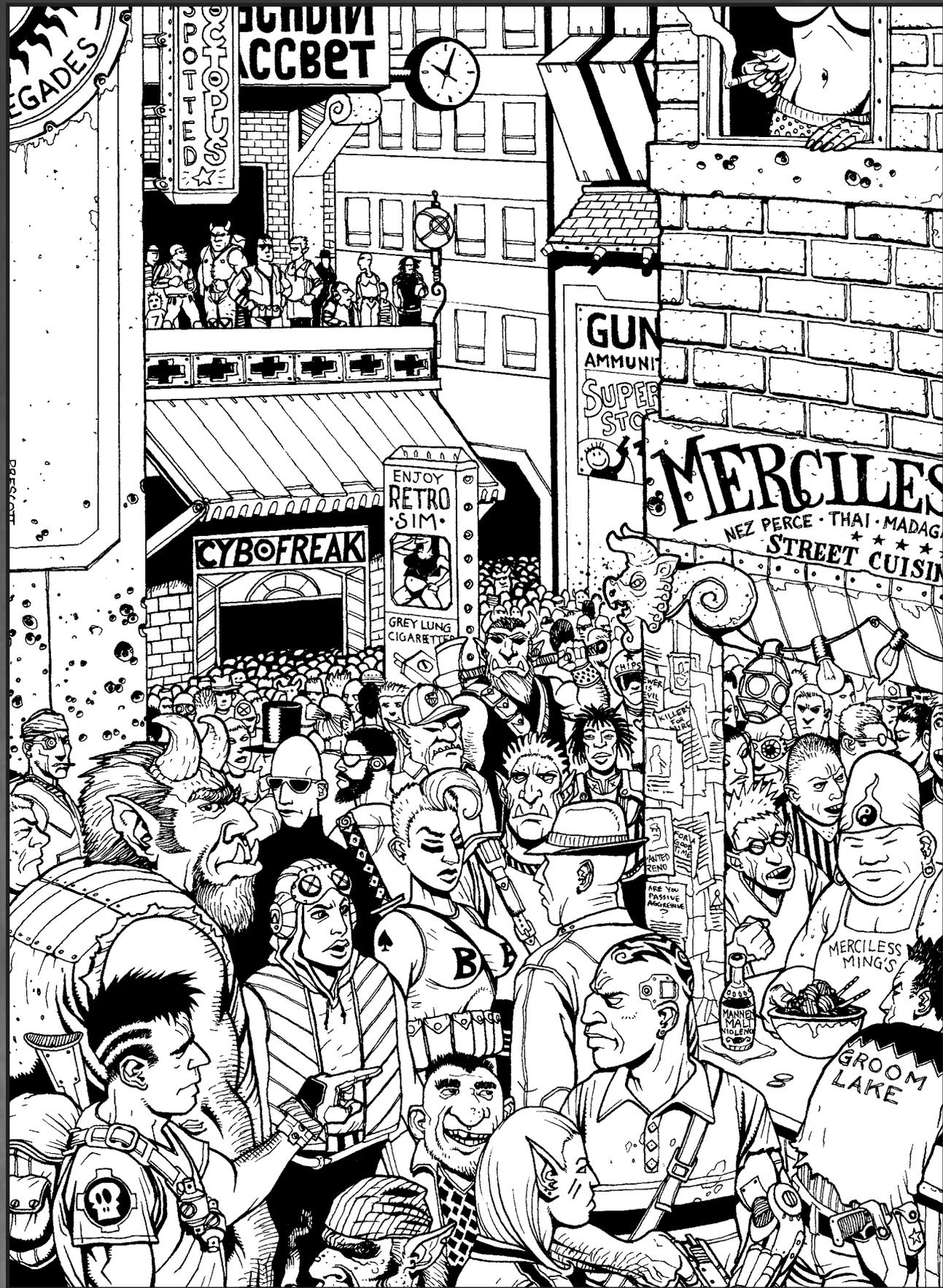
The Seattle Metroplex is divided into ten districts, each governed by a mayor and a district council. A governor runs the metroplex as a whole, advised by a twenty-one-member Cabinet. Seattle also has a Congress, made up of one hundred elected representatives from the city's districts. The Fort Lewis district is under the jurisdiction of the UCAS military, and so the commander of the Metroplex Guard traditionally serves as that district's mayor.

The current acting governor, Ivar Lindstrom, took office in the wake of Governor Marilyn Schultz's recent disappearance inside the shut-down Renraku arcology. He excels at playing to the media and encourages vigorous debate between the metroplex's many competing factions. Dynamic and popular, Lindstrom is likely to hold on to his job for the foreseeable future, barring the unexpected reappearance of his predecessor.

LAW ENFORCEMENT

Lone Star Security Services is the primary provider of police to the Seattle Metroplex, though other private security firms offer higher-quality services to those able to pay. Famous for their shoot-first-ask-questions-later attitude, Lone Star does an adequate job of policing the streets under most circumstances and in most neighborhoods. Slums like the infamous Redmond Barrens, however, tend to see Star cops only occasionally, and then behind plenty of heavy riot gear or in armed-to-the-teeth Citymaster patrol vehicles. The recent Mob war in Seattle tested Lone Star to its limits, and rumor has it that Governor Lindstrom is contemplating pulling Lone Star's contract with the city.

Plenty of other security corporations are waiting in the wings, eager to take Lone Star's place. Chief among them is Knight Errant Security, famed as the brainchild of corporate bigwig Damien Knight of Ares Macrotechnology. Knight Errant already handles security for several corporate installations in the city and would welcome a chance to expand its authority. Knight Errant personnel are well trained and supplied with top-





of-the-line equipment from subsidiaries such as Ares Arms. Sleek and stylish in their black uniforms, Knight Errant security agents are considered elite security enforcers, as opposed to the unglamorous “beat cops” of Lone Star.

At least twenty other private security providers also operate in Seattle, from larger outfits such as Eagle Security and Hard Corps, Inc. to small local companies such as Emerald City Security, Nightingale and Olympic Security. Most of these firms make their money from private contracts with small businesses unable to afford Lone Star or Knight Errant.

As part of Lone Star’s effort to hang onto its contract, the corporation’s Seattle head, William Loudon, has begun hiring shadowrunners to handle less-than-legal missions meant to curb the worst excesses of organized crime. He recently re-established the Shadowriders, a covert black-operations division of Lone Star Seattle, to handle the corporation’s shadowrunning needs.

Seattle’s Metroplex Guard

As a UCAS city-state amid hostile territory, Seattle is entitled to UCAS military protection. The Metroplex Guard does this job to the best of its ability, despite its small three-battalion size and often antiquated gear and equipment. Its soldiers are a mixture of full-time professionals and part-time reservists, with staff and field officers that include everyone from UCAS Army officers to political appointees. The Guard can be activated by the governor or by an executive order from the city council, though the Seattle Congress must ratify such action within 48 hours.

CORPORATIONS

Seattle has always been a corporate playground, and the recent corporate conflict has only made it more so. In addition to such well-established megacorporations as Mitsuhamas Computer Technologies and Renraku Corporation, up-and-coming megacorps such as Wuxing and Cross Applied Technologies have increasingly turned their attention toward the metroplex. Largesse from the late President Dunkelzahn’s will, coupled with openings left by the turmoil of the megacorporate “war,” have provided fertile ground for many smaller and mid-sized corps to gain a foothold in Seattle as well. Competition for business between local companies and the megacorporate giants is fierce, and often works itself out in shady backroom deals or illicit strikes against rivals—the latter frequently carried out by shadowrunning teams very unofficially on the corporate payroll.

Megacorporate Holdings

All of the AAA megacorporations have some kind of interest in Seattle, from token branch offices to high-tech research labs and vast industrial parks.

Ares Macrotechnology owns several shipping and air freight companies in the Seattle area, and its Knight Errant Security Services branch provides security for businesses and corporate installations throughout the metroplex. Ares is also the major gun supplier to the WeaponsWorld™ chain store, and has lucrative subcontracts with locally owned aerospace company Federated Boeing. The corporation’s Seattle HQ boasts state-of-the-art security and defense systems.

Aztechnology Corporation regards its Seattle-based Northwestern Division as a vital North American economic beachhead, as that corporation is legally forbidden to do business in California and Tir Tairngire. The Aztechnology Pyramid is a landmark of the Seattle skyline, with facilities for all of Aztechnology’s major divisions, including a magical research lab in the upper levels. At least one battalion of Aztlan troops is stationed in Seattle to protect the Pyramid and unspecified “corporate interests.”

Cross Applied Technologies, a relative newcomer to the Seattle scene, began constructing its Seattle facility in 2056. The local branch, Cross Advanced Electronics, handles electronic hardware, including computers, simsense players and recording decks. The division head is Nicholas Aurelius, son of Leonard Aurelius, former Chairman of the Board of Ares Macrotechnology and the sworn enemy of Ares head honcho Damien Knight. Bad blood between Knight and the Aurelius family virtually guarantees that Cross and Ares operations in Seattle will be looking for ways to hurt each other, and likely hiring shadowrunners to do the dirty work.

Six black and silver skyscrapers along the shore of Lake Washington are the North American headquarters of **Mitsuhamas Computer Technologies**. Mitsuhamas is best known for cutting-edge, high-tech goods and for strong ties to the Yakuza, though the latter have never been proved. The damage done to rivals Renraku and Fuchi during the recent corporate conflict have given Mitsuhamas a golden opportunity to become top dog in the fields of computers and electronics, which the corporation shows every sign of taking.

Novatech Incorporated, the reincarnation of defunct Fuchi Industrial Electronics’ North American branch, is the newest megacorporate player on Seattle’s stage. Novatech has held Fuchi North America’s ground in Seattle, and the ruthlessness and business acumen of owner Richard Villiers are likely to take it much farther in the near future. Novatech Seattle is the corporation’s gateway to the Pacific Rim and Asia, where there is plenty of money to be made. William Ager, Fuchi’s onetime “resources adjuster” extraordinaire, has signed on with Novatech Seattle and is rumored to be hiring shadowrunners as needed to further Novatech’s interests in the city.

The venerable **Renraku Corporation** is still hanging on to its Seattle market, but has taken a beating from both the corporate war and the mysterious shutdown of its crown jewel, the Renraku arcology. Incorporating one-third of Fuchi in a friendly takeover saved Renraku from sliding further down the corporate food chain, and the corporation is working on regaining control of the arcology as quickly as possible.

Saeder-Krupp Corporation, the world’s largest megacorp and the favorite toy of its owner, the great dragon Lofwyr, technically has no offices or facilities in Seattle. However, Saeder-Krupp subsidiaries own many small local factories and foundries, and the corporation maintains offices throughout the city for support staff who send information to the head office in Germany. As Saeder-Krupp is banned from doing business in Tir Tairngire and California, Seattle is an important “listening post” for keeping watch on North America’s Pacific Coast.

Twin towers of steel and mirrored glass hold the offices of **Shiawase Corporation’s** Seattle branch, which oversees vari-



ous operations in the Pacific Northwest. Shiawase has extensive interests in Seattle, from a fusion plant in Redmond to its public-works contract with the metroplex government and an expanding biotechnologies division. Frequent in-fighting between Shiawase's many divisions often leads to shadowruns conducted by one part of the company against another. With Shiawase's recent acquisition of former Fuchi assets, the corporation is moving fast into the cyberware market, and all projects going on in Seattle are considered top secret.

