

# SIXTH WORLD

## A DUNGEON WORLD HACK FOR SHADOWRUN®

Version: 32

Chris Clouser, Tanner Yea, Wrb  
and evilbob65535

### DISCLAIMER

Sixth World was created by Chris Clouser and Tanner Yea, with help from Wrb

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# FOREWORD

Like many - ok hopefully any - of you out there, I was interested in playing Shadowrun: a sci-fi/dystopian future role-playing game, but with elves and magic and shit. But I have neither the time nor the patience to learn the 5th edition rules - or really any edition, as they are all lovingly crafted and insanely complex. (Did you know that each character has 12 attributes? Twelve.) That level of detail is just beyond my optimal, casual-gaming-evening experience. And so then along came Apocalypse World, with its very pretentious but beautifully well-focused rule system, and its progeny Dungeon World, which did to D&D what someone should have done to Shadowrun: and lo, #letmegooglethatforyou, it turns out someone did. Thus Sixth World had already been born.

And yet... it wasn't complete. The dermal plating was there, but it just needed a shitload of editing, a few ideas fleshed out a bit, and someone to organize the whole thing - and #letmegooglethatforyou actually someone did a lot of that, too, and posted a bunch of ideas online to some random site that may still exist here: <https://swse.neocities.org/>

And yet it STILL wasn't complete. There were just too many pieces missing and inconsistencies and tangled bits left dangling... It needed someone to come along and take all these disparate ideas, stuff them all together, make it a little more accessible (especially for new players) and wrap it up in a bow: and this document is my attempt at doing just that. That's right, some random nobody who probably plays the game differently than the way you'd like to complained about not having enough time to learn Shadowrun and then did the only logical thing: rewrote the entire Sixth World pdf. But wait; there's more. The real benefit of this document is that it is now stored online in Google Docs™ - in its raw, editable form - so that YOU TOO can make a copy, edit all the shit you don't like, and then try to pass it off as your own. Don't like what I did with hackers? Yank it out! Astral projection boring now? Change it up! Change "Karma" into "Edge" and then back again and reprint all the character sheets after each of your tweaks - now simpler than ever! Hopefully my hard work editing someone else's hard work (which was an edit of someone else's that was an edit of someone else's) will help someone else edit this with a lot less hard work. And lo, Sixth World version ohletssay 30 was born.

-evilbob65535

## A WORD ON GOOGLE DOCS

Google Docs... is not Word™. There is a lot of stuff Google Docs can't do, like switch from a vertical to horizontal page layout in the same document, or have headers that change. I think I stretched Google Docs to its limit (and I apologize for formatting issues down the line) but the end result is that there are two documents: the **main rules** document (which you are reading now), and a **character sheet** document, which contains all the handouts to make characters. There's also an optional **handouts** document, which has the same material from the main rules document but condensed into a printable, horizontal format for ease of use with character sheets (and it's easier to edit). The pdf version of this document should have them all included.

**Main Rules:** <https://docs.google.com/document/d/1vLdIUf4Vj3ISOMZtEzezXfhCUdvlAcvzOkxsPU59jHs/edit?usp=sharing>

**Character Sheets:** <https://docs.google.com/document/d/1gGf9adXWV2AhDwyedV32rrF2q9pfwcsIcf6Chwld6P4/edit?usp=sharing>

**Handouts:** <https://docs.google.com/document/d/1W7G8IJcdZHNTnvyqiBAmKLnzyfzADukxdR-EKUWBUU/edit?usp=sharing>

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# ARCHETYPES

## THE ADEPT

*When the gift awakened in me, I looked inward. I studied myself. I saw my limitations - and overcame them. I recognized my flaws - and accepted them. I reached inward until I held the very heart of my own power, and when I found it, I switched it on.*

*Fast, deadly, balanced, I'm an island of focus in the maelstrom of combat. Some people cannot grasp my true capabilities. Others don't understand why I directed your gifts inward, instead of outward in flashy displays. But I know why.*

*Because in the end, when the machine fails, and the magic dies: I will still have peace.*

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## THE EX-COP

*Years on the job, and now what am I doing? Running the shadows. Shit, I used to throw skels like myself in jail every day. On the other hand, the pay is better than anything I made on the force, I get to meet interesting people, and it beats corporate rent-a-cop work.*

*Some of these folks, they think because they've got the wires, or the mojo, they can walk circles around me. And yeah, maybe so, if I ever let them have a level playing field. But I still think like a cop, and I know the system. People still on the job are happy to help an old buddy.*

*And while the badge may not be entirely official anymore - there's always the gun.*

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## THE FACE

*I could have been on the trid - I've got the looks. And half the megacorps in Seattle would kill to get me in an interview. But why tie myself down like that? I have a particular set of talents that makes me incredibly valuable in shadowrunning circles, and to be completely honest, I'm hooked on the adrenaline.*

*It's a rush to be someone else, to read someone's tics and cues, and to run a con so effective that the mark never even figures out it happened. It's good when it goes right. So good.*

*On the other hand, you have to be careful who you con. You don't con your team. Why? I sometimes ask myself the same thing. But then...well, lemme make a long story short. You see this scar...?*

## THE HACKER

*These chromers and spellworms are missing the point. They're in this for money, looking to retire someday? Hah. They've got no idea where the power is. Real power lies in a world most of them take for granted. But it's a world I live and breathe. You want paydata? I know where it is. You want me to shut some shit down? I can do that. You want me to hack Renraku? Give me a dataline. I'll do it. I dream in code, babe. I can see the girl in the red dress.*

*And don't tell anyone, but this? I do it for fun. You should see me when I'm serious.*

---

## THE MAGE

*It's not easy to study these formulae. Trust me, it's like learning a language spoken by creatures with ten mouths, twelve eyes, and a tonal language based on what the color nine smells like. If you haven't got the gift, well...if you're lucky, it'll look like gibberish. If you're unlucky, it might just bust your head. But do you know what it's like to turn invisible, to throw lightning from your hands, or to heal injuries with a word? To be the artillery when a run goes south hard? You know what it's like?*

*It's a little like being a god.*

---

## THE MERCENARY

*I've fought in a dozen little brush wars - and some big ones - over the years. I've seen a lot of shit go down. Once I got out, though, I wasn't good for much except killing people and breaking things. Upside: those are pretty marketable skills in 2050.*

*So I did my time with a few crews. Some pros. Some...not. I try to maintain a code, though, and after a while I decided that freelance work was where it's at. That was a learning experience. Some of these supposedly shit-hot runners need to learn a few essentials, like "don't set up the ambush so you shoot your own guys" and what "enfilade" means. Makes me cringe sometimes.*

*Still, it's decent money, I set my own hours, and I get to be the one to decide whether melting a busload of nuns is worth the pay.*

## THE RIGGER

*When it comes right down to it, I don't really live anywhere. Unless you count the driver's seat. My crew might call me the "lookout" or the "getaway driver" but when things have gone bad, I've never seen them not be happy that I own an armored truck with a couple of Vindicators on it.*

*Seriously, have you seen it? Man, she's sweet. Purrs like a kitten, too.*

*Anyway, with all this Matrix-this and magic-that and mass-transit-other, you'd think driving wasn't such a big thing. Well, that's a load of bullshit. See, runners don't take the fuckin' subway, choombatta. There ain't a bus that goes to the top of Ares Macrotech Tower. You want discreet tactical insertion into a hot LZ? Or a luxury ride in a tricked out limo? Or how about a good old fashioned #18 (that one involves crashing a cement truck through a wall to- well, anyway, good times...).*

*Long story short, you want a ride? You talk to me.*

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## THE SHAMAN

*My partner over there likes blasting lightning from his hands. That's cool, you know? I mean seriously - it's cool. And scary. I'd be jealous, but...I have this other trick. See, instead of channeling power through my hands and poring over dusty tomes, I just have a quick look-see into the unseen world around us, locate a friend, and ask 'em for a hand.*

*You're looking at me like you've got no idea what I'm talking about. Lemme break it down for you. All around you, right now, is the world of astral energy. It's like our world, but...not. Okay, not really at all but let's not get off-topic. Dwelling there are spirits. Some are called elementals, but what's necessary to grok is this: I can talk to 'em, and I can bring them here, and I can make them do things.*

*So remember to thank me the next time a being of pure fire appears and saves your ass from getting geeked.*

## THE STREET DOC

*Medicine, they say, is a calling. You're in it to help people. Well, that's true, as far as it goes. I liked what I did, until one day I realized I just couldn't do it anymore. It had changed, or maybe I did.*

*But when you've spent your time doing it, that's what you know. And remember that thing I said about wanting to help people? Well there's a whole lot of people who need help, and they live just below our noses, right where we can't see. I set out to help them - street medicine. These days, street medicine will get you tied up in ugly business sooner or later. I ended up crossing some people. I needed money. I found out about shadowrunning. I also found out that plenty of teams love a good scalpel.*

*It's not always fun, combat medicine. In fact, "fun" is not even in the top 10 words I'd use to describe it. But I figure it's better than leaving someone to see whether blood loss or the waste management crew gets to them first. So I'm still helping people. They're not always good people. In fact, they're usually career criminals.*

*Hey, nobody's perfect.*

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## THE STREET SAMURAI

*I'm not close to a lot of people. It might be my blank silver cybereyes, or the dermal plating under my skin...or maybe just the fact that whenever I look at someone, they assume I have some sort of crosshair hovering over them.*

*They're right about the crosshairs.*

*Anyway, I don't have a lot of friends. But when the lead starts flying, all that changes.*

*I'm chipped and wired, choombatta. I'm harder than steel, faster than lightning, hit like an avalanche, and shoot like I invented it. It cost me, of course. Injuries. Pain. Shitloads of money.*

*Was it worth it? Replacing my meat with machines? The pain of recovery, the terrible itch as it integrated, the gradual distancing of people I loved. Was it worth it, to be this good?*

*Hell yes.*

# LIGHT 'EM UP

"Door's ready," the gruff ork whispered, adjusting the neck on his riot armor. The multiple pieces of black tape over the word "POLICE" were dented and cut, and had started to fray off. Next to him, a man in an exquisite 3-piece suit knelt on the floor as he furiously drew symbols on the ground, his eyes glowing an otherworldly white as his tie flailed in an invisible wind. Suddenly he looked up: "6 in the room; auto-guard HMG at the end of the hall; two in the vault. One minute until they check in again."

"Heavy artillery?" the ork barked quietly at the lithe elf across the hall. Sitting on the floor, legs crossed, she seemed to be absentmindedly fiddling with some beads on her overly-long necklace as she stared into space. Snapping back, she looked at the ork crossly and said, "He'll be here on his *own time*." The ork exchanged a glance with a second, heavily-tattooed elf in simple street clothes across the door from him, a wicked smile spreading across her face. He shrugged, and drew his heavily-modified service revolver. "Let's light 'em up."

As the door burst open, the ork was the first through; he rolled behind a desk, came up and placed a single shot in the head of the guard at the back of the room – the one closest to the alarm trigger. Right behind him came the tattooed elf, dual submachine guns exploding forth from her hands, laughing sadistically as she walked almost casually through the door, arms spread out side-to-side: she criss-crossed her arms back and forth as she moved forward, showering the room in a hailstorm of lead. Two guards were blown backwards before they could even react; two more quickly fell before they could get off a shot. The last guard dove behind cover and fired – but the elf was suddenly not there; she was behind a table in the blink of an eye. As the dumbstruck guard took a moment to mentally recalibrate from what he'd just seen, at the doorway the man in the suit drew arcane marks in the air: a circle formed, and three bolts of pure energy flew from it. The bolts formed into daggers as they flew; all three landed in the guard's throat with a quick, "thud-thud-thud," as he slumped, still surprised, to the floor.

At that moment the door at the opposite end of the room exploded forward in a hail of glass and metal as the unmistakable low thunders of the HMG tore it to shreds. The mage quickly dove back into the hall as the tables and chairs in the room exploded into splinters, the ork and elf pinned down as everything around them was quickly filling with giant holes. As their cover was being shredded away, the ork yelled, "ANY DAY NOW!" Outside the door, he heard the first elf sweetly say, "Would you get us to the end of the hall, please?"

Through the door burst a creature of pure rock and dirt, its headless torso a mass of well-packed stone. It ran straight through the room, knocking the remaining bits of tables out of its way, charging for the big gun. Muffled impacts covered the creature as bullets desperately tried to find a weakness, but in a moment it was through the second door and raised its biggest appendage, bringing down a crushing blow that snapped the HMG in half. The gun's front end fell to the floor in a pile of shell casings as the still-whirring back end slowed to a halt.

As the rest of the group picked themselves up and dusted off, the lithe elf casually walked through the remains of the room. She smiled at the earthen creature and cheerfully said, "thank you!" before it seemed to melt into sand and blow away. When they had all gathered at the door to the vault, the tattooed elf looked into the remaining security camera and grinned, "Knock knock?"

Inside, one man stood desperately slamming away at a terminal while the other covered the door. "Fuck you!" the first man screamed. "You'll never get through that door before I get the backup guns online! You'll be in pieces any second now!"

"Well, you say that..." The second guard suddenly had a stunstick in the back of the first man's neck, filling him with electricity. Overloaded, he fell to the floor. The last guard calmly typed a few keystrokes, then pulled the unconscious man's hand onto a sensor pad; the vault door made a few thundering clicks deep within, and slowly swung open. "Nice work, Hank," the ork said as the guard removed his helmet.

"You wouldn't believe the messed-up shit this guy likes to chat about," Hank quipped. "Making small talk with this idiot for two days was torture."

"Well, let's see if it was all worthwhile," the ork replied, as the group headed to the back of the vault...

# WELCOME TO SIXTH WORLD

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*Sixth World* is a “hack” of the game *Dungeon World* which attempts to capture the flavor of the world of the well-known RPG *Shadowrun*®.

The “Sixth World” is the dangerous and grim future of our own world, where magic has resurfaced, mega-corporations rule the world, and humanity has perfected incredible new technological capabilities including advanced cybernetics and the worldwide virtual reality network called the Matrix.

This game is easiest to understand if you have some familiarity with *Shadowrun*, as well as with *Dungeon World*, but does not require it.

## WHAT DO I DO?

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You take on the role of a shadowrunner, an individual who conducts, let’s say, *quasi-legal* activities at the behest of the corporations, governments, and organized crime. You’ll choose one of the **archetypes** described later on to experience the excitement and danger of the shadows of the Sixth World.

## FICTION FIRST

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Everything that happens in a session of *Sixth World* starts with the fiction, proceeds to rules (if necessary), and ends with the fiction. Most of the rules of the game are encapsulated in items called **moves**. That’s simply game terminology for a small package of instructions telling you how to attempt to perform certain actions and resolve them using the rules. So for instance, the move called *Rock & Roll* contains instructions on how to fight with someone.

However, it is important to remember that because the game starts with and ends with the game fiction, you should never say “I use Rock & Roll on that guy!”

In fact, this is a cardinal rule for both players and the GM: **you never say the name of your move**. You simply determine, from what you are doing in the game world (running, shooting, jumping, dying, etc.), what move would apply. When the rolling is done, you conclude with some more fiction (or perhaps the GM does, depending on the outcome). Thus the flow of play is:

**FICTIONAL ACTION -> RULES -> FICTIONAL OUTCOME**

For the most part, it’s what you’ve always done when gaming: try something, roll some dice, and see how it comes out.

Also remember this: if you do something in the game world that would trigger a move, then *you must make that move*. You can’t say “I’m diving into the closet to avoid being spotted” and then not make the *Stay Frosty* move. Likewise, you can’t make a move unless the situation actually demands it. If you’re not fighting someone who’s fighting back, then you *don’t* get to make the *Rock & Roll* move.

Also, when a player does something to trigger a move that seems questionable given the circumstances, it’s nice to remind them of their situation, and give them a chance to revise what’s happening. As the GM, it’s not your job to nail them with gotcha moments. Instead, point out the potential issue you see and let them decide.

A good example of this is the Mage’s *Centering* move. It simply says “when you take a moment to concentrate and restore yourself, you regain 1d6 essence.” So all the fiction *requires* is that the mage stop what they’re doing, take a moment, and gather their strength. Nothing confusing there. However, if the mage is in the middle of a firefight, and needs to center themselves, they might just say “okay, I need to get things together here...I calm myself and draw on the power of the astral realm.”

When they do that, remind them that they’re in a firefight, and based on what happened just before they needed to center themselves, they could be exposed to real danger. Suggest, for instance, that they dive for cover or get behind something sturdy before they hit the astral gas pump. This isn’t handholding, this is just making sure the fiction is working. If they say “no, no time, I’ll do it now,” you can decide what kind of opportunity that gives you, and what you’ll do about it.