Wuxing, Inc., a Hong Kong-based corporation that recently vaulted to megacorporate status, has likewise become a forceful presence in Seattle. Wuxing is becoming more and more active in Seattle economics and politics, pushing for trade alliances between the metroplex and Pacific Rim nations like Hong Kong, Korea, Singapore, Russia and other non-Japanese interests. None of this has endeared Wuxing to its Japanese counterparts, and many of them would love to see Wuxing taken down. Meanwhile, Wuxing is renovating its Seattle HQ and instituting an aggressive hiring program in the metroplex.

Yamatetsu Corporation, once the red-headed stepchild of the Japanese megacorps, has jumped into the spotlight with the move of its world headquarters from Japan to the Russian port of Vladivostok. Known as the only metahuman-friendly corporation among the Japanese megacorps, Yamatetsu has been quick to capitalize on this reputation, initiating a hiring blitz among metahumans in Seattle. Its unprecedented departure from Japan has caused conflict with some of the company's more conservative employees, setting off power struggles throughout the corporate infrastructure.

Local Corporations

Seattle's local corporations range from the aerospace giant Federated Boeing, the largest employer in the metroplex, to the multifaceted Brackhaven Investments, run by former UCAS presidential candidate Kenneth Brackhaven, an arch-conservative with a human-supremacist bent. Other major players on the Seattle scene include Global Technologies, Inc., a small high-tech corporation that specializes in simsense and skillsort technology; MegaMedia, Seattle's largest simsense producer with connections to major Hollywood outfits like Amalgamated Studios and Virtual World-Disney; Microdeck Industries, a producer of low-priced computer hardware and software that has a lucrative licensing deal with Mitsuham; Pacific Rim Communications, which runs the Seattle LTG; Telestrian Industries, a Tir Tairngire-owned conglomerate with fingers in almost every cutting-edge field; Universal Omnitech, holder of bioware patents that bring in more than a billion nuyen a year; and Visionquest Entertainment, a simsense production company owned by the great dragon Dunkelzahn until his untimely demise.

SEATTLE IN THE SHADOWS

Like any major city in the *Shadowrun* universe, Seattle has its dark underbelly where the people on society's fringes live, work and often die. From freelance runner teams to gangs to organized-crime syndicates, Seattle's underworld is alive with activity. The smart and the lucky thrive in this simmering stew of smugglers' dens, gambling houses, brothels and back-alley deals; oth-

ers just try to live through each day unnoticed by the syndicate sharks or the often vicious gangs out looking for a thrill.

The big-time syndicates operating in Seattle—the Mafia, Yakuza, Triads and Seoulpa Rings—keep the shadow-economy humming. Many of them use local gangers to enforce protection rackets or distribute illicit goods like BTL chips, which leads to occasionally bloody turf wars.

The Mafia

La Familia has a long history in Seattle, beginning with control of the docks and the labor unions. It has since expanded into almost every conceivable criminal racket, maintaining its strength in spite of an ongoing conflict with the Yakuza and occasional power struggles within its own ranks. Maurice Bigio is the current Don of Seattle, and the Bigio Family handles Mafia business in much of the southern metroplex. They earn most of their money in smuggling and protection rackets on the Tacoma docks, and also have hooks in a lot of local businesses through loan-sharking operations. Other major players in the Seattle Mafia include Rowena O'Malley, daughter of the previous Don and head of the Finnigan Family; and Vince "Numbers" Ciarniello, the wily old capo of the Ciarniello Family.

The Yakuza

The Yakuza first began operations in Seattle around the turn of the century, arriving there along with the newly powerful Japanese megacorporations. The Yakuza remained tied to those corporations for some years, until the syndicate grew large enough to form new Yakuza clans in the region. Over the years, they have become the most powerful syndicate in the Pacific Northwest, tangling frequently with the Mafia and continuing to expand their operations even in the face of purges ordered by higher-ups in Japan. Hanzo Shotozumi, the ambitious current oyabun of Seattle, recently declared his organization independent from its Japanese leaders, which threatens to touch off a shadow war between the Seattle Yakuza and Yakuza clans elsewhere.

The Triads

The Chinese syndicates known as Triads are up-and-coming players in the Seattle underworld. They control Hong Kong and most of mainland China, but have interests all around the world. The Seattle Triads—most notably the Yellow Lotus, the Eighty-Eights and the Octagon—are heavily into smuggling, dealing primarily in drugs, chips, weapons and similar items. Their lucrative smuggling operations put them in competition with the Yakuza and the Mafia; fights between smugglers allied with the different syndicates are an increasingly common occurrence.

The Triads have made a big splash in the BTL chip market lately with Kong chips, cheap Hong Kong knockoffs of the higher-priced BTLs peddled by the Mafia and Yakuza. Kong chips are cutting into the other syndicates' markets, which makes none of them happy.

The Seoulpa Rings

Seattle is the birthplace of the Seoulpa Rings, which developed in the 2040s after a violent Yakuza purge of all of its Korean members. The Rings are the wild cards of the Seattle

underworld: small and well-organized, each with their own goals and plans. Sometimes they work together; at other times they are worlds apart. Many have connections to smaller local gangs, whom they use to carry out just about every kind of illegal business from BTL dealing to vice to extortion. The major players include the Choson Ring, Seattle's largest; the Komun'go Ring, known for its use of magic; and the Tartarus Ring, purveyors of contraband body parts.

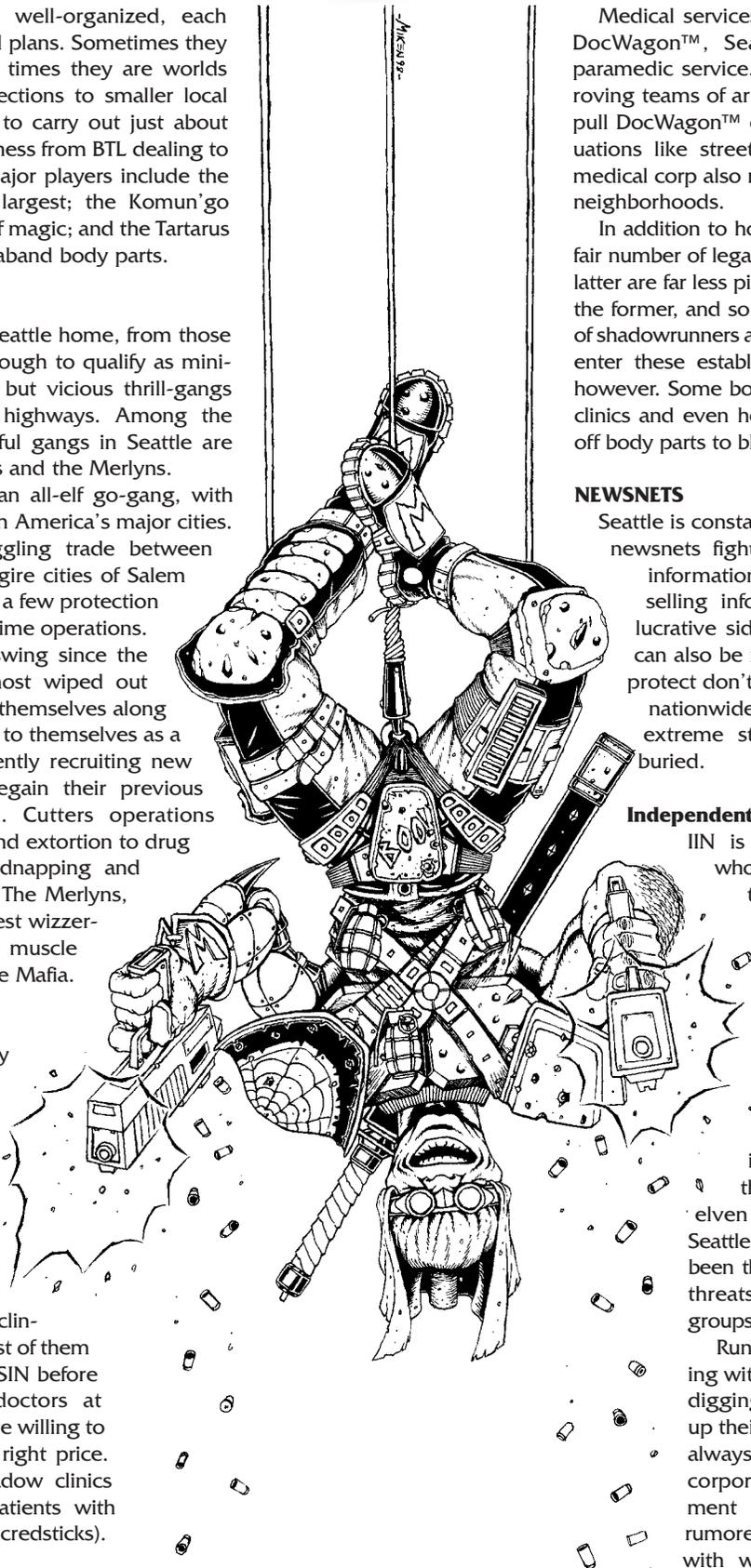
Major Gangs

Several gangs call Seattle home, from those large and centralized enough to qualify as mini-syndicates to the small but vicious thrill-gangs that terrorize Seattle's highways. Among the larger and more powerful gangs in Seattle are the Ancients, the Cutters and the Merlyns.

The Ancients are an all-elf go-gang, with chapters in most of North America's major cities. They control the smuggling trade between Seattle and the Tir Tairngire cities of Salem and Portland, along with a few protection rackets and other small-time operations. The Cutters, on the upswing since the Seattle branch was almost wiped out five years ago, organize themselves along corporate lines and refer to themselves as a business. They are currently recruiting new members, hoping to regain their previous numbers and strength. Cutters operations range from smuggling and extortion to drug and chip dealing to kidnapping and freelance security work. The Merlyns, Seattle's largest and oldest wizzer-gang, uses its magical muscle almost exclusively for the Mafia.

MEDICAL FACILITIES

From the unlucky runner who catches flying lead to the street samurai installing the latest lethal cyber-gadget, those who work the shadows sooner or later will need the services of a good doctor. Seattle boasts more than fifty hospitals and clinics, and even though most of them require proof of a valid SIN before providing treatment, doctors at many of those facilities are willing to ignore the rules for the right price. Several doctors run shadow clinics on the side to treat patients with "special needs" (and full credsticks).



Medical services are also available through DocWagon™, Seattle's primary HMO and paramedic service. Though best known for its roving teams of armed medical personnel that pull DocWagon™ clients out of dangerous situations like street brawls and firefights, the medical corp also runs clinics in various Seattle neighborhoods.

In addition to hospitals, Seattle is home to a fair number of legal and illegal body shops. The latter are far less picky about their clientele than the former, and so tend to have large numbers of shadowrunners among their patients. Runners enter these establishments at their own risk, however. Some body shops, as well as seedier clinics and even hospitals, are rumored to sell off body parts to black-market organleggers.

NEWSNETS

Seattle is constantly making news, and local newsnets fight like cats for the choicest information. Working for a newsnet or selling information to one can be a lucrative sideline for runners, though it can also be risky. People with secrets to protect don't usually want them aired on nationwide trideo, and will often take extreme steps to keep their secrets buried.