On a related note, since the fiction anchors the game, remember that if you want to speak to or ask something of Valentin, the character being played by Keith, don’t say “Hey Keith, do you have a spare frag grenade?” Instead, speak to the character: “Hey, Valentin, do you have a spare frag?”

Even though character names should be used, you don’t have to act in first person. What is important is to remain focused on the characters. So if the GM says, “Valentin, there’s an ork with a bat coming your way. What do you do?” Keith is perfectly free to say, “Valentin pulls his trenchcoat aside to show the gleam of his custom Ares Predator.”

Just remember: flow from the fiction to the rules and back to the fiction, and stay focused on the characters, and everything will be alright!



# STATS

---

Most of the rules of *Sixth World* rely on the value of a player character's Stats. You'll hear more about these later on (especially when you get to the character sheets), but every player character in *Sixth World* is described by 5 stats:

**Awareness:** your alertness, reflexes, and ability to react to dynamic situations

**Combat:** your skill in all manner of fighting, both armed and unarmed

**Stamina:** your physical and mental toughness, strength, and fortitude

**Craft:** your general educational level, mastery of specific subjects, and skills

**Presence:** your style, appeal, and charisma

Finally, all characters also have two variable pools of points:

**Karma:** a pool of points used to give yourself an extra boost when you need it most, and sometimes save your life when nothing else will

**Essence:** your life force and (meta)humanity, this also fuels the powers of magical archetypes (Adept, Mage, and Shaman)

## ROLLING THE DICE

---

In this game, the dice rolling revolves around the concept of the **move**. When you are instructed to roll dice for a move, your responsibility is simple: **roll 2d6, and add the value of a stat** (or sometimes some other value) to the result. When a roll is needed, it is usually phrased as "roll+Something," where "something" is the value to add to the roll.

**Example:** if you are told to roll+Combat, you would roll 2d6, sum the total, and add the value of your Combat stat to the result.

The total of the roll indicates the outcome of the action taken by the character:

**On a 10+, you achieve a strong success:** you've achieved your aim without complication, and to the fullest extent possible.

**On 7-9, you have achieved a weak success:** you achieve your aim, but with a cost. You will usually be presented with a list of complications to choose from,

although sometimes instead the GM will tell you what complication occurs.

**On a total of 6 or less, you have failed:** you don't get what you want. In fact, things are probably going to get worse. The GM decides just how worse.

Note that if a move just says "roll," then you don't add anything. You just roll 2d6.

In addition to 2d6, you may roll 1d6+1 or other combinations for other situations (like damage) - but everything uses d6 dice. Sometimes you're asked to roll 1d3: that means take a d6 roll and divide it in half and round down. So 1-2 makes a 1, 3-4 makes a 2, and 5-6 makes a 3.

## ROLL MODIFIERS

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While the basic move roll is 2d6+(something), there are a few modifiers and tricks that may apply to a roll. The rules will always indicate when to use one of these modifiers.

**hold n:** when you are told to Hold *n*, or that you gain *n* Hold, this means you have a small pool of points that can be spent at some future moment of your choosing. You will be told on what, specifically, you may spend the Hold. Note that you can do so *after* you see the results of the roll!

**take +n forward/-n forward:** this means take a bonus (the +) or a penalty (the -) equal to *n* to your next move.

**take +n ongoing/-n ongoing:** this means to take a bonus or penalty equal to *n* to all of your future rolls, until whatever circumstances caused the ongoing modifier have changed.

**boosted:** whenever you are boosted, your result is never lower than 7 (even if you roll 6 or less). So, when boosted, you cannot fail, though success may still come at a cost (not least of which is the fact that while boosted, you can't mark XP).

**glitched:** glitched rolls are the opposite of boosted rolls. Whenever you are glitched, your result is never higher than 9, even if you rolled a 10+. You can succeed while glitched, but it will always come with a cost.

**b:** this means "take the best of" - if you are instructed to roll 2d6[b], you would roll 2d6, and keep the highest die.

**w:** this means "take the worst of" - if you are instructed to roll 2d6[w], then you would roll 2d6 and keep the lowest die.

## ESSENCE

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Every character in *Sixth World* has a stat called essence, representing their humanity, life force, and mystical connection with the world. Essence starts at 6, but the installation of cybernetic augmentation robs a character of some of that essence, as they become less human and more machine.

Characters start with 6 essence, although that may be less if they choose cyberware. Essence can also be lost to some creatures and to certain injuries, depending on what optional rules you have in effect.

If you ever *drop below zero essence*, your character has become less than human, and is effectively a non-entity (in game terms, you're considered dead!).

## KARMA

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Each archetype in this game has a variable pool of points called Karma. Karma is an in-game currency representing a number of concepts, from combat experience to how many jobs they've pulled off to their ability to turn a bad situation into a survivable one to their general, flat-out awesomeness. Or luck. Sometimes it's just plain luck.

### SPENDING KARMA

You can spend Karma on yourself at any time to **improve the result of a roll (even a damage roll) on a 1-for-1 basis**: but you must also *justify it in the fiction*. Think of it like a permanent Hold you can spend on anything. You could spend one point to take a 6 to a 7 - because when you ran out of ammo you found a spare clip someone dropped earlier - or spend 3 points to take a 7 to a 10 - because it turns out you've *been* to this club before, and you've seen the old fire escape outside, you just didn't remember until you got here.

You also use Karma to survive when things are at their darkest (see the *Last Chance* move). And feel free to think of other ways that Karma can be spent - just make it fun!

### REGAINING KARMA

When Karma is spent, it remains spent until the character has a chance to spend a few days resting during downtime, at which point the pool of Karma refreshes. Each player is also free to make a case that another player's character deserves to refresh a point of spent Karma based on their actions (successful or not), performance, or whatever other criteria the player things is worthy. If you're the GM, don't be too harsh here: players rewarding each other for having a good time and getting into the spirit of things is a good thing!

### EARNING KARMA

Starting characters have a relatively small pool of Karma. However, characters can gain additional Karma in 2 ways:

- Choosing to gain a point of Karma when they make the *Advance* move
- Being taken out, but not killed, in combat (see Chronic Injury)

## OPTIONAL RULE: CRITICALS

---

Failures happen regularly and can be as complicated as the GM wants, so there's not an official critical failure rule. But if you like celebrating statistical oddities, one way is to say that rolling a natural 2 on a move - also known as snake eyes - cannot be modified by spending Karma. You were simply meant to fail this time and nothing can stop that.

For the flipside of this rule, you can say that rolling a natural 12 - sometimes called boxcars - spontaneously restores one point of spent Karma. You were just so awesome that your success is carried forward in some way. (You couldn't gain more than your maximum Karma this way, however.)

## XP

---

Characters advance by earning **XP** (typically called "Marking XP") as they navigate their shadowruns. Characters can mark one XP in any of the following circumstances:

- when they fail a move (this is the most common reason XP is gained)
- when they finish a run, or a significant portion of a major run
- when they resolve one of the debts or favors they have with another character
- when they are manipulated by another character

Once a character has at least 10 XP, they may use the *Advance* move to spend 10 XP to improve their character.

## DEBTS & FAVORS

---

Even in the high-tech world of the 2050s, nobody goes it alone in the shadows for long. Sooner or later, you need to get help from somebody. Sometimes, you can buy that help with money. Other times, legal tender won't cover it and that's when debts and favors come into play.

## DEBT

A debt is something you owe a fellow runner. Maybe they yanked your ass out of a bad situation down in Aztlan, or helped spring you from jail, or just lent you some of their own hard-won experience that saved your bacon.

## FAVOR

A favor, conversely, is something owed to you by a fellow runner. Maybe you were the one doing the hot-LZ extraction in Aztlan, or you took the rap for them on a particular smash 'n grab job.

Debts and favors are not necessarily reciprocal! A character might perceive a debt to another that is entirely self-imposed. Conversely, a character might feel like one of their teammates owes them something, while that teammate might be completely unaware of that feeling. So, when establishing debts and favors, don't assume that a debt on one sheet has to correspond to a favor on another!

Together, Debts & Favors form the **bond** between runners in a team. If, at the end of a session, you have resolved one of these bonds, you erase the debt or favor, and you and the other runner mark XP.

***Example:** Ben got a formal reprimand for letting Sammy "the Barracuda" see some evidence without permission, and it's been a thorn between them for some time. After this last run, Barracuda wants to sell the item they acquired to the highest bidder, but Ben wants turn it over to their Mr. Johnson lest they face the full wrath of the Yakuza. Ben says look: you got me in trouble that time we went with your idea, so I'm calling that favor back in; let's do it my way. Barracuda reluctantly agrees that making friends may be worth more than making money AND enemies, so they finish the job as planned. At the end of the session, Ben decides to let bygones be bygones, and that his favor to Barracuda is resolved - he erases it from his sheet and both he and Barracuda mark 1 XP.*

## ROLLING BONDS

Sometimes you're asked to roll+Bond. In this case, add 1 for each bond you have with that character. If you have 2 bonds, add 2; if you have no bonds, add 0. You never subtract for negative-sounding bonds.

# MOVES

In *Sixth World*, the place where rules and fiction intersect are the character's **moves**. Moves are the mechanical structure used when the fictional actions of a character require some resolution, and where the outcome of such actions is sufficiently interesting - or in doubt - as to be worth taking a risk to achieve.

It is tempting to think of moves as a character's "powers" or "abilities," but remember: you should not be looking for a move to make. Instead, you should describe fictional actions that fit the circumstances, and when those actions coincide with a move, that is the point at which you engage the game mechanics to determine the outcome.

For example, in a situation where Valentin, a street samurai, is raiding a military compound, his player should not be looking to see when he can bust out his *Rock & Roll* move. Instead, Valentin's player should describe what Valentin is doing, and if what Valentin is doing would fit the criteria for the *Rock & Roll* move, then the player uses those mechanics. Basically, it is the difference between this:

**GM:** *A security guard moves into view. What do you do?*

**Keith (Valentin's player):** *I should use Rock & Roll. I'll lean around the corner and shoot.*

and this:

**GM:** *A security guard moves into view, gun out, looking for you. What do you do?*

**Keith:** *I lean around the corner enough to bring my sights to bear on him, and unload three rounds from my HK227.*

**GM:** *That sounds like the Rock & Roll move, for sure. Roll 2d6 and add your Combat stat.*

There are four general categories of moves in *Sixth World*:

**Core moves** are the more commonly used moves, and provide mechanics for moment-to-moment activities like fighting, hiding, looking around, and interacting.

**Secondary moves** are less frequently used, and are usually situational or require days to complete.

**Archetype moves** are moves unique to one of the character archetypes, and reflect their particular abilities.

**Metatype moves** are moves that reflect the differing traits of the five human metatypes in the game.

Core and secondary moves can be used by any character. Archetype and metatype moves are restricted to the ones your character has.

## CORE MOVES

**CHECK THE SITUATION:** when you **assess a situation or determine facts about your environment**, roll+Awareness. On 10+, you may ask the GM 3 of the following questions. On 7-9, ask 1 question. Either way, take +1 forward if you act on the answers.

- What is my best escape/access/evasion route?
- Where is my enemy most vulnerable?
- What is my biggest threat?
- What happened here recently?
- What should I be on the lookout for here?
- Who's really in control here?

**DROP SCIENCE:** When you **consult your knowledge of a specific topic or determine facts about your environment**, roll+Craft. On 10+, the GM will tell you give you a useful, specific detail about the situation, or ask you to make something up. On a 7-9, the GM chooses one:

- They'll tell you something interesting, but it's on you to make it useful.
- They'll ask you to make up something interesting, but then they'll tell you what else you've heard that complicates things.

The GM might ask you "how do you know this?" Tell them the truth, now.

**FIRST AID:** when you **try to keep a teammate from dying from their wounds**, roll+Craft. On 10+, you stabilize your teammate. On 7-9, you stabilize them, but (choose 1):

- you can't move them to cover
- you expose yourself to danger (take 2 damage)
- their wounds force you to **Stay Frosty**

On a failure, your teammate cannot be saved and may be looking at their **Last Chance**...

**FUCK IT UP / MAKE IT RAIN:** when you **aid or interfere with someone you have Bond with**, roll+your Bond (use the total number of bonds you have) with them. On 10+, they are boosted or glitched, your choice. On 7-9, they're still boosted or glitched, but you are exposed to the same danger or retribution.

**MAKE THEM SWEAT/SEDUCE:** when you **want to press or entice someone to do what you want them to do**, give them a reason and roll+Presence. If you are using force or the threat of force, roll+Combat. On a 7+, they'll do it if you promise them something first - this might be a threat, bribe, ideal, Bond, something else. On a 7-9, they'll need concrete assurances right now. Any fact or action that betrays this promise also nullifies their agreement. **Special:** when using this move against a fellow PC, if they choose to comply, they get to mark XP.

**OVERWATCH:** when **you're providing cover for an ally and a threat appears**, roll+Awareness. On 10+, your ally gets the drop on the threat. On 7-9, they're alerted, and take +1 on their next move. On a miss, the threat gets the drop on your ally.

**ROCK & ROLL:** when **you attack an enemy** in melee or at range, roll+Combat. Determine the result based on the type of attack, as follows:

**Melee Attacks:** on 10+, you hit and deal damage. On 7-9, you deal damage, but your target attacks you as well.

**Ranged Attacks:** on 10+, you hit and deal damage. On 7-9, you hit, but (choose 1):

- you need to expose yourself to danger
- you burn up ammunition; mark off 1 ammo
- you graze the target (half damage, rounded up)

**STAY FROSTY:** when **you act despite imminent danger, fear, or risk**, say how you deal with it and roll. If you're:

- staying alert and reacting quickly, roll+Awareness
- counting on combat experience and willingness to do harm, roll+Combat
- hoping you're tough enough mentally or physically to weather the storm, roll+Stamina
- banking on your skill or knowledge, roll+Craft
- flashing a smile or banking on charm, roll+Presence

On a 10+ the threat doesn't come to bear. On a 7-9 you succeed, but you stumble, hesitate, or flinch: the GM will offer you a worse outcome, hard bargain, or ugly choice.

**POP PILLS:** when you **indulge in a drug**, roll+Stamina. On a 10+, you experience the effects as normal. On 7-9, you got a weak batch, so the positive effects last about half as long. **Special:** if you roll snake eyes when you pop pills, you become addicted to the drug. If you go 3 sessions without a hit, roll 2d6[w]. If you roll a 4 or higher, you are no longer addicted; otherwise, you're still hooked. If you are addicted and roll snake eyes while popping pills, you overdose and take 8 Stun.

**SUPPRESSION FIRE:** when **you suppress an area to pin the enemy down**, roll+Combat and mark off 1 Ammo. On 10+, the targets cannot move or return fire without automatically taking your weapon's damage. On 7-9, the targets can't move but they may still fire back.

**TAKE A BULLET:** when **you stand in defense of another**, roll+Stamina. On 10+, the attack hits you instead. On 7-9, you split the damage (or effect).

**SOMETHING ELSE:** the most important thing to remember is that these rules do not cover everything - they couldn't and they don't want to. So when you need to do something that has a chance of failure and it's not already covered, generally speaking you roll 2d6 and add an appropriate attribute, with the results being:

- 10+ you succeed
- 7-9 you succeed but at a cost or compromise
- 6- you fail, and mark XP

## SECONDARY MOVES

**ADVANCE:** when **you have downtime and have at least 10 XP**, you can spend time reflecting on your experiences and honing your skills. When you Advance, choose one of the following:

- advance a stat (each stat may be advanced one time, check the small box on the character sheet when you've advanced a stat)
- gain a new move from your archetype
- gain a move from another archetype's move list (up to a max of 3 per archetype)
- gain 1 Karma
- gain 1 Essence

Once you have advanced, subtract 10 XP from your total.

**CAROUSE:** When **you spend your time and money frivolously**, spend 1000¥, at least 1 day, and roll. Add +1:

- if you are returning triumphant
- if you are well-liked around these parts
- for every +1000¥ you spend
- if you blow through at least 500¥ of drugs

On a 7+, choose one:

- You befriend some useful NPC(s).
- You learn something interesting or useful. Tell the GM what you'd like to learn about and the GM will tell you what you learn.
- You happen upon an opportunity.

Additionally, on a 7-9, the GM picks one:

- You've been entangled, ensorcelled, or tricked.
- You've pissed someone off; the GM will tell you who, but you get to say how. The GM will have you make a new Bond with them.
- Someone needs your help; tell us who they are, and why you feel obliged to give it.

**CITATION NEEDED:** when **you research something**, roll+Craft. On 10+, you spend 1 day searching, and locate a useful detail about the topic of the research. On 7-9, you locate a useful detail, but (choose 1):

- you end up in a rabbit warren of information; spend 1 additional day digging through it
- your search raises a flag in someone else's systems (the GM determines whose)
- the information is in hardcopy, and you need to go to it; spend 1 additional day on the search

**GO SHOPPING:** when **you hit the market** to buy legal or illegal items, roll+Presence. On 10+, you find what you need: if it's a legal item, you'll have it in 1 day; illegal items take 2 days. On 7-9, you can get it, but you must wait 1d6-1 additional days.