Independent Information Network (IIN)

IIN is a worldwide organization whose reporters and snoops sell their material to news sources all over the globe. IIN newshounds have a reputation second only to NewsNet snoops when it comes to digging up dirt. IIN is owned and operated by metahumans, which gives it an edge in reporting metahuman news and dealing with sources in places like the Ork Underground, the elven enclave of Tarislar and Seattle's Elven District. IIN has also been the target of numerous death threats from human-supremacist groups.

Runners can make money working with IIN snoops who need help digging up leads and facts to back up their stories. A good decker can always find work snooping around corporate systems and government hosts. The bureau chief is rumored to maintain a slush fund, with which she hires runners to

teach object lessons to groups that threaten IIN operations. IIN is also a potential source of lucrative paydata; stories in progress, files of leads, incriminating trideo footage and the like is worth a lot to the right customer, especially if all other copies in existence mysteriously disappear.

NewsNet

NewsNet is the world's biggest independent news network. Neither owned nor controlled by any megacorporation, NewsNet is known for taking potshots at everyone. NewsNet snoops are the masters of old-fashioned muckraking and investigative reporting. They are rumored to pay well for leads on hot stories, especially juicy corporate gossip. Runners should take care when deciding what to sell, however. NewsNet protects its sources, but megacorps often devote considerable effort to tracking down and silencing people who talk too much.

KSAF

To all appearances, local station KSAF is a small-time independent trideo network. KSAF's employees seem blessed with astonishing luck, however, and have managed to film important events throughout the twenty-first century even as those events were breaking. To this day, no one knows how they know which events are worthy of their cameras, which go throughout the metroplex and across North America in pursuit of the latest story.

Trid Pirates

Seattle also has no lack of people with a trid-cam and a desire to get "the truth" out to the masses, whatever their version of it might be. Many of these trid pirates have a specific axe to grind; others are interested only in money, and arrange pay-per-view showings of illegal broadcasts such as death-matches from the nation of Aztlan.

TRIBAL LANDS AND OTHER NEIGHBORS

The Seattle metroplex is surrounded by foreign nations whose attitudes toward it range from grudging toleration to simmering hostility. Its neighbors include the Salish-Shidhe Council, the breakaway Native American nation of Tsimshian, and the elven nation of Tir Tairngire.

THE SALISH-SHIDHE COUNCIL

The Salish-Shidhe Council (SSC) holds most of the former states of Washington and Idaho, along with a sizable chunk of what was once British Columbia, including Vancouver. Fortunately for Seattle, the SSC is indifferent rather than hostile toward the metroplex and the UCAS. As long as Seattle keeps its problems contained inside its own borders, the Salish-Shidhe leave it alone. As Seattle's major supplier of power, the SSC has a fair amount of leverage over the metroplex; should Salish-owned Gaeatronics Corporation ever pull its support from Seattle's infrastructure, it could cripple the city.

The Salish-Shidhe Council is made up of several major tribes, including two that are predominantly metahuman. The various tribes each control their own areas in the nation, administered by a tribal chief. Each tribe sends a representative to the Salish-Shidhe Council, which makes policy for the nation as a whole.

Following are descriptions of the major SSC tribes.

SALISH

Predominant Race: Human

Territory: Most of the region west and south of Puget Sound

Chief: Harold Gray Bear

Chief Shaman: Leaping Salmon

Principle Commercial Activities: Power generation, fishing and tourism

The Salish, founders and owners of Gaeatronics Corporation, are the most technologically sophisticated of the SSC tribes. Gaeatronics runs the fusion plant that supplies the majority of Seattle's power, along with solar and wind generators throughout SSC territory and geothermal taps along the Cascade volcanoes. The economic, political and technological savvy of the Salish allows them to dominate the Council, a state of affairs that chafes other tribes like the Makah and the far less prosperous Cascade Orks. Generally speaking, however, the Salish are respected by their neighbors.

SINSEARACH

Predominant Race: Elf

Territory: Southwest of Seattle, including Mount Rainier

Chief: Gillian Morningsong, a Coyote shaman

Chief Mage: Ryan Highbrow

Principle Commercial Activities: Natural forest products, crafts, tourism and animal husbandry

The Sinsearach tribe is made up mostly of elves who applied to join the NAN after the Sovereign Tribal Council publicly welcomed metahumans in NAN lands. Many of the original members of the tribe were "pinkskins," elves from non-tribal backgrounds who chose the tribal lifestyle. Over time, a schism developed between elves who wanted to remain part of the NAN and those who feared that the STC was repressing metahumans. Eventually the tribe split into the Sinsearach and the Cénesté, or "forsaken," elves. The Cénesté severed all ties with the Salish-Shidhe Council and invited other elven immigrants to join them when they founded Tir Tairngire in 2035. Relations between the two nations remain cool, though some factions among the Sinsearach are said to maintain strong ties to their Tir cousins.

The Sinsearach are strongly eco-conscious and prefer to use as little intrusive technology as possible. They sustain themselves through organic agriculture and forestry, native crafts and tourism along the Cascade Mountains.

MAKAH

Predominant Race: Human

Territory: Northwest Olympic Peninsula

Chief: George Lodgepole

Chief Shaman: Black Otter

Principle Commercial Activities: Forestry

The Makah control the northern tip of the Olympic Peninsula, including some rich forest land and the former U.S. naval bases still in use by the SSC. The Makah also control a Trident submarine base and several other former USN facilities, making them vital to the defense of Council territory and the Olympic Peninsula.

The Makah make most of their money from the lumber industry. The tribe ships lumber, paper and wood by-products



to Seattle and Vancouver, from which they are shipped all over the Pacific Rim.

CASCADE CROW

Predominant Race: Human

Territory: Most of the territory east of Seattle as far as the Cascade Mountains

Chief: Frederick Eye-Like-Eagle

Chief Shaman: Red Buffalo Woman

Principle Commercial Activities: Livestock (horses and cattle), agriculture, shipping

The Cascade Crow tribe advocates a return to traditional Native American ways and the expulsion of all “foreigners” from the lands of the Northwest, including Seattle. Luckily for the metroplex, the tribe’s proposals to take over Seattle have thus far been defeated in the Council, which has no desire to violate the Treaty of Denver when it has more pressing internal matters to attend to.

The Cascade Crow control Vancouver, the largest port city in the SSC. The Seattle metroplex is Vancouver’s main competition; control of both cities would give the tribe a lock on the entire region’s shipping industry. The Salish and the Makah oppose this, preferring healthy competition and another outlet for their goods. The competing interests of these two factions frequently work themselves out in Seattle’s shadows, where the Cascade Crow sometimes try to sabotage Seattle shipping and the other tribes act to keep them in line.

CASCADE ORK

Predominant Race: Ork

Territory: Small holding in the Cascades just north of the eastern route out of Seattle

Chief: Pawl Shaggy Mountain (troll)

Chief Shaman: Skink (ork)

Principle Commercial Activities: Raising sheep, mining and smuggling

The Cascade Ork tribe is made up mostly of orks, trolls, and a few dwarfs and humans from the Cascade Crow. The tribe broke away not long after the formation of the NAN and staked out its own territory in the mountains, where tribe members raise livestock and engage in mining. Less sentimental about the “sacred land” than other tribes, the Cascade Orks run mining operations that often fall short of the SSC’s environmental standards. The tribe also makes a small amount of money selling “native” crafts turned out on computer lathes.

A fair portion of the small tribe’s wealth comes from aiding smugglers who pass through the Cascades on their way to and from Seattle. Cascade Ork territory is well known as a waystation for t-bird smugglers carrying cargo from Seattle to Denver and points south and east. The other tribes have chosen to turn a blind eye to these activities because the smuggled materials generally go to Seattle rather than ending up in NAN territory.

Contacts with the Cascade Orks can be useful for obtaining discreet transportation into or out of Seattle. Some smugglers will carry passengers for the right price, and the Cascade Orks frequently know who to talk to.

Vancouver

Located on the Pacific Coast at the mouth of the Fraser River, Vancouver is the Salish-Shidhe Council’s “Gateway to the East,” and serves as its most important seaport. It handles tons of cargo, particularly goods from California, Japan and Hong Kong, and ships lumber, fish, oil and foodstuffs to cities along the Pacific Rim. The Cascade Crow tribe keeps Vancouver clean, safe and beautiful, a shining example of modern Native American civilization.

Beneath this bright surface, however, lies Vancouver in the shadows. The city’s corporate interests engage in various forms of shadow ops in their efforts to edge out rivals in Vancouver’s lucrative shipping industry, which is also a ripe target for organized-crime syndicates. The Triads are particularly aggressive in Vancouver, having their fingers in most of the shipments coming out of Hong Kong. The city is also the last stop on the profitable t-bird smuggling route from Seattle up the Alaskan Highway to Siberia, Russia and Vladivostok, via the NAN nations of Tsimshian and the Athabaskan Council. Illegal goods also flow into Vancouver by boat before making their way to Seattle.

The Cascades

The Cascade mountain range runs through SSC territory, cutting a curving line past Seattle down through Sinearach lands and into Tir Tairngire. In addition to their natural beauty, the mountains are a source of income for the NAN, attracting hikers, campers and sightseers. For those in the shadow-biz, the Cascades provide a prime smuggling route into and out of the Seattle metroplex for t-birds laden with illicit goods.

The Salish-Shidhe and the elves of Tir Tairngire consider the Cascades an important spiritual and magical area, especially the still-active volcanoes that the Great Ghost Dance brought roaring back to life. Many shamans have lodges and ritual grounds in the mountains. The Cascades are also home to numerous species of Awakened plants and animals, as well as powerful fire spirits.

TSIMSHIAN

Tsimshian seceded from the Native American Nations in 2037, and since its founding has been ruled by a staunchly conservative, anti-Anglo government. Great Chief Deborah Jim, a skilled mage, has governed Tsimshian for more than twenty years.

Tsimshian’s population is entirely Native American, mostly members of the Tsimshian and Tlingit tribes. A small minority belong to the Haida and Kwakiutl tribes, whom the majority treats as second-class citizens. This systematic oppression has led the underdog tribes to form militant groups like the Haida National Front and the Long House Brotherhood, both alleged to engage in terrorist activities.

Tsimshian’s laws are fairly harsh, and most crimes are punished with slavery (or “enforced servitude” as the Tsimshian like to call it). The local police force has paramilitary training and frequently uses military-grade armor and weapons.

Tsimshian earns its money through logging and mining its rich natural resources. Unlike most of the NAN nations, Tsimshian has little concern for environmental safeguards; clear-cutting and strip mining are common practice. The largest unof-

ficial industry in Tsimshian is smuggling; the nation lies along a major smuggling route from Seattle up along the Alaskan Panhandle and across the Bering Straits to Russia and Siberia. Regular t-bird runs carry goods back and forth from Seattle and points south to the profitable black market in Vladivostok, from which they spread throughout Asia. Rumor has it that certain government officials make a tidy profit pocketing bribes to look the other way.

TIR TAIRNGIRE

Meaning “the Land of Promise” in the elven tongue of Sperethiel, Tir Tairngire takes up most of the former state of Oregon, along with portions of Washington and California. Though much of Tir Tairngire’s original population was native to the Pacific Northwest, large numbers of elves and smaller numbers of other metahumans migrated to the new “promised land” when the Tir offered a safe haven to metahumans of any nation. The tremendous influx of metahumans strengthened claims that Tir Tairngire was a land of magic.

High Prince Lugh Surehand rules Tir Tairngire, with the aid and advice of the Council of Princes. There are fifteen seats on the Council, most occupied by elves, though the great dragon Lofwyr also holds a Council seat. The Tir is a closed society; it strictly enforces its stringent immigration laws, and most of the rarely granted visas go to elves. The nation’s borders are heavily patrolled and guarded by high technology, powerful magic and (if rumors can be believed) all manner of paranormal creatures. Few people succeed in crossing the border illegally. Those who fail are dosed with a memory-erasing drug and dumped outside Tir lands. Since the assassination of President Dunkelzahn in 2057, the Tir’s borders have become even tighter.

The elven nation has strong trade ties with the Seattle Metroplex. In 2050, the metroplex governor signed an exclusive trade agreement with the Council of Princes that made



Seattle the central port through which goods from Tir Tairngire could flow into the UCAS and elsewhere in the world. In 2054, the Council of Princes signed an agreement making Seattle the elven nation’s prime source for imports as well as exports. In practice, the agreements allow Tir Tairngire to eliminate virtually all foreign-owned traffic into or out of the elven nation, and also give them control over a large chunk of Seattle’s economy. Though some worry about an outright Tir takeover of the metroplex, Seattle serves Tir Tairngire admirably as a buffer zone between the elven nation and the outside world, as well as a convenient place to which the Tir can exile its undesirables.

Portland

Portland’s location gives it a unique position in Tir Tairngire. The city lies along the border with the Native American Nations, separated from the rest of the country by the Portland Wall. Portland is the only place to which visitors to the Tir can come without submitting to the gimlet-eyed scrutiny of the Tir Immigration Department. Consequently, Portland acts as the Tir’s link with the outside world.

The city lives under modified martial law, overseen by a military tribunal and the Council of Princes. Local police are armed to the teeth with military-grade weaponry and training, and the ten-meter-high Portland Wall is protected by cutting-edge security measures. The heavily patrolled district of Royal Hill, where the Princes of Tir Tairngire live and meet, lies just outside the wall, through the Sunset Gate.

Portland’s shadows are deep and dark. Runners who want to work them from inside the elven nation must be good enough at their jobs to evade the Tir Defense Forces and local police, both far more paranoid and vigilant than even Seattle’s vaunted Lone Star. However, Seattle’s own shadows offer plenty of Tir-connected biz. The Tir has all sorts of interests in the metroplex, legitimate and otherwise, and plenty of ways to smuggle people and goods in and out.

THE DEVELOPER'S SAY

A lot changes in nine years.

In 1989, FASA introduced *Shadowrun* to the world. The combination of the two very distinct genres of fantasy and cyberpunk (or near-future dystopia) was a bold stroke for the industry. The fantasy world is populated by elves and dragons, saturated with magic and focused on good versus evil. The cyberpunk world is a world of darkness and shadows, guns, robots, mental programming and oppressive monolithic entities waiting to strip you of your soul. In a world shadowed by mega-corporations and restricted by big government, there is no good, only shades of gray and evil. Despite the dramatic difference in these two worlds, FASA's creative staff at the time, and specifically Jordan Weisman, felt confident that these opposites could be combined into an exciting new world. In a further stroke of inspiration, rather than creating some fictional world or planet as the setting for this fiction, they decided to use Earth, with its familiar historical background, fears and trends. The result of this innovation is a fictional background that intertwines the worlds of science fiction and fantasy to create a unique entity that is simultaneously neither and both.

Oh yeah—they also created a game.

You hold in your hands the third edition of that game. The world is the same. The difference is in the attitude and the presentation—and yeah, in some cases, the rules have changed.

Why change anything? The simple answer is we had to.

Nine years ago, the competition for a new roleplaying game was another new RPG. Today, the competition comes from every angle—home satellite dishes, the world wide web, computer games, interactive game sites. Something created nine years ago to compete against other RPGs had no real chance of holding its own against these innovations.

So we changed everything we could.

New look, new attitude, new approach, new perspective. Sounds like a bad advertising campaign, and it would be if it wasn't so darn true. Nine years is a long time in game years. In 1998, the game of the near future where man meets magic and machine looked, felt and played like a game of the past. So we set out to revamp the game according to two mantras. First, the *Shadowrun* world is strong, creative and alive; leave it alone. Second, the presentation of the rulebook is old fashioned and fails to entice people into playing; change that!

For two years, I ate, slept and dreamed *Shadowrun*, and I still couldn't find rules in the rulebook. And if the devoted fans are frustrated by the main rulebook of the game—a complaint I hear every time I go on-line, to a convention, or to a game store—you know you're not winning new fans to the game. Clearly, we needed to rethink the organization and presentation of the game. That meant including more examples, creating a useful Game Concepts chapter, presenting like information together, and expanding the Gear section to include all

the information needed in one place, among other tasks. Sounds simple. In reality, it was very hard!

In the nine years the game has been on the market, we have put out multiple rulebooks to try to correct, adjust and clarify the rules, and in some cases create rules that weren't there but needed to be. These books succeeded in accomplishing these tasks, but in the long run we always ran into the same problem—if you pick up the *Shadowrun* rulebook, you don't have the rules you need to play the game. The Matrix rules were in one book and the rigger and drone rules were in another. Magic was adjusted in a third and other rules were clarified in a fourth. Years ago, people might not have objected to buying multiple rulebooks to get the complete game, but if you tell today's roleplayer that he needs to buy four or five books just to get the core rules of your game, you might as well fold up your tent and go home.

We wanted *SR3* to serve as a primer for shadowrunners and shadowrunning. That meant taking a new perspective on the rules and giving a new tone to the writing. We needed to show the players how to play the game, create a character, use skills. You, the player, needed to understand who a shadowrunner was and what a shadowrunner does. The game is meant *for you to play* and we had to find a way to get that across. We felt the more we addressed *you* and showed *you* how to do things the more fun *you* would have and the more time *you* would spend with *Shadowrun*. And you guessed it—doing that was very, very difficult.

Finally, we needed a new look. The FASA art staff went to work recreating the look and feel of the world of *Shadowrun* within these pages, focusing on the runners themselves. Not so difficult by my standards—but bleeding-from-the-ears difficult for the art staff.

So that being said, do we have a better product? I can state with total confidence, "YES." The look and feel of the book gives *Shadowrun* an exciting new visual impact, graphically illustrating what shadowrunning is, how it's done and the world it is set in. The presentation of the rules provides examples that focus on who you are in the game, what you do and how you do it. Even the new rules we added make the game more understandable and easier to play. Magic now uses the same mechanics as the rest of the game. Skills have been simplified, offering standard defaults as well as more options. Initiative has been reworked so that everyone can contribute to the team as early as possible in combat.

Nine years is a long time, yet we are confident that we just set *Shadowrun* up for another nine-year run.

See you in 2007!

Have Fun! Play *Shadowrun*!

Mike Mulvihill

SOURCEBOOK UPDATES

Players already familiar with the *Shadowrun* game system and sourcebooks can use the following rules and guidelines to make characters and previously published source material compatible with the *Shadowrun, Third Edition* rules. The first part of this section discusses how to convert *SR2* characters and NPCs to *SR3*, and the second part discusses various changes the *SR3* rules make to specific sourcebooks.

A detailed summary of all changes will be posted to FASA's web page, at <http://www.FASA.com>.

CONVERTING CHARACTERS

SR2 player characters and non-player characters require only a few minor adjustments to be fully compatible with the *SR3* rules. Rather than completely rebuilding *SR2* characters using the *SR3* rules, we suggest that players and gamemasters make a few simple changes according to the information provided in this section. This will result in approximate conversions rather than exact duplicates, but we feel that conversion is easier than rebuilding and accurate enough to satisfy the needs of the game.

Skills

To convert a character's skills to *SR3*, first compare each skill to the skills listed in the *Skills* chapter, p. 82. In most cases, the skills will translate into essentially the same skill. In these cases, the rating remains the same.

If the *SR2* skill has a concentration, check the *SR3* skill list for an equivalent specialization. If an equivalent specialization exists, then simply rename the concentration as a specialization; everything else remains the same. If not, choose a new specialization for the base skill at the same rating as the concentration. For example, Stealth 4 (Urban 6) could be converted to Stealth 4 (Sneaking 6).

If the *SR2* skill had both a concentration and specialization, compare the skill, concentration and specialization to the *SR3* skill list and choose a corresponding base skill. Choose either the concentration or the specialization of the *SR2* skill as the *SR3* specialization, then add 1 to both the converted base skill rating and specialization rating. For example, the *SR2* skill of Bike 2 (Racing 4 [Yamaha Rapier 6]) could be converted to the *SR3* skill of Bike 3 (Yamaha Rapier 7).

The *SR2* concentrations of most *SR2* combat and knowledge skills have become base skills in *SR3*. In these cases, ignore the *SR2* base skill and convert the concentration directly to an *SR3* base skill at the same rating. For example, Biology 3 (Botany 5) would be converted as just Botany 5, and what was Firearms 4 (Pistols 6 [Ares Predator 8]) would be converted to Pistols 6 (Ares Predator 8).

When converting etiquette skills, give the character a base Etiquette Skill Rating at 2 less than the *SR2* rating, but with a specialization in whatever the *SR2* skill had as a concentration, at an equal rating. For example, the *SR2* skill of Etiquette (Street 4)

would become Etiquette 2 (Street 4) in *SR3*. If the character had more than one Etiquette Skill, use the highest *SR2* rating to determine the base *SR3* Etiquette rating. For example, an *SR2* character with Etiquette (Tribal) 2 and Etiquette (Media) 6 would convert to Etiquette 4 (Media 6) in *SR3*.

Gamemasters and players should be creative and flexible when converting skills. For example, an *SR2* character with Gunnery 3 (Machine Guns 5) could be allowed to convert that into either Heavy Weapons 5 or Gunnery 5 in *SR3*. Alternately, the gamemaster may allow the player to split the two options and give his character Heavy Weapons 3 and Gunnery 2.

Additional Skills

To bring *SR2* characters into line with the greater number of skills available to *SR3* characters, we suggest giving each *SR2* character being converted a number of points worth of knowledge skills equal to the character's Intelligence x 5, "bought" per the *SR3* character creation rules (see p. 52). Before purchasing additional knowledge skills, however, subtract from the available points the total ratings of any knowledge skills the character currently possesses and use the subtracted points to buy more Active Skills for the character, also using the character creation rules.

In addition, each character has a Read/Write Skill at half the rating of each Language Skill they possess (round down).

Seb's converted SR2 character has an Intelligence of 6. That gives him (6 x 5 =) 30 points to spend on knowledge skills. Because he already has the (converted) knowledge skills of Magic Background 4 and Parazoology 3 (a total of 7), he actually only gets to spend (30 - 7 =) 23 points on Knowledge Skills. However, he does get to spend those 7 points on buying some additional Active Skills.