**HIT THE BOOKS:** when **you spend time training, practicing, or studying your abilities**, you gain Prep. You gain 1 Prep for every 2 days spent in training or practice. When that training and preparation pays off, you can spend 1 Prep to get +1 to any roll. You can only spend 1 Prep per roll.

**LAST CHANCE:** when **you are facing death and out of options**, *permanently sacrifice* at least 1 Karma and roll+the amount sacrificed. On 10+, you miraculously make it through, and it's not as bad as it looked. On 7-9, you will survive, but the GM will privately discuss with you what terrible bargain you agreed to in order to live. On 6 or less... your fate is sealed; your run will forever end soon. The GM will tell you when.

**PULL STRINGS:** when **you hit up a contact for info or assistance**, roll+Presence. On 10+, the contact provides useful information (related to their own knowledge) or assistance. On 7-9, the contact provides information or assistance, but choose 1:

- has to get back to you; wait 1 day
- isn't happy about it; take -1 forward to the next time
- requires a favor in return

If you fail, your contact doesn't want to see you for a while, and will not return calls or meet with you for 1d6+2 days. Repeated failures of this move can permanently sever your relationship.

**RECOVER:** when **you need to heal stun damage**, you shake it off when you have a few minutes to take a breather.

When **you need to heal wounds**, you need 2 days and basic medical care to heal each wound. Chronic injuries require more; the GM will give you a general idea.

When **you spend a few days resting in downtime**, you regain all your Karma and Essence.

**RECRUIT:** When **you put out word that you're looking to hire help**, spend a day looking and roll. Add +1 if:

- your pay is generous
- you have a useful reputation in these parts

On a 10+ you've got your pick of a number of skilled applicants. On a 7-9 you'll have to settle for someone close or turn them away. On a miss someone influential and ill-suited declares they'd like to come along (a loose-cannon, or a veiled enemy, for example); bring them and take the consequences or turn them away. If you turn away applicants you take -1 forward to Recruit.

## METATYPE MOVES

There are five primary metahuman types (or "metatypes") in the Sixth World: Human, Dwarf, Elf, Ork, and Troll, each with their own unique moves. When you choose your metatype, you also choose one move from the list as your metatype move.

While there are regional differences in the appearance and nature of metatypes, such as the trollish Oni in Japan and the elvish Dryad in England, all metahumans have access to the same moves.

Additionally, if there are other metatypes or species you wish to add to the game, don't hesitate: just name the metatype, and come up with a move or two for it (or just lift one from the list here).

## HUMAN

**PROFESSIONAL:** choose an area of knowledge or training. When you *Drop Science* about that area of expertise, you are boosted.

**PRIVILEGE:** when interacting with humans, take +1 to Presence moves.

## DWARF

All dwarves have natural thermographic vision.

**TONIGHT WE DRINK:** if you're partying with someone, you may manipulate them using Stamina instead of Presence. Your tolerance is legendary; you never get addicted or incapacitated from substances.

**SHAKE IT OFF:** you are immune to disease and poisons. You can choose to take -1 forward to be boosted on a Stamina roll.

## ELF

All elves have natural low-light vision.

**UNCANNY GRACE:** once per fight, when you take damage, you can elect to take -2 forward and reduce damage by half.

**ETHEREAL:** when manipulating someone via charm or seduction, you are boosted.

## ORK

All orks have natural low-light vision.

**STREETFIGHTER:** the first time you attack an enemy with a non-lethal weapon (fists, feet, batons, etc), you are boosted.

**FEARLESS:** take +1 to *Stay Frosty* in the face of fear.

## TROLL

All trolls have natural thermographic vision.

**YOU'LL JUST MAKE IT ANGRY:** you gain 1 additional wound circle.

**JUGGERNAUT:** your fists should be licensed weapons. You deal 1d6 lethal damage in unarmed combat.

## CROSS-ARCHETYPE MOVES

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Archetypes are, in effect, the character classes in *Sixth World*. However, the class boundaries are somewhat fungible - you can “multiclass” to a certain extent.

When you make the *Advance* move, you have the option of selecting a move from another archetype. You can choose moves freely from other archetypes, subject to the following two restrictions:

1. You may choose no more than 3 moves from another archetype.
2. If your character is a non-magical archetype, they may not select moves that require Essence to be spent. They may select moves with optional Essence requirements.

Of course, both restrictions are entirely subject to GM and group discretion.

Restriction #2, for example, can be modified easily if the group wishes all characters in their game to have some magical potential. One possible alternative is to permit open “multiclassing,” but limit essence recovery options for non-magical archetypes (for example, recovering only half your essence each day, and not being allowed to take the Center or Commune moves).

Another alternative is to create an **Awaken** option for the *Advance* move, which can only be taken once but allows for a character to start taking Moves that require Essence.

# CHARACTER CREATION

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Creating a character is a multi-step process (don't worry, though, it's pretty easy). The overall process is described here; more detail is provided in each archetype's sheet, which can be found in the separate Character Sheets document (or just scroll down if you're reading a pdf):

<https://docs.google.com/document/d/1gGf9adXWV2AhDwyedV32rrF2q9pfwsc1cf6Chwld6P4/edit?usp=sharing>

## 1. Choose your Archetype

There are 10 archetypes to choose from: **Adept, Ex-Cop, Face, Hacker, Mage, Mercenary, Rigger, Shaman, Street Doc, and Street Samurai**. You can learn more about them in the archetypes section at the beginning of the document.

## 2. Choose your Metatype

There are 5 metatypes: **Human, Dwarf, Elf, Ork, and Troll**. Each metatype offers a choice of metatype moves. Choose one move from the **Metatype Moves** section.

## 3. Choose your Look

Each character archetype will present options for look; you are free to make up your own as well.

## 4. Choose your Name and Street Name

Pick a real name and street name. You may use the lists provided in the **GM Resources** section, or create your own.

## 5. Spend your Build Points

All core stats start with a modifier of +0.

You have **4 build points** to distribute among your stats. To increase a stat by 1 point costs 1 Build Point (e.g., it is a straight 1-for-1 cost).

You may increase a stat to a maximum of +2 as a starting character. Additionally, if you wish, you may lower one stat to -1 in order to gain 1 additional Build Point.

## 6. Set your Essence, Karma, ¥

Depending on your archetype, you start with a varying amount of Essence and Karma. You will also have a sum of *nuyen* (¥) available.

## 7. Choose Equipment

Each archetype will present various weapon, armor, and equipment options. Choose from the suggested items, or work with your GM to customize your kit.

## 8. Archetype Choices & Cyberware

Hackers, Mages, and Shaman all have extra selections to make.

If you choose cyberware, and one of the options provides a capability you already have (such as thermographic vision), you may exchange it for an equivalent item; just check with the GM.

The cyberware options listed include example kits for quick starts, or you can customize your cyberware within the budget for your archetype. If you don't spend your budget or don't get cyberware, you don't get to keep any leftover money.

## 9. Choose Contacts

Everybody knows somebody. You will be presented with a list of potential contacts your character might know as a result of their experiences both before and after they became shadowrunners. You should also select names for each contact, as well as a distinguishing characteristic or a note about how you know them.

## 10. Establish Debts and Favors

In your life before and after becoming a shadowrunner, you've worked with a lot of people, and ended up owing, or being owed, by them. These relationships include at least one of your fellow shadowrunners, and are called **debts** and **favors**. When you are instructed to create your debts and favors with fellow runners, you'll see a list of sample statements to help you create them. You don't have to use these; they're simply suggestions.

To create a debt or favor, place the name of one of the other characters in the blank space in one of the statements presented. You can place the same name more than once (that is, in more than one sentence), but you must establish at least one debt or favor to start with.

## 11. Starting Moves

Your character knows all the Core and Secondary Moves. Your character also knows one or more of his or her archetype moves. If you are given an option to choose additional moves, check off the box next to them on the character sheet.



# THE ADEPT

---

*When the gift awakened in me, I looked inward. I studied myself. I saw my limitations - and overcame them. I recognized my flaws - and accepted them. I reached inward until I held the very heart of my own power, and when I found it, I switched it on.*

*Fast, deadly, balanced, I'm an island of focus in the maelstrom of combat. Some people cannot grasp my true capabilities. Others don't understand why I directed your gifts inward, instead of outward in flashy displays. But I know why.*

*Because in the end, when the machine fails, and the magic dies: I will still have peace.*

**The Adept** is a magic-user whose power is focused inward, unlocking their full physical potential. Realized in the form of performance, speed, and endurance at or exceeding the peak of human capability, mastery of martial combat, and total control of self, the adept's inner calm and perfected body are the envy of many.

## CREATING AN ADEPT

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### 1. Choose your Metatype

Each metatype offers a selection of metatype moves. Choose one from the options presented.

### 2. Choose your Look

*Wise eyes, wary eyes, glowing eyes*  
*No hair, cropped hair, long braid*  
*Clean skin, tattooed skin, hard skin*  
*Perfect body, heavy body, lithe body*

### 3. Choose your Name and Street Name

Make up a name and street name or pick a real name and street name from the lists and name generators starting in the **GM Resources** section.

### 4. Assign your Stats

You have 5 stats: Awareness, Combat, Stamina, Craft, and Presence. Important stats for you are **Combat** and **Awareness**.

You have **4 Build Points** to distribute among your stats. To increase a stat by 1 point costs 1 Build Point. You may increase a stat to a maximum of +2 as a starting character. If you wish, you may lower 1 stat to -1 in order to have an additional point to spend.

### 5. Choose your Equipment

Pick one from each list below:

**Armor:** *armored jacket, armor charm*

**Weapons:** *2 pistols, 2 one-handed melee weapons, or a compound bow*

### 6. Set your Essence and Karma

You start with 6 Essence and 3 Karma.

### 7. Choose 2 Contacts

*Temple master, gunsmith, underground fight club organizer, tea shop owner, yakuza soldier, fetishmonger*

### 8. Establish Debts and Favors

Place one of your fellow runners' names in at least one of the blanks in the **Debts & Favors** section of your playbook. Each time a name appears in a debt or favor, it counts as 1 Bond with that character. The more people you have a Bond with, the better.

### 9. Starting Funds

You start play with 1500¥ available.

### 10. Starting Moves

You know all the Core and Secondary Moves.

You also know the **Enhanced Ability** move, and either the **Gunfighter** or the **Submission Hold** move. (Also take a look at the **Astral Projection** and **Imbue Focus** moves in the Magic chapter.)

# THE ADEPT

Player \_\_\_\_\_

Street Name \_\_\_\_\_

Real Name \_\_\_\_\_

## LOOK

Eyes: \_\_\_\_\_

Hair: \_\_\_\_\_

Body: \_\_\_\_\_

Style: \_\_\_\_\_

Other: \_\_\_\_\_

## DEBTS & FAVORS

\_\_\_\_\_ taught me a valuable lesson in self-control.

\_\_\_\_\_ helped me find my place here in the shadows.

I killed someone for \_\_\_\_\_.

I taught \_\_\_\_\_ secrets normally reserved for the masters.

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## METATYPE

■ \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## STATS



**Awareness**

INJURIES



**Combat**



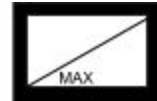
**Stamina**



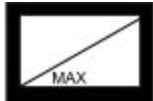
**Craft**



**Presence**



ESSENCE



KARMA



ARMOR

## ARMOR

Type \_\_\_\_\_

Bonus \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## WOUNDS



## XP

## ARCHETYPE MOVES

■ **Enhanced Ability:** when you concentrate on enhancing your abilities, spend 1 Essence and roll+the stat you wish to enhance. On 10+, increase that stat by 1 point until the end of the current scene or encounter. On a 7-9, increase any stat by 1, but reduce another stat by 1 for the equivalent time period.

- ☐ **Gunfighter:** when you *Rock & Roll* while wielding two one-handed guns, you may spend 1 essence. Until combat ends:
- ☐ On 10+, add +1 damage
  - ☐ On 7-9, choose from the normal Rock & Roll outcomes, but they are modified in the following ways:
    - if you choose to graze the target, another enemy or object behind your target takes 2 damage
    - if you choose to expose yourself to danger, you use an enemy as a human shield; the enemy takes half the damage or effect, and you take the other half
    - if you use up extra ammo, one enemy dives for cover and is suppressed
  - ☐ If your weapon runs out of ammo, you can kick the empty magazine into a nearby enemy, dealing 1 stun

☐ **Submission Hold:** when you would deal damage to an enemy in melee, you may instead forgo damage and subdue your opponent. If the opponent would normally be dangerous to touch (such as a fire elemental), you may spend 1 Essence to negate that danger.

## WEAPONS

Weapon \_\_\_\_\_

Range Damage Ammo Tags

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## GEAR/CYBERWARE

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\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## ADEPT ARCHETYPE MOVES

☐ **Killing Hands:** when when you deal damage with your fists/feet, spend 1 essence to deal lethal damage instead of stun.

☐ **Danger Sense:** when you open your mind to the world of subtle mundane and magical information in your environment, spend 1 essence and roll+Awareness. On 10+, you cannot be surprised. On 7-9, take +1 to *Stay Frosty*.

☐ **Perfect Control:** when you wish to control your emotions, reactions, and nonverbal cues, roll+Presence. On 10+, you can demonstrate any emotion or reaction you wish, indistinguishable from a genuine response. On 7-9, you maintain control, but (choose 1):

- ☐ it is exhausting; take 1 stun
- ☐ your control will only last for a short time
- ☐ your effort is detectable by magical means

☐ **The Sight:** when you take time to study an enemy, roll+Awareness. On 10+, take +1 forward or take +2 damage forward to your next attack. On 7-9, take +1 forward.

☐ **Iron Skin:** when you take damage, you may spend essence 1-for-1 to reduce it.

☐ **Spirit Hunter:** when you battle a spirit, you may spend 1 Essence to ignore the spirit's defense.

☐ **Gun-Fu:** when you *Rock & Roll* in melee, take 1 forward to *Rock & Roll* with a ranged weapon. When you *Rock & Roll* with a ranged weapon, take 1 forward to *Rock & Roll* in melee. You are also considered to be Dual Wielding with your fists/feet when you hold one melee weapon.

☐ \_\_\_\_\_  
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## CONTACTS

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## NOTES

# THE EX-COP

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*Years on the job, and now what am I doing? Running the shadows. Shit, I used to throw skels like myself in jail every day. On the other hand, the pay is better than anything I made on the force, I get to meet interesting people, and it beats corporate rent-a-cop work.*

*Some of these folks, they think because they've got the wires, or the mojo, they can walk circles around me. And yeah, maybe so, if I ever let them have a level playing field. But I still think like a cop, and I know the system. People still on the job are happy to help an old buddy.*

*And while the badge may not be entirely official anymore - there's always the gun.*

**The Ex-Cop** comes from Lone Star, Knight Errant, the military police, or any one of many law enforcement agencies in the confused landscape of the 2050's. Possessed of a keen investigative mind, brutally effective combat skills, experience with the best and worst of humanity, and connections deep into "the system," the ex-cop is a valuable asset.

## CREATING AN EX-COP

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### 1. Choose your Metatype

Each metatype offers a selection of metatype moves. Choose one from the options presented.

### 2. Choose your Look

*Cold eyes, tired eyes, wary eyes*  
*Close cropped hair, shaggy hair, bald*  
*Cheap suit, street clothes, hawaiian shirt*  
*Heavy body, fit body, injured body*

### 3. Choose your Name and Street Name

Make up a name and street name or pick a real name and street name from the lists and name generators starting in the **GM Resources** section.

### 4. Assign your Stats

You have 5 stats: Awareness, Combat, Stamina, Craft, and Presence. Important stats for you are **Combat** and **Craft**.

You have **4 Build Points** to distribute among your stats. To increase a stat by 1 point costs 1 Build Point. You may increase a stat to a maximum of +2 as a starting character. If you wish, you may lower 1 stat to -1 in order to have an additional point to spend.

### 5. Choose your Equipment

Pick one from each list below:

**Armor:** *ballistic vest, form-fitting armor*

**Service Pistol:** *choose a pistol*

**Additional Weapon:** *choose a shotgun or submachine gun*

### 6. Choose your Cyberware

You may start with one of the following cyberware kits, or design your own (up to 3 essence and 20,000¥):

**Kit 1 (3 essence):** *cybereyes (includes low-light) with a recorder and a smartlink, tactical analytic unit, shocktrodes*

**Kit 2 (3 essence):** *cyberears with ultrasound, skillwires*

### 7. Set your Essence and Karma

To determine your starting Essence, subtract the essence cost of your cyberware (if any) from 6.

You start with 4 Karma. Must have done something right.

### 8. Choose 3 Contacts

*Confidential informant (CI), precinct secretary, gang leader, prosecutor, journalist, former partner, defense attorney*

### 9. Establish Debts and Favors

Place one of your fellow runners' names in at least one of the blanks in the **Debts & Favors** section of your playbook. Each time a name appears in a debt or favor, it counts as 1 Bond with that character. The more people you have a Bond with, the better.

### 10. Starting Funds

You start play with 1500¥ available.

### 11. Starting Moves

You know all the Core and Secondary Moves.

You also know the **Gumshoe** move, and one other Ex-Cop archetype move.



## EX-COP ARCHETYPE MOVES

☐ **Work the System:** when you use your ex-LEO status to get help, roll+Presence. On 10+, you have an old pal jam somebody up or cut them a break. On 7-9, you get the desired result, but (choose 1):

- ☐ the person knows who helped or hindered them
- ☐ your buddy got in trouble
- ☐ your name got mentioned to the wrong ears

❑ **Takedown:** when you take control of a person physically, roll+Combat. On 10+, they are under your complete control, and you are both unharmed. On 7-9, you gain control of them, but either you or your target must take 2 damage.

☐ **Interrogation:** when you attempt to *Make Them Sweat*, you may roll+Craft instead of +Presence.

☐ **Deep Cover:** when you *Stay Frosty* to blend in to a criminal environment, you are boosted.

☐ **Good Cop, Bad Cop:** when you aid someone you have bond with during an interrogation, roll+Craft instead of +Bond.

☐ **Gun Cage:** when you need some specialized weapons or hardware fast, you can borrow it from a buddy on the force. When you return it, roll+Presence (subtracting 1 for every day beyond the first that you've had the gear). On 10+, everything's fine. On 7-9, you've raised suspicions and can't use this move for your next run. On 6 or less, you owe your buddy a favor before you get trusted with the keys again.

☐ **The Feds:** you have a contact in federal law enforcement. Roll+Presence. On 10+, pick 2. On 7-9, pick 1.

- ☐ You get a tip-off on a big operation so you can steer clear
- ☐ You gain interesting and useful information about your current run
- ☐ You get access to federal data on an individual
- ☐ You are listed as a “consultant” on a case

☐ **Doorkicker:** when you lead the team in an assault on the enemy, roll+Combat. On 10+, designate up to 3 enemies who are surprised. On 7-9, designate up to 2 enemies.

☐ **Hostage Negotiator:** when you negotiate in a dangerous situation, you may roll +Combat instead of +Presence. You must still have leverage to negotiate.

☐ \_\_\_\_\_  
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## CONTACTS

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## NOTES

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# THE FACE

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*I could have been on the trid - I've got the looks. And half the megacorps in Seattle would kill to get me in an interview. But why tie myself down like that? I have a particular set of talents that makes me incredibly valuable in shadowrunning circles, and to be completely honest, I'm hooked on the adrenaline.*

*It's a rush to be someone else, to read someone's tics and cues, and to run a con so effective that the mark never even figures out it happened. It's good when it goes right. So good.*

*On the other hand, you have to be careful who you con. You don't con your team. Why? I sometimes ask myself the same thing. But then...well, lemme make a long story short. You see this scar...?*

**The Face** is the professional front of the team. When a deal is being negotiated, the Face is front and center. However, the Face is also a professional con, and a master of disguise, misdirection, and interpersonal relations. A team without the Face is at a disadvantage in dealing with potential employers and rivals, and with a few phone calls, the Face makes getting into and out of any operation easier.

## CREATING A FACE

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### 1. Choose your Metatype

Each metatype offers a selection of metatype moves. Choose one from the options presented.

### 2. Choose your Look

*Wise eyes, jeweled eyes, laughing eyes*  
*Normal skin, perfect skin, synthetic skin*  
*Great smile, smoky stare, rugged good looks, regal bearing*  
*Fit body, compact body, androgynous body*

### 3. Choose your Name and Street Name

Make up a name and street name or pick a real name and street name from the lists and name generators starting in the **GM Resources** section.

### 4. Assign your Stats

You have 5 stats: Awareness, Combat, Stamina, Craft, and Presence. Important stats for you are **Awareness** and **Presence**.

You have **4 Build Points** to distribute among your stats. To increase a stat by 1 point costs 1 Build Point. You may increase a stat to a maximum of +2 as a starting character. If you wish, you may lower 1 stat to -1 in order to have an additional point to spend.

### 5. Choose your Equipment

Pick one from each list below:

**Armor:** *armored jacket, form-fitting armor*

**Weapon:** *choose a pistol, submachine gun, or melee weapon*

### 6. Choose your Cyberware

You may start with one of the following cyberware kits, or design your own (up to 3 essence and 15,000¥):

**Kit 1 (3 essence):** *shocktrodes, skillwires*

**Kit 2 (2 essence):** *cybereyes (includes low-light vision) with a recorder and thermographic vision, voice modulator*

### 7. Set your Essence and Karma

To determine your starting Essence, subtract the essence cost of your cyberware (if any) from 6.

You start with 4 Karma - you're just that good.

### 8. Choose 4 Contacts

*Club owner, Yakuza boss, car dealer, journalist, senator's aide, money launderer, mafia capo, arms dealer, wealthy socialite*

### 9. Establish Debts and Favors

Place one of your fellow runners' names in at least one of the blanks in the **Debts & Favors** section of your playbook. Each time a name appears in a debt or favor, it counts as 1 Bond with that character. The more people you have a Bond with, the better.

### 10. Starting Funds

You start play with 1500¥ available.

### 11. Starting Moves

You know all the Core and Secondary Moves.

You also know the **Razor Insight** move, and one other Face archetype move.

## GEAR/CYBERWARE



## FACE ARCHETYPE MOVES

☐ **Fast Talk:** when you need to convince somebody of something fast, roll+Presence. On 10+, your quick thinking gets you through. On 7-9, they're convinced, but (choose 1)

- ☐ they check up on your story later
- ☐ they get in serious trouble for believing you
- ☐ one of your contacts somehow ends up involved...in a bad way

☐ **Work the Angles:** when you manipulate someone, take +1 forward.

☐ **Come Hither:** when you attempt to seduce someone, roll+Presence. On 10+, they're into you, and you can get a favor from them or get access to some of their personal stuff. On 7-9, they're into you and will provide minor help, but it will take some more time and TLC to get a favor from them.

☐ **Build a Legend:** when you create a false identity, spend 1 day working on it and roll+Craft. On 10+, your legend is solid and will hold up to any scrutiny. On 7-9, it holds up for now, but (choose 1):

- ☐ you've only got 1d6-1+Craft days before its blown
- ☐ you run into someone who knows you...as someone else.
- ☐ you have to do something unpleasant to maintain your cover.

☐ **Crazy Smooth:** when you *Fast Talk*, you are boosted.

☐ **I Know A Guy:** when you need an illegal good or service, roll+Presence. On 10+, you know someone who can get it for you immediately, and discreetly. On 7-9, they can get it, but (choose 1):

- ☐ it takes 1 additional day
- ☐ it costs twice as much as predicted
- ☐ your fence has to drop your name to get it

☐ **Honeyed Words:** when you make someone sweat, you may roll+Presence instead of Combat.

☐ **Chameleon:** when you attempt to blend in to a social environment, roll+Presence. On 10+, nobody questions your presence. On 7-9, you catch the eye of someone who later becomes curious about what you were doing there.

☐ **Irresistible:** even if you anger, insult, or otherwise tick off a contact, they just can't stay mad at you. They only avoid you for half as long as your roll.

☐

## CONTACTS

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## NOTES

# THE HACKER

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*These chromers and spellworms are missing the point. They're in this for money, looking to retire someday? Hah. They've got no idea where the power is. Real power lies in a world most of them take for granted. But it's a world I live and breathe. You want paydata? I know where it is. You want me to shut some shit down? I can do that. You want me to hack Renraku? Give me a dataline. I'll do it. I dream in code, babe. I can see the girl in the red dress.*

*And don't tell anyone, but this? I do it for fun. You should see me when I'm serious.*

The **Hacker** is the master of the worldwide virtual reality network of the Matrix. Able to bend the Matrix their will, the Hacker is a critical member of the team. From finding crucial data on targets, to locating floor plans of facilities, to shutting down security systems and sabotaging response efforts, the hacker's value is indisputable.

## CREATING A HACKER

---

### 1. Choose your Metatype

Each metatype offers a selection of metatype moves. Choose one from the options presented.

### 2. Choose your Look

*Cybereyes, glasses, unfocused eyes*

*No hair, unkempt hair, mohawk, ponytail*

*Pale skin, bad skin, tattooed skin*

*Thin body, heavy body, compact body, flabby body*

### 3. Choose your Name and Street Name

Make up a name and street name or pick a real name and street name from the lists and name generators starting in the **GM Resources** section.

### 4. Assign your Stats

You have 5 stats: Awareness, Combat, Stamina, Craft, and Presence. Important stats for you are **Awareness** and **Craft**.

You have **4 Build Points** to distribute among your stats. To increase a stat by 1 point costs 1 Build Point. You may increase a stat to a maximum of +2 as a starting character. If you wish, you may lower 1 stat to -1 in order to have an additional point to spend.

### 5. Choose your Equipment

Pick one from each list below:

**Armor:** *armored jacket, form-fitting armor*

**Weapon:** *choose a pistol or shotgun*

**Deck:** *Allegiance Alpha*

### 6. Write your Programs

Choose 3 example programs, or using the rules in Building Programs, create the programs you wish to run on your deck.

### 7. Choose your Cyberware

You start with a **Deckrunner**, which includes a **datajack**. This is how you run Decks.

You may also start with one of the following cyberware kits, or design your own (up to 3 essence and 10,000¥):

**Kit 1 (2 essence):** *synaptic hardening*

**Kit 2 (1 essence):** *cyberears with ultrasound system*

### 8. Set your Essence and Karma

To determine your starting Essence, subtract the essence cost of your cyberware (if any) from 4.

You start with 3 Karma.

### 9. Choose 2 Contacts

*Ghost Syndicate footsoldier, electronics dealer, military hacker, gang member, former professor, matrix guru, white hat, script kiddie, professional gambler, money launderer*

### 10. Establish Debts and Favors

Place one of your fellow runners' names in at least one of the blanks in the **Debts & Favors** section of your playbook. Each time a name appears in a debt or favor, it counts as 1 Bond with that character. The more people you have a Bond with, the better.

### 11. Starting Funds

You start play with 1500¥ available.

### 12. Starting Moves

You know all the Core and Secondary Moves.

You know either the **Born Digital** or the **Technomancer** move. (Also take a look at the **Hacking Moves** in The Matrix chapter.)



## HACKER ARCHETYPE MOVES

☐ \_\_\_\_\_

☐ \_\_\_\_\_

## CONTACTS

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## CYBERDECKS

[illegible]

## NOTES

[illegible]

# THE MAGE

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*It's not easy to study these formulae. Trust me, it's like learning a language spoken by creatures with ten mouths, twelve eyes, and a tonal language based on what the color nine smells like. If you haven't got the gift, well...if you're lucky, it'll look like gibberish. If you're unlucky, it might just bust your head. But do you know what it's like to turn invisible, to throw lightning from your hands, or to heal injuries with a word? To be the artillery when a run goes south hard? You know what it's like?*

*It's a little like being a god.*

The Mage's magical talent is focused on the arcane art of spellcasting - employing esoteric formulas, incantations, and the precepts of magical theory to shape reality itself. If you want an Arcana artillery company, someone to cloak the entire team in magical invisibility, or someone to provide astral overwatch for the whole team, look to the mage.

## CREATING A MAGE

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### 1. Choose your Metatype

Each metatype offers a selection of metatype moves. Choose one from the options presented.

### 2. Choose your Look

*Blank eyes, unnatural eyes, piercing eyes*

*Long hair, bald, wild hair*

*Robes, street clothes, dress clothes*

*Thin body, weak body, muscular body*

### 3. Choose your Name and Street Name

Make up a name and street name or pick a real name and street name from the lists and name generators starting in the **GM Resources** section.

### 4. Assign your Stats

You have 5 stats: Awareness, Combat, Stamina, Craft, and Presence. Important stats for you are **Awareness** and **Craft**, plus whatever stats govern the types of spells you want to cast.

You have **4 Build Points** to distribute among your stats. To increase a stat by 1 point costs 1 Build Point. You may increase a stat to a maximum of +2 as a starting character. If you wish, you may lower 1 stat to -1 in order to have an additional point to spend.

### 5. Choose your Equipment

Pick one from each list below:

**Armor:** *armored jacket, armor charm*

**Weapon:** *choose a pistol, submachine gun, or melee weapon*

### 6. Craft your Spells

Choose 3 of the following 5 spell categories:

Combat, Detection, Illusion, Health, Manipulation

You know 2 spells in one of your chosen categories, 1 in the second category, and 1 in the final category. Mark each spell you know on the spells list.

### 7. Set your Essence and Karma

You start with 6 Essence and 3 Karma.

### 8. Choose 2 Contacts

*Wage mage, corporate exec, fetishmonger, paranormal animal expert, bartender, street cop, professor of magical theory*

### 9. Establish Debts and Favors

Place one of your fellow runners' names in at least one of the blanks in the **Debts & Favors** section of your playbook. Each time a name appears in a debt or favor, it counts as 1 Bond with that character. The more people you have a Bond with, the better.

### 10. Starting Funds

You start play with 1500¥ available.

### 11. Starting Moves

You know all the Core and Secondary Moves.

You know the **Cast a Spell**, **Center**, and **Counterspell** moves. (Also take a look at the **Astral Projection** and **Imbue Focus** moves in the Magic chapter.)

# THE MAGE

Player \_\_\_\_\_

Street Name \_\_\_\_\_

Real Name \_\_\_\_\_

## LOOK

Eyes: \_\_\_\_\_  
Hair: \_\_\_\_\_  
Body: \_\_\_\_\_  
Style: \_\_\_\_\_  
Other: \_\_\_\_\_

## DEBTS & FAVORS

I'd still be a wage mage today if \_\_\_\_\_ hadn't made that call.

Those gangers would have waxed me if \_\_\_\_\_ hadn't happened along.

I helped \_\_\_\_\_ get rid of a curse. You believe that? A curse.

I sucked up a manabolt for \_\_\_\_\_.

\_\_\_\_\_

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
## METATYPE

■ \_\_\_\_\_


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## STATS


 Awareness

INJURIES

 Combat

 Stamina

 Craft

 Presence

 ESSENCE

 KARMA

 ARMOR

## ARMOR

Type \_\_\_\_\_ Bonus \_\_\_\_\_

\_\_\_\_\_

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## WOUNDS

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## XP

## ARCHETYPE MOVES

■ **Cast a Spell:** when you cast a spell, spend at least 1 essence and roll. What stat you add depends on the spell type:

- ☐ Combat: roll+Combat
- ☐ Detection: roll+Awareness
- ☐ Illusion: roll+Presence
- ☐ Health: roll+Stamina
- ☐ Manipulation: roll+Craft

On 10+, you cast the spell without trouble. On 7-9, you cast the spell, but (choose 1):

- ☐ it causes drain; take 1 stun
- ☐ it causes astral feedback; take -1 to the next spell you cast
- ☐ you must expose yourself to danger or an attack to cast the spell

■ **Center:** when you take a moment to concentrate and restore yourself, regain 1d6 essence.

■ **Counterspell:** to disrupt or end a spell cast by another, spend 1 Essence and roll+Craft. On 10+, the spell is dispelled. On 7-9, the spell is dispelled, but it costs either an extra point of Essence or 1 stun.

## WEAPONS

Weapon	Range	Damage	Ammo	Tags
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

## GEAR/CYBERWARE

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## MAGE ARCHETYPE MOVES

☐ **Specialist:** choose a spell category. You take +1 forward when casting spells from that category.

☐ **Magical Overwatch:** when you defend an ally from hostile magic, spend 1 Essence and roll +Awareness. On 10+, choose 2. On 7-9, choose 1:

- ❑ you reduce the damage of the hostile magic by half
- ❑ you reduce the duration of the hostile magic by half
- ❑ you pinpoint the location of the hostile magic user
- ❑ you deal 2 damage to the hostile caster

☐ **Astral Trace:** when you observe a magical effect for which you cannot determine the source, roll+Awareness. On a 10+, the GM answers three of the following. On 7-9, two:

- ❑ In what direction does the source of this magic lie?
- ❑ Approximately how far away is the source?
- ❑ What is the general nature of the source (metahuman, astral, paranormal)?
- ❑ How powerful is the source?

☐ **Hermetic Library:** you have permission to access an extensive library of hermetic lore. When you or a teammate uses the *Citation Needed* move to research magical history or theory, the move is boosted.