DICE POOLS AND THREAT RATINGS

The Combat and Control Pools of converted characters remain the same. The Spell Pool replaces the Magic Pool, and the Astral Combat and Hacking Pools are calculated differently. See the rules on p. 43.

Non-player characters and critters no longer have Threat Ratings. Instead, calculate appropriate dice pools for them in the same manner as for characters.

Karma

For elf, dwarf, ork and troll characters, divide their Karma Pool by 2 (round down, minimum of 1). The result is the converted character's Karma Pool. The difference between their old and new Karma Pool is added to their Good Karma, and may be spent as the player wishes, per the *SR3* rules.

Non-player characters and critters also receive Karma Pools per the guidelines on p. 248.

MAGIC

SR2 magical adepts become Aspected magicians in *SR3*, and gain the ability to use astral perception. Physical adepts become adepts in *SR3*. The Power Points cost of adept characters should be re-calculated according to the *SR3* costs, because some powers are now cheaper and so existing characters may be able to buy new powers. In addition, certain powers have changed, such as Improved Ability and Increased Reflexes, and need to be adjusted for each character.

Shamans should review their totem descriptions (p. 162) because some totem modifiers have changed.

Because a number of spells have been changed or redefined, adjust a converted character's spells as necessary. A number of spells also have been combined. If a character carried more than one of these combined spells (such as Power Bolt and Power Dart), the player should convert only one to the new, combined spell and should assign his or her player a new spell at the rating of the non-converted spell.

Expendable-fetish limited spells no longer exist; such spells can either be made Exclusive or reduced in Force (modified) by 2 when converted. In addition, reusable-fetish and Exclusive-limited spells have been redefined. A character with such spells can choose to have the limit apply to the spell's cost (in which case the Force of the spell is no longer adjusted; reduce it by 1 or 2) or apply toward reducing Force for purposes of Drain (in which case the character must pay 1 or 2 Karma for the spell or else reduce its Force).

Spell locks have been eliminated from the game in *SR3*. Each spell lock a *SR2* character owns may be converted to a Force 3 sustaining focus (see p. 190), or sold for 45,000 nuyen. If players wish to have a higher-Force sustaining focus, they may increase the Force Rating at 15,000 nuyen per point (to a maximum of 6) at the gamemaster's discretion.

Astral Initiative has also changed for magicians. Calculate the converted character's new Astral Initiative as Intelligence + 20 + 1D6.

GEAR

Some pieces of gear have changed in cost or function, but these changes should not require players to juggle any statistics when converting a character to *SR3* rules. If a piece of *SR2* gear does not exist in *SR3*, the gamemaster should convert it to an item that closely approximates the current piece of gear or else allow the character to sell it for nuyen.

Cyberware

The Datasoft Link is now named the Knowsoft Link to more accurately reflect its use.

Cyberlimbs now come in two versions: Synthetic and Obvious (see p. 301). Characters with cyberlimbs should choose the model they prefer and calculate Concealability.

CONVERTING SOURCEBOOK MATERIAL

Shadowrun, Third Edition includes numerous clarifications and minor changes that have an impact on a wide range of sourcebook material. If a conflict exists between the rules printed in a published sourcebook and information covering the same topic in *SR3*, use the *SR3* rules.

The information in *Awakenings*, *The Grimoire*, *Cybertech-nology*, *Shadowtech*, *Fields of Fire* and the *Street Samurai Catalog* will be updated in upcoming products to reflect the changes in *SR3*. The books on magic will be combined into a single volume and updated to *Shadowrun, Third Edition* rules, along with new rules, spells, powers and so on. The books on technology and guns will receive the same treatment.

A complete treatment of all critters published in *Shadowrun* products will appear in the *SR3 Gamemaster Screen*.



RIGGER 2

The rules presented in *Rigger 2* supersede all other *Shadowrun* vehicle rules, except where they conflict with the rules presented in *SR3*. In any rules dispute, use the *SR3* rules unless directed otherwise by the specific changes noted below.

A passenger in a vehicle may not act before the rigger in the first Initiative Pass. A character with a higher Initiative Score

than the rigger must hold his action. The Combat Turn proceeds normally in subsequent passes.

The Deceleration Stress Test on p. 22 of *Rigger 2* was simplified to a Crash Test for the basic rigging rules in *SR3*. If using *Rigger 2*, however, use the rule presented in that book.

When engaged in non-combat situations, riggers receive a modifier to Driving Tests equal to their VCR Rating. In combat situations, the modifier equals twice their VCR Rating. (This reverses the rules as they were presented in *Rigger 2*.)

Riggers may attempt to dodge any ranged combat attacks (see *Dodging Test*, p. 113) using Control Pool rather than Combat Pool dice. The target number for this test is the vehicle's Handling Rating plus any standard modifiers for Driving Tests (vehicle damage, restricted terrain and so on).

When determining vehicle damage from weapons attacks, use the rules as they are presented in *SR3*, not in *Rigger 2*. The Power of attacks is reduced by half (round down), the Damage Level is reduced by one level, and the damage is then applied against hardened armor (the modified Power must be greater than the armor to have any effect at all, and the armor reduces the Power as well.)

When determining vehicle damage from spells, the rules presented in *SR3* supersede *Rigger 2* rules. Combat spells against vehicles have a Target Number of 8 + Body + one-half Armor Rating. Vehicles do not get Damage Resistance Tests against combat spells, but may be protected by Spell Defense. Treat elemental manipulation spells as normal weapons.

Passengers in a vehicle that is under attack can use half their Combat Pool (round down) to dodge or resist damage.



VIRTUAL REALITIES 2.0

The rules presented in VR2 supersede all previous *Shadowrun* Matrix rules, except where they conflict with the rules presented in SR3. In any rules dispute, use the SR3 rules. The following are the most significant changes from VR2 to SR3.

Green,

Orange, and Red systems *begin to reset* after 3D6 minutes, provided the decker did not trigger a passive or active alert.

Hardening has been clarified as follows. For every point of Hardening, reduce the Power of any damage from black IC to the on-line icon or the actual decker by 1 for Resistance Tests. If your icon has been crashed by gray IC and it makes an Attack Test, for every 1 point of Hardening, add 1 to the target number for the Attack Test. Hardening also works against the Black Hammer and Killjoy utilities, but not against other attack utilities.

The Sensor Test to notice new icons within sensor range is now a Free Action (see p. 209).

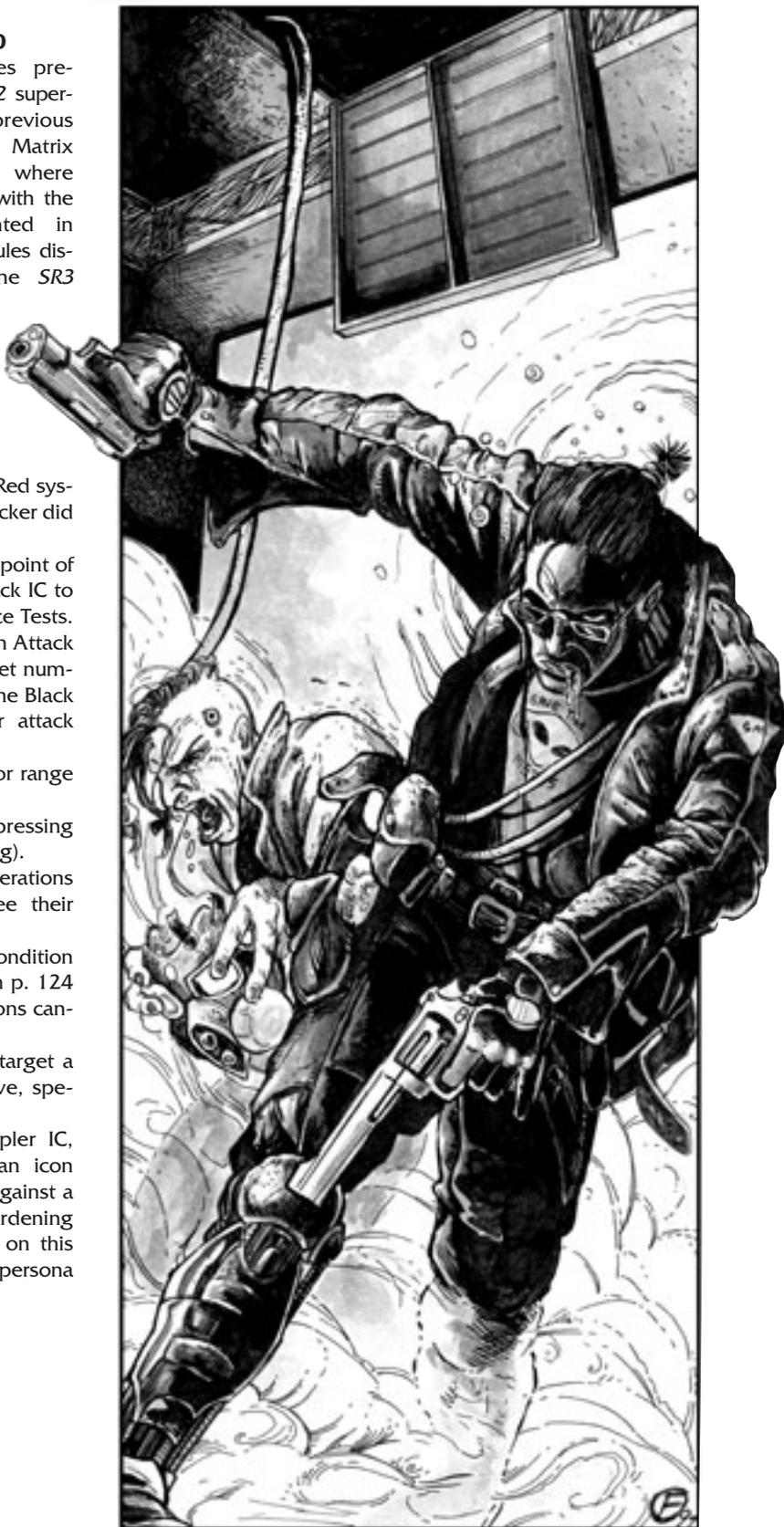
After using the Slow utility on a piece of IC, suppressing the IC requires 1 point of *Detection Factor* (not Masking).

The Edit File, Make Comcall, and Tap Comcall operations have each been clarified and rewritten in SR3. See their descriptions starting on p. 214.

All Matrix icons use the standard *Shadowrun* Condition Monitor (see p. 125) rather than the one presented on p. 124 of VR2. Note that icons use only one damage track; icons cannot suffer Stun damage.

Each tar baby IC program is preprogrammed to target a specific type of utility (operational, offensive, defensive, special), determined by the gamemaster.

Ripper IC attacks in the same manner as Crippler IC, except that whenever a ripper program reduces an icon Attribute to 0, it makes a Ripper Test using its rating against a target number equal to the deck's MPCP Rating (Hardening increases the target number). For every 2 successes on this test, reduce the rating of the MPCP by 1. Replacing the persona chip is the only way to repair this damage.