❑ **Reliable Centering:** when you center yourself, you can choose to recover essence equal to your Stamina, rather than rolling 1d6.

☐ **Initiate:** when you *Hit the Books*, you may also spend the Prep earned to:

- ☐ reduce a spell's Essence cost by 1 (this can reduce the cost to 0)
- ☐ boost a *Cast a Spell* move
- ☐ restore 1 essence

☐ \_\_\_\_\_

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## CONTACTS

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## NOTES

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COMBAT SPELLS

- ☐ **Knockout:** deals 1d6+1 stun to all creatures in touch range (*range T, ignores armor, essence 2*)
- ☐ **Mana Bolt:** deals 1d6+1 damage to a creature or spirit; (*range L, ignores armor, elemental, essence 2*)
- ☐ **Manaball:** deals 1d6+2 damage to creatures and spirits within the target area (*range S, area, ignores armor, elemental, essence 3*)
- ☐ \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_
- ☐ \_\_\_\_\_  
\_\_\_\_\_  
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DETECTION SPELLS

- ☐ **Analyze Device:** take +1 forward to your next move involving the device being analyzed, or learn what the device does. (*range T, essence 1*)
- ☐ **Clairvoyance:** when you Check the Situation, you can ask questions about a location you cannot see within the range of the spell. (*range L, essence 3*)
- ☐ **Combat Sense:** while you sustain this spell, you cannot be surprised, and take +1 forward to your first Rock & Roll or Stay Frosty move when combat starts. (*self-only, subtle, sustain, essence 2*)
- ☐ **Detect Life:** when you Check the Situation to find living creatures in an area, take +2 forward. (*range S, essence 2*)
- ☐ **Mind Probe:** when you touch the target, you get to know one thing as per Face’s Razor Insight move. (*range T, essence 2*)
- ☐ \_\_\_\_\_  
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- ☐ \_\_\_\_\_  
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HEALTH SPELLS

- ☐ **Antidote:** when you touch the target, you halt poison or other toxin effects in the target. (*range T, essence 2*)
- ☐ **Heal:** when you touch the target, heal a number of wounds equal to 1 + the amount of essence spent on the spell. (*range T, exhausting, essence X*)
- ☐ **Increase Attribute:** when you touch the target, choose 1 stat. The next move using that stat takes +1 forward while the spell is sustained. (*range T, exhausting, sustain, essence 2*)
- ☐ \_\_\_\_\_  
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- ☐ \_\_\_\_\_  
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ILLUSION SPELLS

- ☐ **Chaotic World:** when you cast this spell, you can hold 1 to spend on your or your teammate’s moves. (*range S, 2 essence*)
- ☐ **Group Invisibility:** while you sustain this spell, you conceal a number of creatures equal to the essence spent from being seen by creatures or metahumans. (*range T, area, sustain, essence 2 per individual concealed*)
- ☐ **Phantasm:** while you sustain this spell, you create a frightening illusion in a small area, which may require creatures to Stay Frosty or disengage (*range S, area, sustain, essence 3*)
- ☐ **Silence:** while you sustain this spell, all sound is silenced in the area you specify. (*range S, area, sustain, essence 3*)
- ☐ **Stink:** all creatures in the affected area have to either leave the area or use air filters or take 1 stun. (*range S, area, essence 2*)
- ☐ \_\_\_\_\_  
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\_\_\_\_\_
- ☐ \_\_\_\_\_  
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MANIPULATION SPELLS

- ☐ **Fling:** when you cast this spell on a target you are touching, you hurl the target out of melee range. (*range T, essence 1*)
- ☐ **Light:** while you sustain this spell, an area you specify is illuminated by bright light or cloaked in arcane darkness. (*range S, area, sustain, essence 2*)
- ☐ **Levitate:** while you sustain this spell, one target in range can move slowly without regard to gravity; if cast on an object, you control where it moves. (*range S, sustain, essence 1 per ~100 lbs*)
- ☐ **Mage Armor:** while you sustain this spell, the target gains 2 armor (*range T, sustain, essence 2*)
- ☐ **Mana Barrier:** while you sustain this spell, you create a barrier that blocks living creatures and spirits. (*self-only, sustain, essence 2*)
- ☐ \_\_\_\_\_  
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- ☐ \_\_\_\_\_  
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\_\_\_\_\_

SPELL TAGS

**range:** T=touch/within reach, S=short, L=long  
**elemental:** you may choose to add an elemental effect to the spell: fire burns, lightning shocks, acid melts, ice freezes  
**essence:** the essence cost of the spell  
**exhausting:** this spell is quite difficult to cast; take 1 stun when casting it  
**self-only:** you are the only possible target  
**sustain:** this spell may stay in effect as long as essence is committed to it; you cannot use the Centering move while sustaining a spell

SPELLS



# THE MERCENARY

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*I've fought in a dozen little brush wars - and some big ones - over the years. I've seen a lot of shit go down. Once I got out, though, I wasn't good for much except killing people and breaking things. Upside: those are pretty marketable skills in 2050.*

*So I did my time with a few crews. Some pros. Some...not. I try to maintain a code, though, and after a while I decided that freelance work was where it's at. That was a learning experience. Some of these supposedly shit-hot runners need to learn a few essentials, like "don't set up the ambush so you shoot your own guys" and what "enfilade" means. Makes me cringe sometimes.*

*Still, it's decent money, I set my own hours, and I get to be the one to decide whether melting a busload of nuns is worth the pay.*

The Mercenary served in one of the many military forces found in the Sixth World, doing time in conflicts large and small, and brought from that solid tactical abilities and a respectable repertoire of combat talents. Hardened mentally and physically from years in service, the merc is highly skilled in combat and has the added benefit of leadership experience that can save the team's bacon when things get hairy.

## CREATING A MERCENARY

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### 1. Choose your Metatype

Each metatype offers a selection of metatype moves. Choose one from the options presented.

### 2. Choose your Look

*Dead eyes, cold eyes, soft eyes  
Boonie hat, crew cut, ponytail, fauxhawk  
Combat fatigues, street clothes, nice suit  
Scarred skin, tough skin, soft skin*

### 3. Choose your Name and Street Name

Make up a name and street name or pick a real name and street name from the lists and name generators starting in the **GM Resources** section.

### 4. Assign your Stats

You have 5 stats: Awareness, Combat, Stamina, Craft, and Presence. Important stats for you are **Combat** and **Stamina**.

You have **4 Build Points** to distribute among your stats. To increase a stat by 1 point costs 1 Build Point. You may increase a stat to a maximum of +2 as a starting character. If you wish, you may lower 1 stat to -1 in order to have an additional point to spend.

### 5. Choose your Equipment

Pick from each list below:

**Armor:** *ballistic vest, form-fitting armor*

**Weapons:** *choose 3 weapons*

### 6. Choose your Cyberware

You may start with one of the following cyberware kits, or design your own (up to 4 essence and 50,000¥):

**Kit 1 (4 essence):** *active camouflage, bone lacing*

**Kit 2 (4 essence):** *cybereyes (includes low-light vision) with a flare compensator and vision magnification, autodoc*

### 7. Set your Essence and Karma

To determine your starting Essence, subtract the essence cost of your cyberware (if any) from 6.

You start with 2 Karma.

### 8. Choose 2 Contacts

*Former CO, terrorist cell member, arms dealer, veterans clinic doctor, old war buddy, street pharmacist, therapist*

### 9. Establish Debts and Favors

Place one of your fellow runners' names in at least one of the blanks in the **Debts & Favors** section of your playbook. Each time a name appears in a debt or favor, it counts as 1 Bond with that character. The more people you have a Bond with, the better.

### 10. Starting Funds

You start play with 1500¥ available.

### 11. Starting Moves

You know all the Core and Secondary Moves.

You also know the **Go Tactical** move, and one other Mercenary archetype move.

## Player

## Street Name

## Real Name

# LOOK

**Eyes:** \_\_\_\_\_

**Hair:** \_\_\_\_\_

**Body:** \_\_\_\_\_

**Style:** \_\_\_\_\_

**Other:** \_\_\_\_\_

## DEBTS & FAVORS

\_\_\_\_\_ dragged me out when shit went sideways.

\_\_\_\_\_ backed my play even when nobody else would.

It was not fun explaining to my CO what happened to those weapons \_\_\_\_\_  
“borrowed.”

First time I saw \_\_\_\_\_, it was at the other end of my gun.

# METATYPE

■ \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## STATS



## Awareness

## INJURIES



## Combat



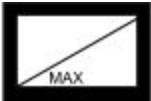
## Stamina



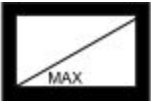
## Craft



## Presence



## ESSENCE



# KARMA



## ARMOR

## ARMOR

Type

## Bonus

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## WOUNDS

XP

## ARCHETYPE MOVE

■ **Go Tactical:** when you *Check the Situation* during combat, roll+Combat instead of +Awareness. On a 10+, instead of asking the GM questions, you may instead choose to Hold 3. On a 7-9, you may choose to Hold 1. You can then spend that Hold 1-for-1 to grant a bonus to any ally at any point during the combat.

## WEAPONS

## Weapon

Range Damage Ammo Tags

[illegible]

## GEAR/CYBERWARE

[illegible]

## MERCENARY ARCHETYPE MOVES

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## CONTACTS

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## NOTES

[illegible]

# THE RIGGER

*When it comes right down to it, I don't really live anywhere. Unless you count the driver's seat. My crew might call me the "lookout" or the "getaway driver" but when things have gone bad, I've never seen them not be happy that I own an armored truck with a couple of Vindicators on it.*

*Seriously, have you seen it? Man, she's sweet. Purrs like a kitten, too.*

*Anyway, with all this Matrix-this and magic-that and mass-transit-other, you'd think driving wasn't such a big thing. Well, that's a load of bullshit. See, runners don't take the fuckin' subway, choombatta. There ain't a bus that goes to the top of Ares Macrotech Tower. You want discreet tactical insertion into a hot LZ? Or a luxury ride in a tricked out limo? Or how about a good old fashioned #18 (that one involves crashing a cement truck through a wall to- well, anyway, good times...).*

*Long story short, you want a ride? You talk to me.*

**The Rigger** is a cybered-up, shit-hot driving machine. When a team needs transportation, recon, or a flying drone to blow the enemy into bloody rags, they turn to their rigger. Riggers have the capability to operate any vehicle at its peak, as well as operate drone vehicles of various kinds. Getting into and out of an op, and providing a little robotic fire support, is the rigger's specialty.

## CREATING A RIGGER

### 1. Choose your Metatype

Each metatype offers a selection of metatype moves. Choose one from the options presented.

### 2. Choose your Look

*Goggles, alert eyes, obvious cybereyes  
Kaiser helmet, cowboy hat, pirate bandana  
Biker clothes, flight suit, street clothes, punk  
Heavy body, built body, lean body*

### 3. Choose your Name and Street Name

Make up a name and street name or pick a real name and street name from the lists and name generators starting in the **GM Resources** section.

### 4. Assign your Stats

You have 5 stats: Awareness, Combat, Stamina, Craft, and Presence. Important stats for you are **Awareness** and **Craft**.

You have **4 Build Points** to distribute among your stats. To increase a stat by 1 point costs 1 Build Point. You may increase a stat to a maximum of +2 as a starting character. If you wish, you may lower 1 stat to -1 in order to have an additional point to spend.

### 5. Choose your Equipment

Pick one from each list below:

**Armor:** *ballistic vest, form-fitting armor*

**Weapons:** *choose a shotgun, submachine gun, or melee weapon*

**Vehicle:** *choose a Ford Americar or Harley Scorpion*

**Drone:** *Aztechnology Crawler*

### 6. Choose your Cyberware

You have a **Control Rig** installed, which includes a **datajack**. This allows you to link to your vehicles and drones.

You may also start with one of the following cyberware kits, or design your own (up to 2 essence and 10,000¥):

**Kit 1 (2 essence):** *cybereyes (includes low-light vision) with a flare compensator and vision magnification*

**Kit 2 (2 essence):** *cyberears with sound damper and ultrasound*

### 7. Set your Essence and Karma

To determine your starting Essence, subtract the essence cost of your cyberware (if any) from 4.

You start with 3 Karma.

### 8. Choose 2 Contacts

*Chop shop worker, go ganger, fence, trucker, arms dealer, mechanic, bartender, cargo pilot, car thief*

### 9. Establish Debts and Favors

Place one of your fellow runners' names in at least one of the blanks in the **Debts & Favors** section of your playbook. Each time a name appears in a debt or favor, it counts as 1 Bond with that character. The more people you have a Bond with, the better.

### 10. Starting Funds

You start play with 1500¥ available.

### 11. Starting Moves

You know all the Core and Secondary Moves.

You also know the **Jumped In** move, and one other Rigger archetype move. (Also take a look at the **Vehicle & Drone Moves** in the Vehicles & Drones chapter.)

## GEAR/CYBERWARE

## RIGGER ARCHETYPE MOVES

☐ \_\_\_\_\_

## CONTACTS

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## VEHICLES & DRONES

Name _____	Name _____	Name _____	Name _____
<input type="checkbox"/> Power <input type="checkbox"/> Armor	<input type="checkbox"/> Power <input type="checkbox"/> Armor	<input type="checkbox"/> Power <input type="checkbox"/> Armor	<input type="checkbox"/> Power <input type="checkbox"/> Armor
<input type="checkbox"/> Fuel <input type="checkbox"/> Seats	<input type="checkbox"/> Fuel <input type="checkbox"/> Seats	<input type="checkbox"/> Fuel <input type="checkbox"/> Seats	<input type="checkbox"/> Fuel <input type="checkbox"/> Seats
<input type="checkbox"/> Sensor <input type="checkbox"/> Tactic	<input type="checkbox"/> Sensor <input type="checkbox"/> Tactic	<input type="checkbox"/> Sensor <input type="checkbox"/> Tactic	<input type="checkbox"/> Sensor <input type="checkbox"/> Tactic
Damage _____	Damage _____	Damage _____	Damage _____
Frame _____	Frame _____	Frame _____	Frame _____
Tags _____	Tags _____	Tags _____	Tags _____

## NOTES

This image shows a blank sheet of white paper with horizontal blue ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

# THE SHAMAN

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*My partner over there likes blasting lightning from his hands. That's cool, you know? I mean seriously - it's cool. And scary. I'd be jealous, but...I have this other trick. See, instead of channeling power through my hands and poring over dusty tomes, I just have a quick look-see into the unseen world around us, locate a friend, and ask 'em for a hand.*

*You're looking at me like you've got no idea what I'm talking about. Lemme break it down for you. All around you, right now, is the world of astral energy. It's like our world, but...not. Okay, not really at all but let's not get off-topic. Dwelling there are spirits. Some are called elementals, but what's necessary to grok is this: I can talk to 'em, and I can bring them here, and I can make them do things.*

*So remember to thank me the next time a being of pure fire appears and saves your ass from getting geeked.*

**The Shaman** is a master of conjuring: summoning the spirits that dwell in the astral realm and compelling them to do the shaman's bidding. The shaman's spirits provide many services, from devastating combat abilities to protection from hostile intent to information and reconnaissance impossible for a mundane.

## CREATING A SHAMAN

---

### 1. Choose your Metatype

Each metatype offers a selection of metatype moves. Choose one from the options presented.

### 2. Choose your Look

*Heterochromic eyes, wise eyes, sunglasses*  
*Long hair, dreadlocks, shaved head*  
*Street clothes, anachronistic clothes, biker gear*  
*Wiry body, thin body, round body*

### 3. Choose your Name and Street Name

Make up a name and street name or pick a real name and street name from the lists and name generators starting in the **GM Resources** section.

### 4. Assign your Stats

You have 5 stats: Awareness, Combat, Stamina, Craft, and Presence. Important stats for you are **Presence** and **Stamina** and whatever stat governs the spirits you want to Conjure.

You have **4 Build Points** to distribute among your stats. To increase a stat by 1 point costs 1 Build Point. You may increase a stat to a maximum of +2 as a starting character. If you wish, you may lower 1 stat to -1 in order to have an additional point to spend.

### 5. Choose your Equipment

Pick one from each list below:

**Armor:** *form-fitting armor, armor charm*

**Weapons:** *choose a pistol or assault rifle*

### 6. Bond with your Spirits

You start the game able to summon 3 spirits. Either choose 3 from the example spirits, or make your own.

Choose your totem from the Totems chapter, or make up one of your own.

### 7. Set your Essence and Karma

You start with 6 Essence and 3 Karma.

### 8. Choose 2 Contacts

*Wage mage, ork underground, gang thug, street cop, herbalist, university professor, diner owner, fetishmonger, art dealer, hedge wizard, houngan*

### 9. Establish Debts and Favors

Place one of your fellow runners' names in at least one of the blanks in the **Debts & Favors** section of your playbook. Each time a name appears in a debt or favor, it counts as 1 Bond with that character. The more people you have a Bond with, the better.

### 10. Starting Funds

You start play with 1500¥ available.

### 11. Starting Moves

You know all the Core and Secondary Moves.

You also know the **Conjure**, **Commune**, and **Banish** moves. (Also take a look at the **Astral Projection** and **Imbue Focus** moves in the Magic chapter.)

# THE SHAMAN

Player \_\_\_\_\_

Street Name \_\_\_\_\_

Real Name \_\_\_\_\_

## LOOK

Eyes: \_\_\_\_\_

Hair: \_\_\_\_\_

Body: \_\_\_\_\_

Style: \_\_\_\_\_

Other: \_\_\_\_\_

## DEBTS & FAVORS

\_\_\_\_\_ had me in his sights, and let me live.

\_\_\_\_\_ put their life on the line helping me battle a wild spirit.

When \_\_\_\_\_ fell foul of that corp hit squad, I provided additional security.

Getting the artifact \_\_\_\_\_ wanted wasn't easy.

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\_\_\_\_\_  
\_\_\_\_\_

## METATYPE

■ \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## STATS



**Awareness**

INJURIES



**Combat**



**Stamina**



**Craft**



**Presence**



ESSENCE



KARMA



ARMOR

## ARMOR

Type \_\_\_\_\_

Bonus \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## WOUNDS



## XP

## ARCHETYPE MOVES

■ **Conjure**: when you summon a spirit, spend at least 1 essence and roll. What stat you add depends on the spirit's nature:

- ☐ Destroyer: roll+Combat
- ☐ Watcher: roll+Awareness
- ☐ Seducer: roll+Presence
- ☐ Protector: roll+Stamina
- ☐ Teacher: roll+Craft

On 10+, the being is summoned as expected, and may perform a number of Spirit Moves equal to the essence spent. On 7-9, the being is summoned, but (choose 1):

- ☐ it can perform one fewer moves
- ☐ it is draining; take 1 stun
- ☐ you must expose yourself to danger or an attack

On a failure, the spirit does not manifest, and the essence spent is lost. If you roll a natural 2 (that is, "snake eyes"), the spirit is summoned in an uncontrolled state, and the GM will control its actions until it is exhausted or banished.

■ **Commune**: when you take moment to mentally commune with your totem, you may gain its boons and flaws, or regain 1d6 essence.

■ **Banish**: when you attempt to banish a spirit, roll+Stamina. On 10+, you reduce the spirit's available moves by 1. On 7-9, you reduce the spirit's moves by 1, but it deals 1 damage to you (ignoring armor). If you reduce the spirit's available moves to 0, it vanishes immediately.

## WEAPONS

Weapon \_\_\_\_\_

Range Damage Ammo Tags

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## GEAR/CYBERWARE

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\_\_\_\_\_  
\_\_\_\_\_  
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# THE STREET DOC

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*Medicine, they say, is a calling. You're in it to help people. Well, that's true, as far as it goes. I liked what I did, until one day I realized I just couldn't do it anymore. It had changed, or maybe I did.*

*But when you've spent your time doing it, that's what you know. And remember that thing I said about wanting to help people? Well there's a whole lot of people who need help, and they live just below our noses, right where we can't see. I set out to help them - street medicine. These days, street medicine will get you tied up in ugly business sooner or later. I ended up crossing some people. I needed money. I found out about shadowrunning. I also found out that plenty of teams love a good scalpel.*

*It's not always fun, combat medicine. In fact, "fun" is not even in the top 10 words I'd use to describe it. But I figure it's better than leaving someone to see whether blood loss or the waste management crew gets to them first. So I'm still helping people. They're not always good people. In fact, they're usually career criminals.*

*Hey, nobody's perfect.*

**The Street Doc** brings medical expertise to the shadows, helping their team survive and recover from the inevitable injuries that they will incur in their particular line of work. Modern technology might make basic first aid a matter of a slap patch and a pain pill, but when you get caught by a frag grenade, basic first aid is not what you need. You need the Doc.

## CREATING A STREET DOC

---

### 1. Choose your Metatype

Each metatype offers a selection of metatype moves. Choose one from the options presented.

### 2. Choose your Look

*Clear eyes, old eyes, sharp eyes*  
*Close cut hair, stylish hairdo, bandana*  
*Fit body, heavy body, compact body*  
*Business attire, street clothes, EMT jumpsuit*

### 3. Choose your Name and Street Name

Make up a name and street name or pick a real name and street name from the lists and name generators starting in the **GM Resources** section.

### 4. Assign your Stats

You have 5 stats: Awareness, Combat, Stamina, Craft, and Presence. Important stats for you are **Craft** and **Presence**.

You have **4 Build Points** to distribute among your stats. To increase a stat by 1 point costs 1 Build Point. You may increase a stat to a maximum of +2 as a starting character. If you wish, you may lower 1 stat to -1 in order to have an additional point to spend.

### 5. Choose your Equipment

Pick one from each list below:

**Armor:** *ballistic vest, form-fitting armor*

**Weapons:** *choose a special weapon, a pistol, or a submachine gun*

You also start with a custom Medkit with 6 uses that you refill during your downtime for no cost.

### 6. Choose your Cyberware

You may start with one of the following cyberware kits, or design your own (up to 3 essence and 20,000¥):

**Kit 1 (3 essence):** *cyberears with ultrasound system and sound damper, skillwires*

**Kit 2 (3 essence):** *obvious cyberarm with shocktrodes*

### 7. Set your Essence and Karma

To determine your starting Essence, subtract the essence cost of your cyberware (if any) from 6.

You start with 4 Karma. You've stitched up more than your fair share.

### 8. Choose 3 Contacts

*ER doctor, morgue staffer, medical examiner, DocWagon driver, organlegger, black market organ dealer, blood bank worker, pharmacist*

### 9. Establish Debts and Favors

Place one of your fellow runners' names in at least one of the blanks in the **Debts & Favors** section of your playbook. Each time a name appears in a debt or favor, it counts as 1 Bond with that character. The more people you have a Bond with, the better.

### 10. Starting Funds

You start play with 1500¥ available.

### 11. Starting Moves

You know all the Core and Secondary Moves.

You know the **Combat Medic** and **Stay With Me** moves.

# STREET DOC

Player \_\_\_\_\_

Street Name \_\_\_\_\_

Real Name \_\_\_\_\_

## LOOK

Eyes: \_\_\_\_\_  
Hair: \_\_\_\_\_  
Body: \_\_\_\_\_  
Style: \_\_\_\_\_  
Other: \_\_\_\_\_

## DEBTS & FAVORS

\_\_\_\_\_ helped me get clean.

\_\_\_\_\_ got their hands bloody helping me save a life.

I arranged for \_\_\_\_\_ to receive a “mis-shipped” case of pharmaceuticals.

I extracted information from a prisoner once for \_\_\_\_\_.

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## METATYPE

■ \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## STATS



Awareness

INJURIES



Combat



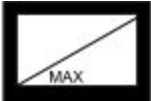
Stamina



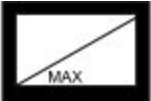
Craft



Presence



ESSENCE



KARMA



ARMOR

## ARMOR

Type \_\_\_\_\_ Bonus \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## WOUNDS

○○○○○○○○○○

## XP

## ARCHETYPE MOVE

■ **Combat Medic:** when you provide medical aid to a person, roll+Craft and mark off 1 Supply from your Medkit. On 10+, the patient heals 1d6 damage. On 7-9, the patient heals 1d6-1 damage.

■ **Stay With Me:** when you attempt to stabilize a teammate who is bleeding out, roll+Craft and mark off 2 supply from your kit. On 10+, choose 3. On 7-9, choose 2:

- ☐ they can be moved without a stretcher
- ☐ it takes fewer supplies than expected - mark off only 1 supply
- ☐ you do not expose yourself to danger to help them.
- ☐ they will not have a chronic injury

Your patient does not die if you fail this move once, and you may take -1 and try again. A second failure, however, is fatal.

## WEAPONS

Weapon	Range	Damage	Ammo	Tags
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

## MEDKIT SUPPLY

□□□□□□

## GEAR/CYBERWARE

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\_\_\_\_\_

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\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



# THE STREET SAMURAI

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*I'm not close to a lot of people. It might be my blank silver cybereyes, or the dermal plating under my skin...or maybe just the fact that whenever I look at someone, they assume I have some sort of crosshair hovering over them.*

*They're right about the crosshairs.*

*Anyway, I don't have a lot of friends. But when the lead starts flying, all that changes.*

*I'm chipped and wired, choombatta. I'm harder than steel, faster than lightning, hit like an avalanche, and shoot like I invented it. It cost me, of course. Injuries. Pain. Shitloads of money.*

*Was it worth it? Replacing my meat with machines? The pain of recovery, the terrible itch as it integrated, the gradual distancing of people I loved. Was it worth it, to be this good?*

*Hell yes.*

**The Street Samurai** is a combat master. Often one of toughest and most skilled combatants on the team, the street samurai is a warrior for hire whose superhuman talents were bought with cybernetic upgrades, relentless training, and no small amount of spilled blood. The Street Samurai may be a hired gun, but they take the word “samurai” very seriously, and adhere to a code of their own devising. On the mean streets of the Sixth World, the samurai is a feared—and respected—enemy.

## CREATING A SAMURAI

---

### 1. Choose your Metatype

Each metatype offers a selection of metatype moves. Choose one from the options presented.

### 2. Choose your Look

*Glowing eyes, silvered eyes, hard eyes*  
*Cropped hair, wild hair, topknot*  
*Tattooed skin, scarred skin, camo skin*  
*Bulky body, lithe body, skinny body*

### 3. Choose your Name and Street Name

Make up a name and street name or pick a real name and street name from the lists and name generators starting in the **GM Resources** section.

### 4. Assign your Stats

You have 5 stats: Awareness, Combat, Stamina, Craft, and Presence. Important stats for you are **Combat** and **Stamina**.

You have **4 Build Points** to distribute among your stats. To increase a stat by 1 point costs 1 Build Point. You may increase a stat to a maximum of +2 as a starting character. If you wish, you may lower 1 stat to -1 in order to have an additional point to spend.

### 5. Choose your Equipment

Pick from each list below:

**Armor:** *choose 1 armor*

**Weapons:** *choose 3 weapons*

### 6. Choose your Cyberware

You start with the following cyberware items:

- ☐ Cybereyes (includes low-light) with thermographic and flare compensation
- ☐ Dermal Plating

These items are state of the art, fully integrated with your biology and do not cost essence. In addition, choose one kit from the options below, or design your own (up to 5 essence and 25,000¥):

**Kit 1 (5 essence):** *bone lacing, skillwires, cranial cushion*

**Kit 2 (4 essence):** *obvious cyberarm with a pistol and gyrostabilizer, smartlink*

**Kit 3 (4 essence):** *Smartlink, cyberears with sound damper and ultrasound, tactical analytical unit, hand razors*

### 7. Set your Essence and Karma

To determine your starting Essence, subtract the essence cost of your cyberware (if any) from 6. You also start with 2 Karma.

### 8. Choose 2 Contacts

*Arms dealer, cybersurgeon, bartender, street clinic nurse, private investigator, dockworker, pilot, cab driver, retired runner, survival nut*

### 9. Establish Debts and Favors

Place one of your fellow runners' names in at least one of the blanks in the **Debts & Favors** section of your playbook. Each time a name appears in a debt or favor, it counts as 1 Bond with that character. The more people you have a Bond with, the better.

### 10. Starting Funds

You start play with 1500¥ available.

### 11. Starting Moves

You know all the Core and Secondary Moves.

You also know the **Weapons Free** move, and one other Street Samurai archetype move.



## STREET SAMURAI ARCHETYPE MOVES

☐ **More Power:** when you attempt to bend, break through, or otherwise destroy something, roll+Stamina. On 10+, you easily achieve your goal. On 7-9, you break it, but (choose 1):

- ☐ It takes longer than expected
- ☐ It makes a lot of noise
- ☐ You take 1 stun in the process

☐ **Get Medieval:** when you deal damage to an enemy in melee, take +2 forward against that enemy.

☐ **Shake it Off:** when you fight through the pain, roll+Stamina. On 10+, remove 2 boxes of stun damage. On 7-9, remove 1.

☐ **Situational Awareness:** you are never surprised. If an enemy would get the drop on you, you may still act first.

☐ **Perfect Instincts:** when you act on GM's answers after checking a situation, take +2 instead of +1.

☐ **Pain Editor:** when you receive a wound that would cause you to bleed out, you may choose to accept a chronic injury instead and ignore that wound. If you already have all of the chronic injuries, you cannot use this.

☐ **Honorable:** when you uphold a tenet of your code, roll+Presence. On a 10+, hold 2. On 7-9, hold 1. You may spend this hold to pull strings, manipulate, or make someone sweat.

☐ **Clean Up on Aisle 5:** whenever you *Rock & Roll*, on a 12+ you may add the messy tag to your attack.

☐ **Hasta la Vista:** you can ignore the stabilize tag on weapons.

☐ \_\_\_\_\_

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☐

☐ \_\_\_\_\_

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\_\_\_\_\_

## CONTACTS

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## NOTES

[illegible]

# COMBAT

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Shadowrunners tend to get themselves into lots of trouble, the kind that ends with some high-intensity interpersonal conflict resolution. In other words: combat. As you'll find when you read through the rest of this document, most of combat is handled through the application of various moves as they intersect with the fiction. This section explains a few specific quirks of combat in *Sixth World*.

Remember: although you're reading a section titled "Combat," there's no point at which the game switches to "combat rounds," and nobody rolls initiative. In other words, there's no true division between combat and everything else that happens in *Sixth World*. Since everything flows from the game fiction and returns to the game fiction, combat is just another part of the regular flow of the game.

## ARMOR

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Because a shadowrunner leads a dangerous life, a big premium is put on not getting hit or at least not taking all the damage. The obvious way to do so is to wear armor. In *Sixth World*, armor reduces incoming damage on a 1 for 1 basis. The tradeoff, of course, is that you can't spend all day walking around in combat armor—it's hot, itchy, intimidating, and cops tend to notice.

Some metatypes and archetypes offer moves that let you reduce damage, or otherwise avoid some of the less pleasant outcomes of damage. For example, the troll move *You'll Just Make It Angry* grants an additional wound circle.

## SURPRISE

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The *Rock & Roll* move and most other damage-dealing moves assume that your target can fight back. If that's not a possibility (that is, if your target is surprised, helpless, etc.), the fiction can't trigger the *Rock & Roll* move. **You just put a round in their head and move on.**

When you get the drop on someone in combat, you don't need to use a move to deal damage to them—you can simply deal your damage (or kill them outright, depending on the situation). Likewise, if someone gets the drop on you in combat, expect to eat some lead.

## FIRE MODES

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Weapons in the game can fire in semi-automatic, burst, or full-auto modes, depending on their specific capabilities. Semi-auto is the "default" assumption; in that mode you only use up ammunition when you roll 7-9 on the *Rock & Roll* move, and choose to burn extra ammo.

Firing in **burst** mode when using *Rock & Roll* allows you to add +1 damage to your attack; however, it always uses 1 ammo (even if you roll 10+, and possibly in addition to using ammo on a 7-9 roll).

**Full-auto** (auto) mode lets you take +1 when you use the *Suppression Fire* move, or you can mark off 1 ammo to add the *messy* tag to your *Rock & Roll* move (again, this is possibly in addition to using ammo on a 7-9 roll).

## DUAL WIELDING

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When using a weapon in each hand, you can either *Rock & Roll* with one like normal, or you can use both at once if both weapons are either melee or ranged. If you do, combine all tags for both weapons (certain tags may overrule others, use your best judgement), and then roll damage for each weapon and use the best result. If you dual-wield and use burst or auto mode, subtract 1 ammo from both weapons, even if they can't normally do that.

For example, if you were using a **Defiance 250 Short-barrel** and a **Beretta 201T**, you would apply the tags *forceful*, *loud*, and *burst*, but not *subtle* - this is obviously overruled by the *loud* tag - and then roll 1d6+1 and 1d6, and take the best result. You would then subtract 1 ammo from both weapons if you chose to use *burst* (even though the shotgun can't usually burst).

## RELOAD

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Most of the weapons indicate some ammo capacity using the *ammo* tag - this indicates how much ammunition a weapon can carry in its magazine or clip before it must be reloaded. If a weapon has 3 ammo, for instance, you have ammunition in the gun until you have marked off all three ammo. *Ammo* is an abstraction - 1 ammo does not represent a single round, but simply "some ammunition." The game assumes (for the most part) that a character fires multiple shots in a single move.