THE ADEPT

Race: Human
Name: _____



Initiative: 6 (8) + 1D6 (2D6)
Combat Pool: 8
Karma Pool: 1

Weapons

5 Cue Balls [7L Stun]
 Killing Hands [7M]
 Rattan Sticks [+1 Reach, 8L]
 Shock Gloves [7S, Stun]

Armor

Armor Jacket [5/3]

Gear

Climbing Gear (harness, kit, gloves, 50m rope), Flash-Pak, Jammer (Rating 5), Low-light Goggles, Micro-Transceiver (Rating 5), Pocket Secretary, 5 Stim Patches (Rating 4), 3 Tranq Patches (Rating 5)

Lifestyle

Low Lifestyle (5 months)

Contacts

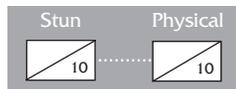
Fixer (Level 1)
 Professional Bodyguard (Level 1)

Nuyen

248¥ + (3D6 x 100¥)

Notes: Magic taken as Priority B

Condition Monitor



(see p. 126 for modifiers)

COMBAT DECKER

Race: Ork
Name: _____

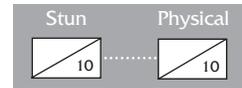


Initiative: 4 (6) + 1D6 (2D6)
Matrix Initiative: 6 + 2D6
Combat Pool: 7
Hacking Pool: 4
Karma Pool: 1

Weapons

Ceska Black Scorpion [SA/BF, 6L] (smartlinked) with 50 rounds and 20 explosive rounds [7L]
 Range: 0-5, 6-15, 16-30, 31-50
 Retractable Spur [7M]

Condition Monitor



(see p. 126 for modifiers)

Armor

Armor Jacket [5/3]

Gear

CMT Avatar Cyberdeck [MPCP 7, Response Increase 1] with the following programs: Analyze 4, Armor 6, Attack 6D, Browse 6, Cloak 4, Commlink 5, Deception 6, Decrypt 6, Killjoy 5, Medic 6, Read/Write 5, Relocate 5, Scanner 4, Sleaze 6, SpooF 4
 Computer Tools Shop, Yamaha Rapier with datajack port

Lifestyle

Low Lifestyle (2 months)
 Middle Lifestyles (2 months)

Contacts

Bartender (Level 1)
 Fixer (Level 1)
 Mercenary (Level 1)
 Renraku Corporate Decker (Level 2)
 Technician (Level 2)

Nuyen

250¥ + (3D6 x 100¥)

Notes: Natural Low-light Vision

COMBAT MAGE

Race: Troll
Name: _____



Initiative: 4 + 1D6
Astral Initiative: 24 + 1D6
Astral Combat Pool: 7
Combat Pool: 7
Karma Pool: 1
Spell Pool: 5

Weapons

Uzi III [BF, 6M] (troll-customized) with 50 rounds
 Range: 0-10, 11-40, 41-80, 81-150
 Sword [8M, +1 Reach]

Armor

Secure Ultra-Vest [3/2]

Gear

Conjuring Materials (Force 5), 2 Expendable Spell Foci (Combat, Force 2)

Lifestyle

Low Lifestyle (1 month)

Contacts

Talismonger (Level 1)
 Triad Enforcer (Level 1)

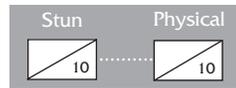
Nuyen

25¥ (3D6 x 100¥)

Notes

Natural Dermal Armor, Thermographic Vision, +1 Reach, Spells listed with (E) are Exclusive spells, Magic taken as Priority A

Condition Monitor



(see p. 126 for modifiers)

COVERT OPS SPECIALIST

Race: Elf
Name: _____

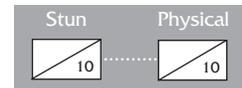


Initiative: 4 + 1D6 (2D6)
Combat Pool: 6
Karma Pool: 1

Weapons

Defiance Super Shock [SA, 10S] (smartlinked) and 40 taser darts
 Ranges: 0-5, 6-10, 11-12, 13-15
 Walther Palm Pistol [SS, 4L] (smartlinked)
 with 15 EX explosive rounds [6L]
 Ranges: 0-5, 6-15, 16-30, 31-50
 Stun Baton [6S Stun]

Condition Monitor



(see p. 126 for modifiers)

Armor

Secure Armored Clothing [3/0]

Gear

Climbing Gear (harness, kit, gloves, 50m rope), Dataline Tap (Rating 6), Electronics Tools Kit, Flash-Pak, Magnifying Goggles, Grapple Gun, Large Flashlight, Pocket Secretary, Respirator with Pressure Regulator, Scanner (Rating 6), Sequencer (Rating 4), Stealth Grapple Line (100m) and Catalyst Stick, Tabletop Computer (200 MP), 5 Tranq Patches (Rating 5), Tres Chic Clothing, Tracking Signal and Signal Locator (AOD, Rating 6), Wristphone with Flip-up Screen

Lifestyle

High Lifestyle (2 months)
 2 Middle Lifestyles
 (2 months each)

Contacts

Fixer (Level 1)
 Lone Star Cop (Level 1)
 Novatech Suit (Level 1)
 Yamatetsu Business Manager
 (Level 1)

Nuyen

(3D6 x 100¥)

Notes: Lost natural low-light vision due to cyber replacements

DRONE RIGGER

Race: Dwarf
Name: _____



Initiative: 5 + 1D6
Rigging Initiative: 9 + 3D6
Combat Pool: 7
Control Pool: 9
Karma Pool: 1

Weapons

Browning Max-Power [SA, 9M] (smartlinked) with 50 rounds
Range: 0-5, 6-20, 21-40, 41-60

Armor

Armor Jacket [5/3]

Gear

Chrysler-Nissan Jackrabbit (rigged, remote controllable, dwarf-adjusted), Cyberspace Designs Dalmatian Drone, Electronics Tools Kit, GM-Nissan Doberman Drone with Ingram Valiant LMG (smartlinked, 100 rounds) and Defiance Supershock (smartlinked, 10 taser darts), MCT-Nissan Roto-Drone with Internal Firmpoint and Laser Microphone (Rating 6), Remote Control Deck (Rating 6) with AV Screen Display, Intercom, and 4 Hitcher Jacks, Pocket Secretary, Vehicle Tools Kit and Shop

Lifestyle

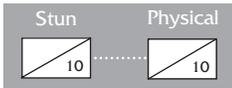
2 Middle Lifestyles (3 months each)

Nuyen

460¥ + (3D6 x 100¥)

Notes: Lost natural thermographic vision due to cyberware, Resistance (+2 Body) to any Disease or Toxin.

Condition Monitor



(see p. 126 for modifiers)

THE FACE

Race: Elf
Name: _____



Initiative: 6 + 1D6
Combat Pool: 8
Karma Pool: 1

Weapons

Fichetti Security 500 [SA, 6L] with 50 rounds and concealable holster
Ranges: 0-5, 6-15, 16-30, 31-50
Fichetti Security 500a [SA, 6L] with 50 rounds and Silencer
Ranges: 0-5, 6-15, 16-30, 31-50

Armor

Real Leather Jacket [0/2]
Secure Long Coat [4/2]

Gear

Bug Scanner (Rating 6), Dataline Scanner (Rating 6), Eurocar Westwind 2000 Turbo with datajack port, Gold DocWagon Contract (1 year), Micro-Camcorder, Micro-Transceiver (Rating 5), Pocket Secretary, Samuvani Criscraft Otter, Tres Chic Clothing, Vidlink transmitter (Rating 5), White Noise Generator (Rating 5), Wristphone with Flip-up Screen

Contacts

Big 10 Megacorporate Contacts (1 each, Level 1)
Club Owner (Level 1)
Decker (Level 2)
Fence (Level 1)
Fixer (Level 2)
Government Official (Level 2)

Lone Star Cop (Level 1)
Mafia Sottocapo (Level 2)
Street Mage (Level 1)
Technician (Level 1)
Triad Soldier (Level 1)
Yakuza Soldier (Level 1)
10 Other Level 1 Contacts as appropriate

Lifestyle

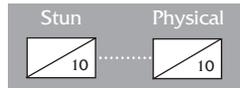
2 High Lifestyles (4 months each)
Low Lifestyle (10 months)
Luxury Lifestyle (1 month)

Nuyen

635¥ + (3D6 x 100¥)

Notes: Natural Low-light vision

Condition Monitor



(see p. 126 for modifiers)

THE INVESTIGATOR

Race: Ork
Name: _____



Initiative: 5 + 1D6
Combat Pool: 7
Karma Pool: 1

Weapons

Browning Max-Power [SA, 9M] with laser sight, concealable holster and 50 rounds
Ranges: 0-5, 6-20, 21-40, 41-60

Armor

Secure Long Coat [4/2]

Gear

Basic DocWagon Contract (1 year), Bug Scanner (Rating 6), Electronics Tools Kit, Ford Americar, Dataline Tap (Rating 6), Large Flashlight, Laser Microphone (Rating 4), Low-Light Binoculars, Medkit, Micro-Camcorder, Plasteel Restraints (2 pair), Pocket Secretary, Scanner (Rating 6), Sequencer (Rating 4), Shotgun Microphone (Rating 5), 2 Stim Patches (Rating 4), Tracking Signal and Signal Locator (AOD, Rating 5), 2 Tranq Patches (Rating 5), Wristphone, Vidlink Transmitter (Rating 2)

Lifestyle

2 Low Lifestyles (3 months each)

Nuyen

398¥ + (3D6 x 100¥)

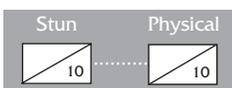
Notes

Natural Low Light Vision

Contacts

Bartender (Level 1)
Decker (Level 1)
Lone Star Detective (Level 2)

Condition Monitor



(see p. 126 for modifiers)

THE MERCENARY

Race: Troll
Name: _____



Initiative: 4 (5) + 1D6 (2D6)
Combat Pool: 7
Karma Pool: 1

Weapons

Ares Antioch Grenade Launcher [SS, as grenade] (smartlinked) with 10 Offensive HE Mini-grenades [10S]
Range: 5-50, 51-100, 101-150, 151-300
Ingram Valiant LMG [BF/FA, 7S] (smartlinked) with 200 standard rounds, 100 EX explosive rounds [9S] and Deluxe Gyro Mount
Range: 0-75, 76-200, 201-400, 401-800
Beretta Model 101T [SA, 6L] (smartlinked) with 50 rounds
Range: 0-5, 6-15, 16-30, 31-50
FN HAR [SA/BF/FA, 8M] (smartlinked) with 100 rounds
Range: 0-50, 51-150, 151-350, 351-550
Titanium Bone Lacing [15M Stun] Unarmed Combat

Armor

Armor Vest with Plates [4/3]
Camouflage Suit [5/3]
Titanium Bone Lacing [1/1]

Gear

Goggles with Low-light and Thermographic Vision, Micro-Transceiver (Rating 5), Nav-Dat GPS, Ration Bars, Survival Kit, 3 Trauma Patches

Lifestyle

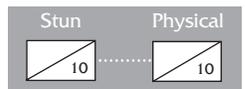
Middle Lifestyle (3 months)

Nuyen

330¥ + (3D6 x 100¥)

Notes: Natural Thermographic Vision, Dermal Armor, +1 Reach

Condition Monitor



(see p. 126 for modifiers)

SPRAWL GANGER

Race: Troll

Name: _____



Initiative: 4 + 1D6
 Combat Pool: 5
 Karma Pool: 1

Weapons

Ruger Super Warhawk [SS, 10M] (troll-customized) with 50 rounds
 Range: 0-5, 6-20, 21-40, 41-60
 Heavy Chains [10L Stun, +2 Reach]
 Lead Pipe [11M Stun]
 Retractable Handblade [13L]

Armor

Armor Vest [2/1]

Gear

BTL Simdeck and 5 BTL Chips

Lifestyle

Squatter Lifestyle (5 months)

Contacts

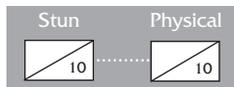
Bartender (Level 1)
 Fence (Level 1)

Nuyen

200¥ + (3D6 x 100¥)

Notes: Natural Dermal Armor, Thermographic Vision, +1 Reach

Condition Monitor



(see p. 126 for modifiers)

STREET MAGE

Race: Elf

Name: _____



Initiative: 4 + 1D6
Astral Initiative: 24 + 1D6
 Astral Combat Pool: 8
 Combat Pool: 7
 Karma Pool: 1
 Spell Pool: 5

Weapons

Remington Roomsweeper [SA, 9S(f)]
 with 50 rounds
 Ranges: 0-5, 6-20, 21-40, 41-60

Armor

Secure Long Coat [4/2]

Gear

Binoculars, Elemental Conjuring Supplies (Force 6, 3 sets), Expendable Spell Focus (Combat, Force 4), Expendable Spell Focus (Transformation Manipulation, Force 4), Gold DocWagon Contract (1 year), Hermetic Library (Sorcery 6, Conjuring 6), Micro-Transceiver (Rating 6), Pocket Secretary, 2 Stim Patches (Rating 4)

Lifestyle

2 Middle Lifestyles
 (3 months each)

Contacts

Ancients Gang Member (Level 1)
 Street Shaman (Level 1)
 Talismonger (Level 1)

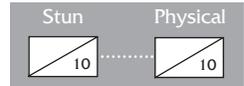
Nuyen

365¥ + (3D6 x 100¥)

Notes

Natural Low-light Vision, Magic taken at Priority A

Condition Monitor



(see p. 126 for modifiers)

STREET SAMURAI

Race: Human

Name: _____



Initiative: 6 (11) + 1D6 (3D6)
 Combat Pool: 7
 Karma Pool: 1

Weapons

Ares Predator [SA, 9M] (smartlinked) with 300 standard rounds, 100 EX explosive rounds [11M], and Silencer
 Range: 0-5, 6-20, 21-40, 41-60
 Colt American L36 [SA, 6L] (smartlinked) with 150 rounds and concealable holster
 Range: 0-5, 6-15, 16-30, 31-50
 Ingram Smartgun [BF/FA, 7M] (smartlinked) with 200 standard rounds and 50 gel rounds each
 Range: 0-10, 11-40, 41-80, 81-150
 Retractable Spurs [7M]
 Survival Knife [9L]
 Sword [9M]

Armor

Armor Jacket [5/3]

Gear

5 Concussion Grenades [12M Stun], Gold DocWagon Contract (1 year), Micro-Transceiver (Rating 5), Plasteel Restraints (2 pair), 2 Stim Patches (Rating 6), 2 Trauma Patches, Ultrasound Goggles and Sight, Wristphone

Lifestyle

2 Middle Lifestyles (3 months each)

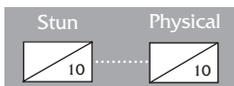
Contacts

Armorer (Level 1)
 Bartender (Level 1)
 Fixer (Level 1)

Nuyen

220¥ + (3D6 x 100¥)

Condition Monitor



(see p. 126 for modifiers)

STREET SHAMAN

Race: Ork

Name: _____



Initiative: 5 + 1D6
Astral Initiative: 25 + 1D6
 Astral Combat Pool: 8
 Combat Pool: 8
 Karma Pool: 1
 Spell Pool: 5

Weapons

Remington Roomsweeper [SA, 9S(f)] with 50 rounds
 Range: 0-5, 6-20, 21-40, 41-60

Armor

Lined Coat [4/2]

Gear

2 Antidote Patches (Rating 5), Fetish (Analyze Device), Satchel of scavenged junk, Shamanic Lodge (Force 6)

Lifestyle

Street Lifestyle

Contacts

Gang Member (Level 1)
 Talismonger (Level 1)

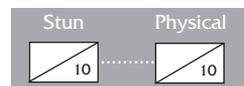
Nuyen

35¥ + (3D6 x 100¥)

Notes

Rat Totem, +2 Dice Detection and Illusion Spells, -1 Die Combat Spells, +2 Dice City Spirits, Natural Low-light Vision. Spells noted with an (F) are fetish required spells.

Condition Monitor



(see p. 126 for modifiers)

THE TECH-WIZ

Race: Dwarf
Name: _____



Initiative: 5 + 1D6
Matrix Initiative: 7 + 2D6
Combat Pool: 8
Hacking Pool: 4
Karma Pool: 1

Weapons

Remington Roomsweeper [SA, 9S(f)] with 50 rounds
Range: 0-5, 6-20, 21-40, 41-60

Armor

Armor Jacket [5/3] (dwarf-modified)

Gear

Novatech Hyperdeck-6 [MPCP 6, Response Increase 1] with Hitcher Jacks and the following programs: Analyze 4, Browse 4, Commlink 6, Deception 4, Decrypt 5, Read/Write 4, and Sleaze 5
Computer Tools Shop and Kit, Dataline Tap (Rating 6), Electronics Tools Shop and Kit, Maglock Passkey (Rating 4), Micro-Transceiver (Rating 5), Pocket Computer (500 MP) and Printer, Scanner (Rating 6), Sequencer (Rating 4), Vehicle Tools Kit (dwarf-modified), Wristphone

Lifestyle

Low Lifestyle (3 months)
Middle Lifestyles (2 months)

Nuyen

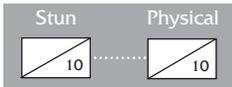
526¥ + (3D6 x 100¥)

Notes: Natural Thermographic Vision, Resistance (+2 Body) to any Disease or Toxin

Contacts

Deckmeister (Level 1)
Fixer (Level 1)

Condition Monitor



(see p. 126 for modifiers)

TRIBAL SHAMAN

Race: Dwarf
Name: _____



Initiative: 4 + 1D6
Astral Initiative: 24 + 1D6
Astral Combat Pool: 8
Combat Pool: 7
Karma Pool: 1
Spell Pool: 5

Weapons

Bow [6M], (STR min. of 4) 10 arrows
Range: 0-STR, to STR x 10, to STR x 30 to STR x 60
Survival Knife [6L]

Armor

Real Leathers [0/2]

Gear

Fetish (Heal), Medkit, Shamanic Lodge (Rating 5), Survival Kit,

Lifestyle

Street Lifestyle

Contacts

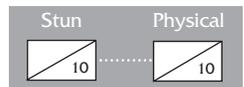
Cascade Ork Tribal Elder (Level 1)
Talismonger (Level 1)

Nuyen

(3D6 x 100¥)

Notes: Raven Totem, +2 Dice Manipulation Spells, +2 Dice Sky Spirits, +1 to all magical target numbers when not under the open sky, Natural Thermographic Vision, Resistance (+2 Body) to any Disease or Toxin, Spell with (F) means fetish required, Magic taken as Priority A.

Condition Monitor



(see p. 126 for modifiers)

VEHICLE RIGGER

Race: Dwarf
Name: _____



Initiative: 5 + 1D6
Rigging Initiative: 11 + 4D6
Combat Pool: 8
Control Pool: 11
Karma Pool: 1

Weapons

Enfield Shotgun [SA/BF, 8S] with Gas Vent 3, 50 rounds (smartlinked, dwarf-modified)
Range: 0-10, 11-20, 21-50, 51-100
Underbarrel Grenade Launcher with 10 Offensive HE Mini-Grenades [10S]
Range: 5-50, 51-100, 101-150, 151-300

Armor

Secure Ultra-Vest [3/2](dwarf-modified)

Gear: Ford Americar (rigged, remote controllable), Ford-Canada Bison Off-road Vehicle (rigged), Gaz-Niki Snooper Drone, Hughes WK-2 Stallion Rotorcraft (rigged) with External Hardpoint (Ares Vermicide Autocannon, smartlinked, 100 rounds) and 3 AV Missiles, 4 Micro Flares with Launcher, Nav-Dat GPS, Northrup Wasp Rotorcraft (rigged, remote controllable) with AK-97 assault rifle (smartlinked, 100 rounds), Remote Control Deck (Rating 4), Scanner (Rating 5), Vehicle Tool Kit and Shop (dwarf-modified)

Lifestyle

2 Middle Lifestyles (2 months each)

Nuyen

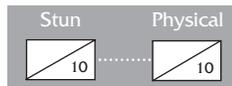
(3D6 x 100¥)

Notes: Natural Thermographic Vision, +2 Body Dice for resisting Diseases and Toxins

Contacts

Seattle DMV Worker (Level 1)
Fixer (Level 1)
Technician (Level 2)

Condition Monitor



(see p. 126 for modifiers)

WEAPONS SPECIALIST

Race: Human
Name: _____



Initiative: 6 (7) + 1D6 (2D6)
Combat Pool: 7
Karma Pool: 1

Weapons

AK-97 SMG [SA/BF/FA, 6M] (smartlinked) with sound suppressor, 50 rounds, and 50 gel rounds
Ingram Smartgun [BF/FA, 7M] with 50 rounds
Range: 0-10, 11-40, 41-80, 81-150
Ares Predator [SA, 9M] (smartlinked) with 50 rounds, 20 explosive rounds [10M]
Ruger Super Warhawk [SS, 10M] (smartlinked) with 50 rounds, 50 gel rounds
Range: 0-5, 6-20, 21-40, 41-60
Fichetti Security 500a [SA, 6L] (smartlinked) with 50 rounds, concealable holster
Range: 0-5, 6-15, 16-30, 31-50
Ingram Valiant LMG [BF/FA, 7S] (smartlinked) with 100 rounds
Range: 0-75, 76-200, 201-400, 401-800
Heavy Crossbow with 50 bolts [6S]
Range: 0-25, 26-75, 76-200, 201-300

Katana [8M]
10 Shuriken [5L]
Survival Knife [7L]

Armor

Armor Jacket [5/3]
Camouflage Suit [5/3]
Riot Shield [Ballistic, 3/1]

Gear

5 Concussion Grenades [12M Stun], Pistol Tools Kit, Medkit, Micro-Transceiver (Rating 1), 5 Offensive (HE) Grenades [10S], 5 Smoke (IR) Grenades, Thermographic Goggles, Wristphone

Lifestyle

2 Low Lifestyles (1 month each)

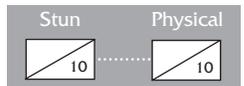
Nuyen

35¥ + (3D6 x 100¥)

Contacts

Knight Errant Security Guard (Level 1)
Gun Dealer (Level 1)

Condition Monitor



(see p. 126 for modifiers)