During combat, assume that combatants are reloading their weapons when appropriate, keeping them topped up. Mechanically, this is handled by the fact that *Rock & Roll* doesn't cost ammo unless you roll a 7-9, and choose to burn up extra ammo (or if you use burst or full-auto weapons).

When you mark off all your ammo, you'll need to reload. There is no specific move to reload a weapon. If taking the time to reload would not expose you to danger, then you can reload simply by saying so. On the other hand, if you're reloading despite an imminent risk, that's a job for the *Stay Frosty* move. Weapons with the *reload* tag take even longer to reload, and you'll need more than a few moments.

## LIGHT & SOUND

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You'll note in the Metahuman Moves section that some metahumans have the ability to see either in low-light, or see into the infrared with thermographic vision (and you'll also note in the Cyberware section that cyberware can grant similar abilities). At the GM's discretion, he or she may establish that the area the characters are in has low visibility due to one of the following factors, and impose modifiers on players' rolls. There are four visibility options:

**Darkness:** both low-light and thermographic vision allow normal vision in dark environments. Characters with normal vision must use a light or take -2 ongoing as long as it remains dark. **Note:** low-light vision is ineffective in truly complete darkness, and no vision type is effective in supernatural darkness.

**Smoke/Fog:** characters with normal or low-light vision take -1 ongoing while the smoke or fog persists; characters with thermographic vision suffer no vision difficulties.

**Glare/Flash:** in circumstances of very bright light, all characters without some sort of compensation (sunglasses, or flare compensators for things like flash-bang grenades) take -1 ongoing until they recover or compensate from the bright light.

As with vision, it's important to be able to hear in combat. In a very noisy environment (a factory, an active airstrip, etc.) or in the event of intensely sharp or loud noises (flash-bangs, explosions, even sustained gunfire), the GM may impose -1 forward or -2 forward penalties. Certain cyberware (such as frequency filters or dampers) or protective equipment like earplugs can eliminate these penalties.

# DAMAGE & HEALING

Inevitably, when you play with guns, magic, and sensitive secrets, somebody is going to get shot. Or burned, or hit with a brick, or drenched in elemental acid summoned from beyond the realm of mortal ken, or ...well, you get the point.

In any case, damage will be given and taken, and quite possibly end with someone being little more than yesterday's garbage.

## DEALING DAMAGE

When you make a move that has the potential to deal damage, the move will usually say, as a possible result, "deal your damage" or "you deal damage." Damage in the game is usually variable, based on the damage dice for the weapon being used (see the **Equipment** section for information on weapons). This is the amount of damage that is applied to your target.

**Example:** Johnny Chopz hits a ghoul with his trusty katana. The katana deals 2d6[b] damage (meaning roll 2d6, and take the best result). Johnny's player rolls 2d6, getting 3, 5. Thus, the attack deals 5 damage to the ghoul. Bad news, creep.

The one exception is if you are attacking a vehicle or a drone with anything other than a **Heavy Weapon**. Vehicles and drones take half damage, rounded up - and then apply armor - when you are attacking their **Frame** with ranged attacks, and no damage from melee weaponry.

**Example:** Johnny is being chased down by a go-ganger in a tricked-out Americar, and turns to shoot at the onrushing psycho with his Ares Predator. When he rocks & rolls with the ganger, he's able to deal his damage (1d6+1) and wants to hit the vehicle, not the ganger. He rolls 5 damage. Halving that yields 3 damage (5 ÷ 2, rounded up), and then subtract 1 for the vehicle's armor, for a total of 2 damage to its Frame. If he'd pulled out his katana and stood his ground...well, what would happen is that he'd end up with a bumper across his face.

## GETTING HURT

When a character takes damage in the game, it is recorded by marking **wound marks** on that character's sheet. Most weapons in the game deal physical damage; when taking damage from this kind of weapon, mark off a number of wounds equal to the damage taken. Getting dealt 3 damage, for instance, would mean that (all else being equal) the player would mark 3 Wounds on their character sheet with three Xs.

If a weapon specifies that it deals stun damage, you still mark it (see below). However, if stun damage takes you out, you are knocked unconscious. To differentiate between stun and wound damage, put a single diagonal line in the circle for stun, and an X for wounds.

## WOUNDS TRUMP STUN

If you have marked off stun damage on your damage track, and you subsequently take an actual wound, the wounds "push" the stun toward the right-hand end of the track—to indicate this, you can add a second line in the already-stunned circles to make an X, and then mark off additional circles of stun to the right.

**Example:** Uncle Slam just got nailed by a stun baton, and took 2 stun damage. His wound track looks like this:



As the fight develops, his opponent pulls out a knife, and manages to slip the point through a gap in Uncle Slam's apparently-not-so-patent leather armor. Uncle Slam takes 3 wounds from the attack. His wound track now looks like this:



## EXTRA WOUND CIRCLES

All characters have a maximum of 8 wounds they can take, but some moves (such as *You'll Just Make It Angry*) or equipment (like **AutoDoc**) grant an additional wound circle. In the character sheets, these additional circles are shown with dotted lines. If you do have an extra circle, just darken the lines so you know where to start filling in wounds. No matter what equipment or moves you have, you can never have more than 10 wound circles.

## DAMAGE EFFECTS

Marking wounds is an abstract idea of how much you've been hurt. After you take a little stun damage, your character might have a headache or feel a little nauseous, but they can press on. Taking a lot of stun damage may make you a bit woozy, and the GM may choose to give you -1 ongoing until you've had a chance to recover, or possibly you'll need to sit out a round while you get your bearings.

Similarly, taking lethal wounds is like getting scrapes and cuts, although taking a lot of lethal damage may start causing your character to lose blood or limp on a wounded leg. The GM may start imposing broad penalties, like a -1 ongoing, or something specific, like you can't run, or you can no longer wield 2-handed weapons. These are at the GM's discretion and should fit the narrative for how the damage was received.

There are two places where the damage really starts to matter: the *messy* tag and taking any damage past the last wound circle. The *messy* tag is bad news for the receiving end, as that damage is particularly gruesome or vicious. Taking a few lethal points of *messy* damage might mean your hand was punctured and you can't hold a gun, or your finger was shot off, or your kneecap broken. Taking a lot of *messy* damage means you may have lost an entire arm or leg. Or an eye. Or a head. It can get bad.

Finally, when you take damage past your last wound circle, you'll go down: the type of damage determines how.

## UNCONSCIOUS

Once a character takes any stun damage past their last wound circle or takes enough lethal damage to push their stun damage past their last wound circle, they fall unconscious. At the end of the scene, when they've had a few minutes to shake it off, they heal all stun damage and are no longer out.

**Example:** *Johnny took 5 damage from the go-ganger and got smacked upside the head with stun baton for 3 stun; he's not looking good. While he staggers, the go-ganger shoots again but this time only does 2 damage, for a total of 7 lethal - which pushes his 3 stun past his 8th wound circle. Johnny's lights go out and he eats some pavement, but as long as no one touches him, he'll come back around in a few minutes.*

## BLEEDING OUT

Once a character takes lethal wounds after their last wound circle, they are **Bleeding Out**. This basically means they're incapacitated, unable to perform any sort of action, and badly hurt (it may or may not mean there's blood everywhere; "Bleeding Out" just sounds cool).

A character who is Bleeding Out must be stabilized soon, either via the *First Aid* move, or via equipment such as the **Medic Patch**. Failure to remedy the situation quickly will lead to the character making the **Last Chance** move.

**Example:** *Johnny took 5 damage from the go-ganger and 3 stun from a baton; he's not looking good. While he staggers, the go-ganger shoots again for another 5 damage - this time Johnny falls hard, and unless someone starts stitching him back together, he'll soon be staring Death in the face.*

## CHRONIC INJURY

If a character reaches the Bleeding Out stage *and survives* their precarious situation, or if they take a lot of *messy* damage all at once and something really bad happens, they will be left with a **Chronic Injury**. This is a long-term (and possibly permanent) reminder of their brush with death. Chronic Injuries reduce an affected Stat by 1 point. When your character receives a chronic injury, choose one of the following:

**Sluggish (-1 Awareness):** you suffered an injury that hampers your ability to perceive and react to the world - perhaps you were partially blinded or deafened, or you have nerve damage that prevents you from reacting as quickly as you once did.

**Shaky (-1 Combat):** your injury interferes with your ability to fight. Perhaps your hands are unsteady, or maybe your mind is too traumatized to focus, or you even lost a limb or part of a limb.

**Fragile (-1 Stamina):** your injury weakens your body, making you less able to endure the hard life of shadowrunning.

**Dazed (-1 Craft):** your injury dulls your mind, making it harder to recollect facts and focus on intellectual matters.

**Disfigured (-1 Presence):** your injury left you with nasty scars that are immediately obvious and shocking to the people you interact with.

**Faded (-1 Essence):** whether it fed the unnatural thirst of some paranormal creature, fueled a dark ritual, or just got hacked away by someone meaner and faster than you, you lost a piece of yourself.

You can't have the same chronic injury twice. If you are already Shaky, and you take a second chronic injury, you'll have to choose something else. However, if you heal a chronic injury and recover the lost stat point, you could elect to take it again in the future.

However, there is an upside: **if you ever suffer a Chronic Injury, you permanently gain 1 point of Karma.** And you keep the Karma boost even after you heal the injury. Life has a funny way of turning things around on you. Or, you're just better at not getting shot...

## GETTING BETTER

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### HEALING STUN

Stun damage is fairly simple to heal. at the end of an encounter, scene, or situation (in other words, once the character has a few solid minutes to take a breather), their stun damage is healed.

### HEALING WOUNDS

Generally, as long as a character has not received more than their maximum wounds, they are not incapacitated by injury (though they may be feeling very much the worse for wear). Recovery from this level of injury without magical or other assistance is really a matter of time, and perhaps a small amount of attention from their, ah... let's say primary care provider. Mechanically, injury of this nature will be healed during downtime, assuming that they get 2 days of rest and basic medical care for each wound circle they have.

**Example:** *Navy got hurt on her last run, but she was on her feet and processing oxygen at the end of it, so she considered it a job well done. She finished the run with 4 wound circles Xed. This means that she will need to have 8 days of rest and medical care to heal those injuries, at which point, she's good as new.*

If faster healing is required, your best bet would be to find and hire a Mage or a Street Doc for their skills. There are also some pieces of equipment that can help you, assuming you are not so injured you can't shop for them yourself.

### HEALING CHRONIC INJURIES

Chronic Injuries are not necessarily permanent injuries, unless the player wishes them to be. However, they can only be healed or ameliorated by *major* or *long-term* treatment. A chronic physical injury may be fixed via cybernetic replacement, for instance, which is a major surgical intervention. Chronic psychological injury may require therapy over a long term as well.

It is up to the GM and players to negotiate the specific plan for removal of a Chronic Injury. It may be that recovery may evolve into a shadowrun of its own, but that is not required: spending funds to pay for therapy, new cyberware, surgery, or the like is sufficient if you want to keep the story of the recovery as background events.

## GETTING BURIED

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With the rules covering armor, stun damage, stabilization, and so forth it's actually a little hard to all-the-way die in *Sixth World*. However, it can happen in a few different ways.

**Failed to Stabilize:** if the person attempting to provide *First Aid* to a Bleeding Out character fails their move, or if no one tends to a character who is Bleeding Out by the end of the scene, the wounded character cannot be stabilized, and dies when the GM says it's time.

**Loss of Essence:** if a character loses enough essence to take their maximum below 0, they are no longer connected to this world; a vital piece of them has died, and it cannot be recovered. They are effectively a zombie. This typically would only happen to a character with lots of cyberware who then takes the Faded chronic injury. Magical characters who spend all their essence and then receive the Faded chronic injury can recover their other essence over a few days, although they will be less than human until then.

**Coup de Grace:** if a character takes severe damage when they are incapacitated - typically this means after falling unconscious or while they are Bleeding Out - they may be too badly mangled to be saved. Players, understand that this can happen; GMs, be really careful with this one.

**Overwhelming Kaboom:** if a character is hit with an attack of such overwhelming power that surviving it strains all credulity, they're killed immediately. For example, if a character is, say, hit by an anti-ship missile, or falls into a crucible of molten iron... just forget it, they're gone.

### LAST CHANCE

However! In all cases, subject to approval, (even the Kaboom, if your GM is feeling very generous) the player may choose to take one last stab at redemption with the *Last Chance* move. They can permanently burn Karma (lower their maximum value) to make a roll and see where the fates take them - and then justify it in the fiction, of course. Maybe it turns out they somehow found a handhold as they fell into the molten slag, or they fell off the ridge right before the missile hit, or they were just knocked out of the way instead of getting crushed by that armored tank... Or maybe they just died. The dice will decide.

# LEGWORK & DOWNTIME

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While most of the interesting parts of *Sixth World* happen in the middle of a shadowrun, most shadowrunning teams, if they have the opportunity, will take time to do some research on their run and the people associated with it, and gather necessary equipment, before they stick their head in the alligator's mouth.

Likewise, after a run, shadowrunners might take some time to go to ground, heal up their wounds, spend some of their ill-gotten *nuyen*, and generally maintain a low profile while the aftermath of their latest job blows over. The cycle of activity in *Sixth World*, then, can usually be described as:

## LEGWORK -> THE RUN -> DOWNTIME

(Please note this is descriptive, not prescriptive: your games don't have to resemble this in the least if you don't want them to!)

In *Sixth World*, the research portion of the run is called **legwork**, and the time after a run - and before the work starts on the next run - is generally referred to as **downtime**. While legwork has some optional rules to structure it, downtime is much less rules-oriented, and is handled much like downtime in other games: narratively. It's a chance for players to talk about what's going on (typically without rolling dice), and to set the stage leading up to the next run. Some moves (like *Go Shopping*) are designed more for legwork than downtime, and may not require rolls if time isn't a factor.

## LEGWORK

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Shadowrunners do not (always) charge headlong into danger, guns and spells blazing. In fact, those who do generally only do it once.

Instead, a savvy runner does legwork before a run, getting as much information as possible within the time they have. This section outlines how to play through the legwork process, letting the players create details that give them advantages, while giving the GM a few wrenches to throw in the works in return. The methodology below was originally described in the "Dirty Dungeons" segment of John Wick's Play Dirty gaming advice videos, and is an option for lending more mechanical weight behind the legwork that goes into a shadowrun. (It originally included a Mission Pool to give more bonuses to players, but Karma more than covers getting out of close scraps.)

There are 3 basic steps:

### 1. PROVIDE THE ANCHOR

The GM gives the players a premise they have to deal with. This can be anything from "extract scientist X from the corporate facility at Y" to "a Humanis Policlub group is preparing a terrorist attack and we want it stopped," or even the more direct, "your contact wants you to acquire this particular artifact they were not able to buy."

### 2. START THE LEGWORK

During the actual legwork, characters search for information, speak to contacts and other NPCs, purchase or otherwise acquire equipment, get assets into position, and discover details that will help flesh out the mission. Details discovered in this fashion are awarded through moves taken during the legwork phase.

When a detail is uncovered, **the player establishes the nature of the detail: what it is and why it's valuable**. Details found this way can be anything from floor plans to passkeys to security procedures, whatever a player might think is useful. Problematic details (too much of an advantage, one-shot-mission-solvers, mission-evaders, and the like), however, should be discussed immediately, and replaced with something else that's more reasonable and believable.

Continue gathering details until the players are satisfied or any game-imposed time limits run out. However...

### 3. GATHER COMPLICATION POINTS

While the players are prepping, they are also building up a number of **Complication Points** the GM will have available. Every Legwork move specifies how much time is spent, and for every day of "game world time" spent on Legwork, the GM adds one point to the **Complication Pool** - the longer the players spend getting ready, the more likely it is that the details might change a bit.

### COMPLICATION POINTS

When the characters gather information for a run, it is important for the GM to remember that *all of the information they gather is true*. Detail gathering is an opportunity for players to declare what they know to be true about a mission, and not an opportunity for the GM to feed them erroneous information. On the other hand, if everything always went exactly to plan, it wouldn't be a shadowrun!

To introduce these little wrinkles, the GM may spend Complication Points to throw a small wrench into the works, by declaring a change or inaccuracy in one of the details discovered during mission prep.

**Example:** During mission prep, the characters discovered that security patrols on the 6th floor of their target building happen in two shifts, but there is a 5 minute gap in coverage they could exploit. As they approach the entry point from an adjacent building, the GM elects to spend a complication point to introduce a twist - a new guard is being trained, and he and his supervisor happen to be right near the window where the team was going to make their entry.

Complication Points are an opportunity to use a GM Move to alter a detail the characters discovered legwork (in the example above, the GM has revealed an unwelcome truth about the security patrols), with the added concession that you have spent a limited resource in order to do so.