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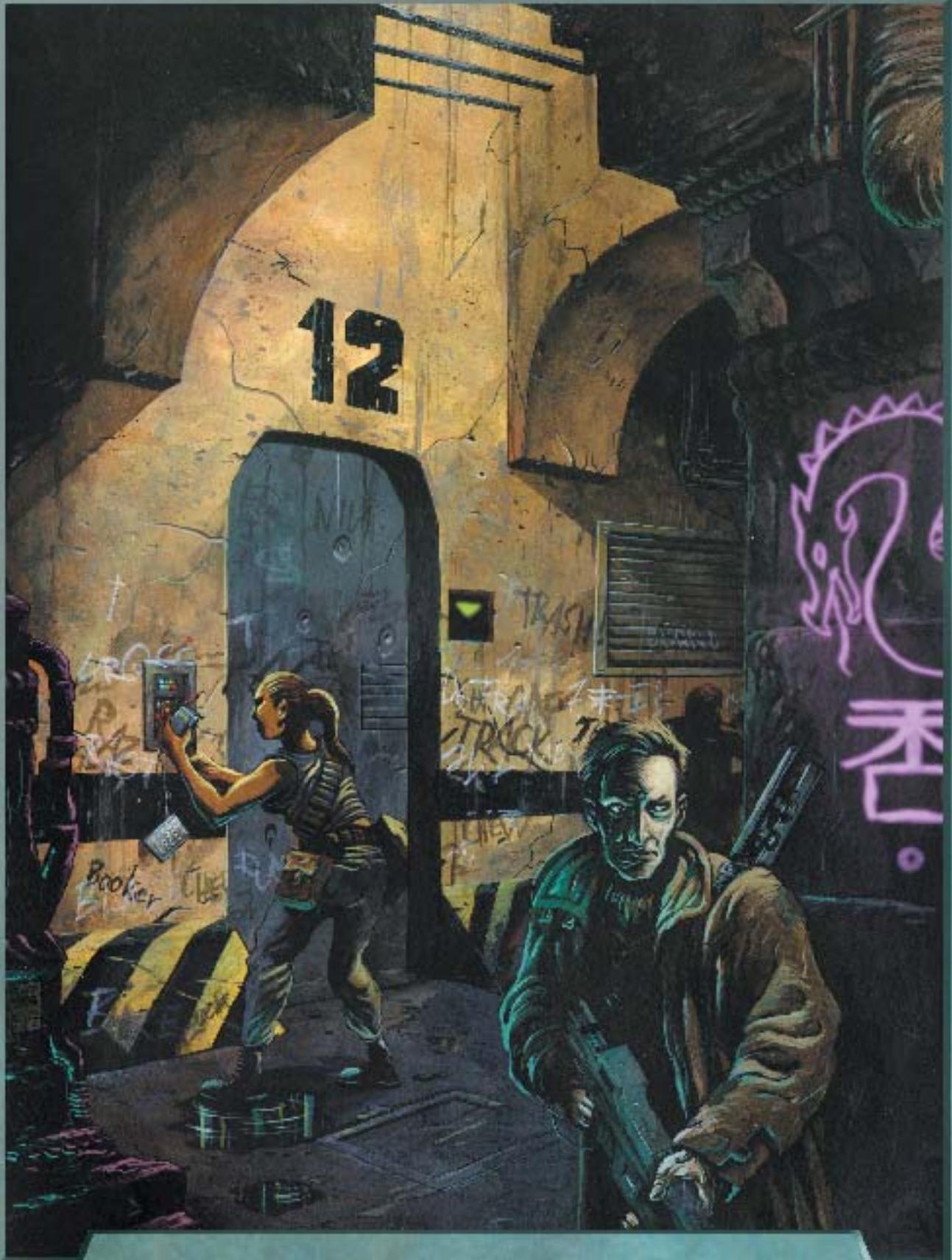
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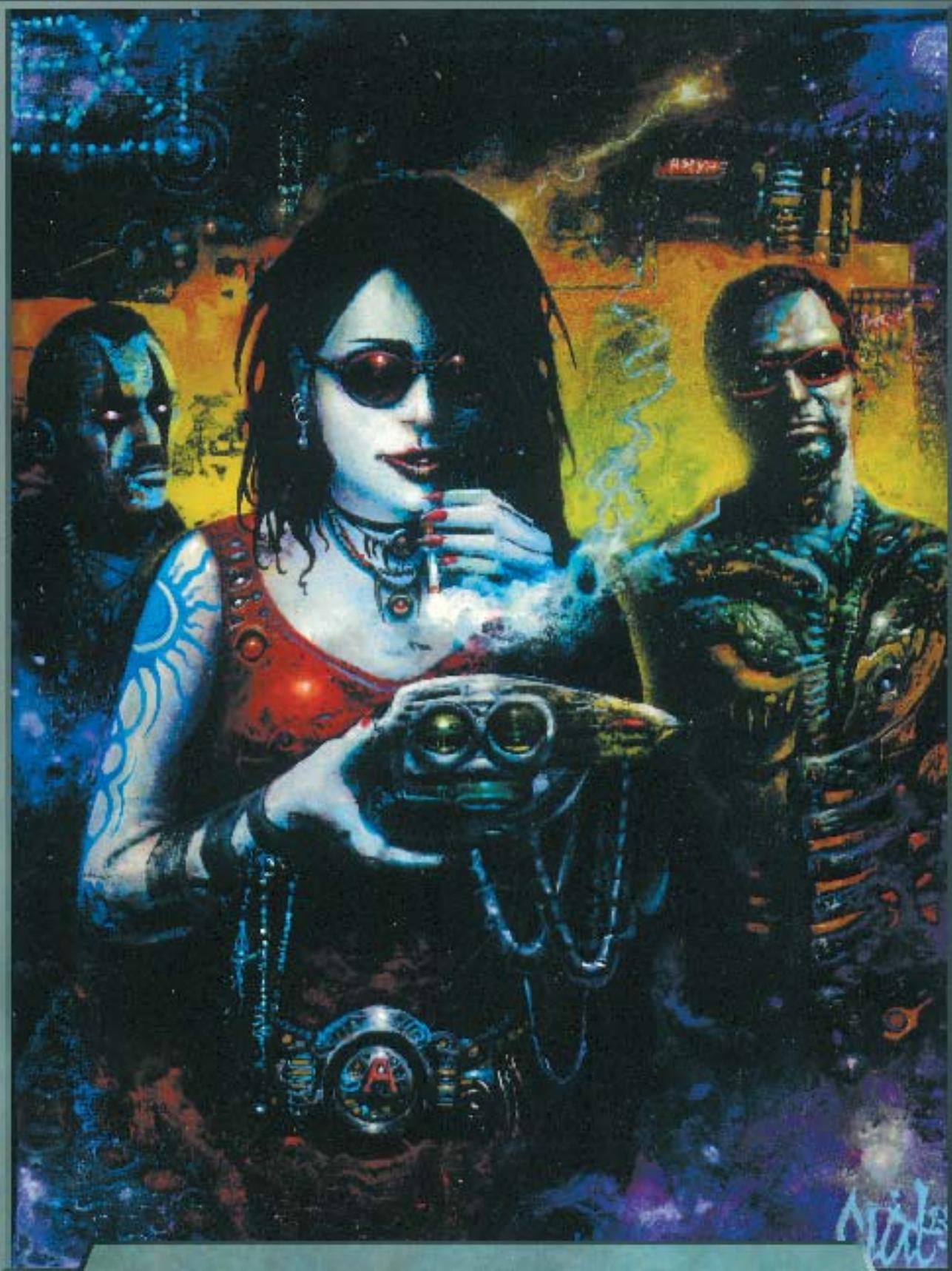
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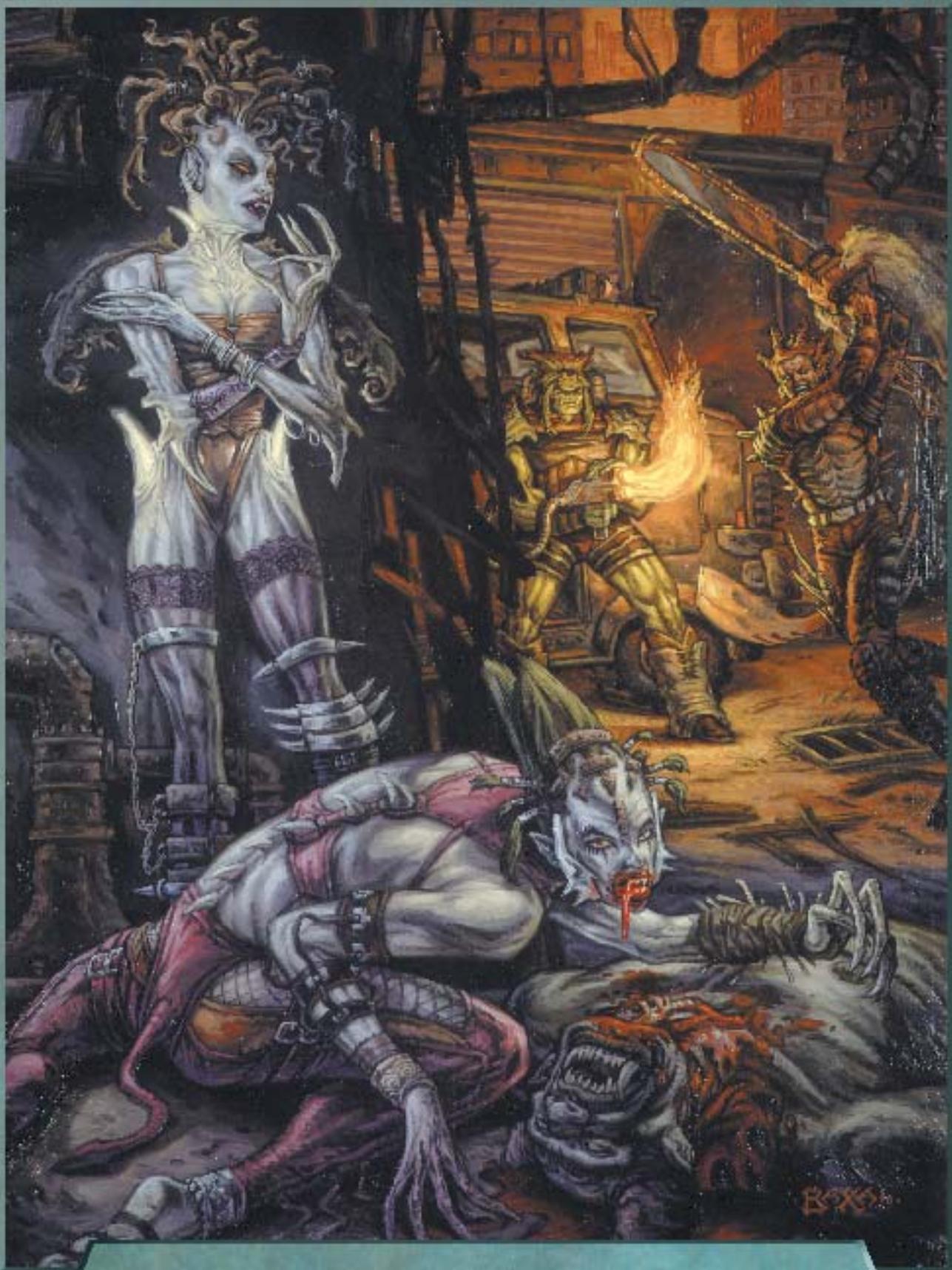
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