In that vein, a caution to the GM: use care when introducing complications. Remember that much of the detail provided by the players will be plenty exciting - and get plenty complicated - simply by playing to see what happens. Because success with a cost is a constant in *Sixth World*, the characters' own actions are going to complicate things, so you should let the details they have help them out.

Finally, remember that Complication Points can only be spent to alter a mission detail, and they must be spent if you wish to do so. Spend carefully, and only when it will make things more interesting – never just to screw the characters.

Complication Points, once spent, are gone.

## LEGWORK MOVES

This section's title is a bit of a misnomer. *Sixth World* doesn't specify a fixed set of approved "legwork moves," nor any "legwork only" moves. Nevertheless, several moves (both secondary moves as well as some archetype moves) involve preparation, information gathering, training, and similar activities. Some Moves that feature prominently in preparation and legwork include:

- Citation Needed
- Pull Strings
- Hit the Books
- Go Shopping
- Build a Legend (Face)
- I Know a Guy (Face)
- Contracts Available (Mercenary)
- Gun Cage (Ex-cop)
- Pharmacy is Open (Street Doc)

## OTHER ACTIVITIES

Other activities that can be done during legwork (or during downtime) include writing programs, spellcrafting, preparing fetishes, working on vehicles, or bonding with new spirits. The rules for each of those activities specify the time the character must spend to successfully complete the activity.

## DOWNTIME

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Downtime is, in effect, "free time" for the characters. This is the time spent dealing with their lives outside of shadowrunning: recovering from injury, paying their rent, working out, carousing, getting drunk, or spending time with family (believe it or not, not every shadowrunner is a hyperparanoid loner drifter with nothing to lose).

Time spent in downtime is handled in a narrative fashion. If something done during downtime specifies an amount of time required, that time is spent, but that serves mainly to indicate the overall passage of time in the world, rather than racing toward an oncoming deadline.

On the other hand, the world does live and breathe. If an event is coming, it will happen when it happens, and will not necessarily wait for the characters' schedules to line up. (On the upside, unless the event is "bombs fall, everybody dies," then world events that happen during downtime should only serve to make the runners' lives more interesting).

## DOWNTIME MOVES

Although downtime is largely a move-free time, moves can occur then - they just aren't usually rolled if time isn't a factor. One move that must occur during downtime is the *Advance* move, where characters can to reflect on their experience and improve themselves.

# EQUIPMENT

In this section you'll find example equipment (weapons, armor, drugs, etc.) available in the Sixth World. Although it's not exactly the correct word, in this document the term equipment can refer to pretty much any resource the character has (e.g. spells, spirits, etc.).

Of course, you should also feel free to simply make up new equipment or add in things you think are missing - just because there isn't a set of rules for something doesn't mean it doesn't exist!

## EQUIPMENT TAGS

Equipment - like many items in *Sixth World* - is described in terms of tags, which are short keywords that indicate various capabilities or qualities and can apply to a wide variety of individual items.

### ARMOR TAGS

**arcane:** can only be used by magical archetypes

**armor +n:** grants a +n bonus to existing armor

**armor n:** grants n armor

### GEAR TAGS

**heal n:** restores n wounds

**supply n:** the amount of supplies or uses you can get out of an item. Each use of the item consumes 1 supply (unless otherwise stated)

### WEAPON TAGS

**2-hand:** this item must be used with both hands

**AP n:** Armor Piercing; this weapon ignores n points of armor

**area:** affects multiple targets

**auto:** this weapon can fire in full auto mode: take +1 forward when you use *Suppression Fire* or mark 1 Ammo to add the messy tag to *Rock & Roll*

**burst:** this weapon fires in burst mode: mark off 1 additional Ammo to deal +1 damage

**conceal:** this weapon or item is easily hidden and will not be spotted by enemies

**forceful:** when this weapon deals damage, it also pushes the target or knocks it off its feet

**ignores armor:** bypasses the target's armor completely

**loud:** especially noisy; also the weapon cannot be suppressed

**messy:** deals damage in a particularly gruesome way, ripping people and things apart

**obvious:** cannot be concealed, or is immediately visible to any observer

**range:** the maximum range at which the weapon or other attack is effective. Ranges are intentionally abstract and meant to be relative. Options are: touch/within reach (T), short (S), and long (L)

**reload:** after using this weapon, it takes more than a few moments to reload it

**shock:** the weapon deals electrical damage, which might also matter to some devices

**special (description):** an effect that requires explanation

**stabilize:** this weapon cannot be fired except from a bipod, tripod, or supported position

**stun:** this weapon or attack deals stun damage only

**subtle:** not easily noticed (as opposed to conceal, which means it is unnoticeable)

**suppressed:** this weapon makes little to no noise when fired

**thrown:** this item can be thrown at short range; it is used up after a single use (some items can be recovered)

**XdY+Z:** the amount of damage something deals

## ARMOR

**Armored Jacket:** armor 1, subtle, 500¥

**Form-fitting Armor:** armor 1, conceal, 1000¥

**Ballistic Vest:** armor 2, 750¥

**Lined Trench Coat:** armor 2, subtle, 1250¥

**Combat Armor:** armor 3, obvious, 2500¥

**Armor Charm:** armor +1, conceal, arcane, 1250¥

**Riot Shield:** armor +1, obvious, special (occupies one hand), 1500¥

## GEAR

**Antidote Patch:** supply 1, halts poison, 300¥

**Medkit:** supply 5, heal 1, 750¥

**Medic Patch:** supply 2, heal 2, 750¥

**Stimulant Patch:** supply 2, take +2 to next move, take 1 stun afterwards, 300¥

**Trauma Patch:** supply 2, +1 forward to the next *First Aid* move applied to the target, 350¥

**Counter-surveillance Kit:** supply 5, +1 to *Check the Situation* to search for bugs, 2500¥

**Infiltrator's Stealth Kit:** supply 5, +1 to *Stay Frosty* to infiltrate or avoid detection, 1000¥

**Quik-Hax Kit:** supply 5, bypasses low-grade security locks/electronic devices, 1000¥

**Spy Kit:** supply 5, +1 to *Citation Needed* or *Check the Situation* for the area they are deployed in, 3000¥

# WEAPONS

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## MELEE WEAPONS

**Combat Axe:** range T, 1d6+1, 2-hand, obvious, messy, 1000¥

**Combat Knife:** range T, 1d6, AP1, 500¥

**Fists/Feet:** range T, 1d6-1 stun

**Katana:** range T, 2d6[b], AP 1, 1250¥

**Spiked Gloves:** range T, 1d6, subtle, 250¥

**Staff:** range T, 1d6 stun, 2-hand, 100¥

**Stun Baton:** range T, 1d6 stun, ignores armor, shock, 1000¥

**Throwing Axe:** range T, 1d6, thrown, 250¥

## HOLD-OUT PISTOLS

**Fichetti Needler:** range S, 1d6-1, ammo 1, conceal, 750¥

**Streetline Special:** range S, 1d3, ammo 1, conceal, suppressed, 750¥

**Walther PP:** range S, 1d3, ammo 1, burst, conceal, 1000¥

## PISTOLS

**Ares Predator V:** range S, 1d6+1, ammo 3, 750¥

**Beretta 201T:** range S, 1d6, ammo 2, burst, subtle, 750¥

**Colt America:** range S, 1d6, ammo 2, subtle, suppressed, 1000¥

**Colt Manhunter:** range S, 2d6[b], ammo 2, burst, 1000¥

**Ruger Super Warhawk:** range S, 2d6[b]+1, ammo 1, loud, 1250¥

## SUBMACHINE GUNS

**Colt Cobra:** range S, 2d6[b]+1, ammo 2, auto, burst, loud, 1750¥

**HK227:** range S, 1d6+1, ammo 3, burst, suppressed, 1500¥

**Uzi IV:** range S, 1d6+1, ammo 3, auto, burst, 1250¥

## ASSAULT RIFLES

**AK-97:** range L, 1d6+2, ammo 4, 2-hand, AP 1, burst, obvious, 2500¥

**Ares Alpha:** range L, 1d6+2, ammo 4, 2-hand, AP 1, auto, burst, loud, obvious, 3500¥

**FN-HAR:** range L, 2d6[b]+2, ammo 3, 2-hand, AP 1, burst, loud, obvious, 3000¥

## SHOTGUNS

**Ares Pacifier:** range S, 1d6+3, ammo 1, 2-hand, forceful, loud, obvious, 1000¥

**Defiance 250 Short-barrel:** range S, 1d6+1, ammo 1, forceful, loud, 750¥

**Enfield S10 “the Sweeper”:** range S, 2d6[b]+2, ammo 2, 2-hand, burst, forceful, loud, obvious, 1750¥

## SNIPER RIFLES

**Ares Desert Strike:** range L, 2d6, ammo 1, 2-hand, AP 2, obvious, reload, 2750¥

**Ranger Arms:** range L, 1d6+3, ammo 2, 2-hand, AP 1, obvious, 2500¥

## HEAVY WEAPONS

**Ingram Valiant LMG:** range L, 2d6[b]+3, ammo 3, 2-hand, AP 1, auto, loud, messy, obvious, reload, stabilize, special (does full damage to vehicles), 4000¥

**M202 HMG:** range L, 2d6+1, ammo 2, 2-hand, AP 1, auto, loud, forceful, messy, obvious, reload, stabilize, special (does full damage to vehicles), 5000¥

**Smartfire B4 RPG:** range L, 2d6, ammo 1, 2-hand, area, loud, forceful, obvious, reload, special (does full damage to vehicles), 4500¥

## SPECIAL WEAPONS

**Burrow-bolt Crossbow:** range S, 1d6, ammo 1, 2-hand, AP 1, reload, suppressed, 400¥

**Compound Bow:** range L, 1d6+1, ammo 2, 2-hand, suppressed, 500¥

**Narcoject Rifle:** range S, 1d6+1 stun, ammo 1, reload, suppressed, 1500¥

**Taser:** range T, 1d6+1 stun, conceal, ignores armor, reload, shock, 1500¥

## GRENADES

**EMP:** thrown, area, special (disables electronics), 200¥

**Flash:** thrown, 1d3 stun, area, special (+1 forward to *Rock & Roll/Stay Frosty*), 250¥

**Frag:** thrown, 2d6[b], area, forceful, 250¥

**Incendiary:** thrown, 1d6, area, special (ignites anything in area), 150¥

**Smoke:** thrown, area, special (+1 forward to *Stay Frosty*), 50¥

**Stun:** thrown, 1d6+1 stun, area, 200¥



## WEAPON MODS

**Drop-in Trigger:** add the *auto* tag and -1 ammo to any gun with *burst*; this cannot be added to a gun with the *suppressed* tag, 500¥

**Extended Mag:** +1 ammo and add the *reload* tag to any pistol, submachine gun, or assault rifle, 500¥

**Silencer:** add the *suppressed* tag and -1 damage to any pistol, submachine gun, or sniper rifle; this cannot be added to any gun with the *loud* tag, and can be installed or removed in a few moments, 1000¥

## DRUGS

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Costs are per dose. Most drugs are not typically sold legally, but certain areas may have less strict local laws... or enforcement. Drugs tend to have one useful effect and one side effect; sometimes the useful effects don't last as long but the side effects always last as long as given. Note the difference between taking -1 forward (which affects your next move) and taking -1 ongoing (which affects all moves for the duration).

**Bliss:** general feelings of euphoria, take -1 ongoing while under the effects, lasts a couple hours, 25¥

**Cram:** take +1 to *Stay Frosty* for a couple hours then take -1 forward to *Stay Frosty* for a day afterwards, 100¥

**Deepweed:** user can perceive astrally, lasts a couple hours then take -1 forward for a couple hours, 400¥

**Jazz:** take +2 to *Stay Frosty* for several minutes then take -2 ongoing for a few hours, 250¥

**Kamikaze:** take +1 to *Rock & Roll* for about an hour then -2 forward for a day afterward, 250¥

**Long Haul:** you can go without sleep for four days with no consequence, 50¥

**Nitro:** take +2 to *Rock & Roll* for several minutes then -2 ongoing for several hours, 500¥

**Novacoke:** take +1 to *Make Them Sweat* and *Check the Situation* for a couple hours then -1 forward for a day, 250¥

**Psyche:** take +1 to *Drop Science* for a couple hours then -1 ongoing to *Stay Frosty* for several hours, 150¥

**Zen:** take +1 to *Stay Frosty* for several minutes then -1 forward for several hours afterward, 50¥

**BTLs:** allow you to experience almost anything virtually, lasts several minutes to several hours, 50-500¥ or more

# CYBERWARE

Cyberware works slightly differently from other equipment. Instead of simply being something that has tags or stats, each piece of cyberware provides new moves, modifies existing moves, or gives you a narrative effect, based on the augmentation's function.

Adding cyberware costs essence, which does have a significant effect on magic users, so magic archetypes who choose cyberware do so at the cost of their magical potency.

## ADDING IMPLANTS

Adding cyberware costs essence and must be done during downtime. Installation and recovery from cybersurgery takes a number of days equal to 3 x the essence cost of the implant.

## CONTAINERS

The listed essence costs assume that the augmentation is directly implanted into the body. However, full-replacement cyberware (such as cybereyes, cyberears, and cyberarms) have the capacity to hold other implants without costing additional essence. Each of these items can hold additional augmentations equal to 1 + their Essence cost (for example, cybereyes cost 1 essence, and therefore can contain up to 2 essence worth of additional augmentations).

### HEADWARE

**Cybereyes:** Full replacement. Capacity for 2 essence worth of vision enhancement augmentations. Include low-light vision system. Cost: 1 essence, 4000¥

**Cyberears:** Full replacement. Capacity for 2 essence worth of hearing enhancement or auditory augmentations. Cost: 1 essence, 4000¥

### VISION ENHANCEMENT

**Low-light Vision:** you can see in the dark, as long as there's at least some light, not complete darkness. Included in Cybereyes for no extra money or essence. Cost: 1 essence, 1000¥

**Thermographic Vision:** when you *Check the Situation*, you may ask one additional question from the list. Cost: 1 essence, 1500¥

**Recorder:** when you use this device, you gain 1 hold to spend on researching the individual, location, or event you recorded. Cost: 1 essence, 1500¥

**Flare Compensator:** you do not suffer the effects of bright light (such as flash-bang grenades). Cost: 1 essence, 1000¥

**Smartlink:** when you *Rock & Roll*, you never graze the target. Additionally, on 10+, add the AP 1 tag. Cost: 1 essence, 2500¥

**Vision Magnification:** toggle long distance vision. Hold 1 for *Rock & Roll* with range L weapons. Cost 1 essence, 5000¥

### AUDITORY ENHANCEMENT

**Hearing Enhancement:** when you *Check the Situation*, you may ask one additional question. Cost: 1 essence, 2000¥

**Sound Damper:** you do not suffer the effects of loud noises. Cost: 1 essence, 1500¥

**Ultrasound System:** you can "see" in total darkness, or even while blind. Ultrasound is detectable if someone is listening for it, however. You can also determine the size of an enclosed space automatically. Cost: 1 essence, 6000¥

**Balance Augmentation:** when performing an acrobatic or tricky maneuver, you are boosted. Cost: 1 essence, 10,000¥

### OTHER HEADWARE

**Control Rig:** you can interface with vehicles and drones and control one of them directly. Control rigs include a datajack. Cost: 2 essence, 20,000¥

**Cranial Cushion:** armor +1 vs. stun damage. Cost 1 essence, 5000¥

**Deckrunner:** you can load up Decks to hack devices. Stores 1 Deck. Includes a datajack. Cost: 2 essence, 20,000¥

**Tactical Analytic Unit:** roll+Combat to *Check the Situation*. Cost 1 essence, 7500¥

**Synaptic Hardening:** reduce damage from lethal Intrusion Countermeasures by 1. Cost: 2 essence, 10,000¥

**Voice Modulator:** you can control your voice perfectly, imitating any sound you've heard or any voice you've heard. Cost: 1 essence, 7500¥

## BODYWARE

**Active Camouflage:** when activated, if you remain motionless, you cannot be seen with normal vision. Cost 2 essence, 40,000¥

**AutoDoc:** gain 1 extra wound circle. Cost 3 essence, 40,000¥

**Bone Lacing:** when you make an unarmed attack, it's lethal instead of stun, and add +2 damage. Cost: 2 essence, 10,000¥

**Cyberarm/leg:** Full replacement. Capacity for 3 essence of additional implants. Deal +1 damage in melee. This replacement is obvious by default. Increase the cost by 5,000¥ to match your existing skin. Cost: 2 essence, 15,000¥

**Cybergun:** you have a permanently implanted weapon. Choose any kind of pistol or hold-out pistol. This weapon gains the conceal and reload tags. Cost: 2 essence, 2000¥ (hold out) or 4000¥ (pistol)

**Datajack:** you are able to interface with a multitude of electronic devices. Datajacks can also be installed in any full-replacement item. Cost: 1 essence, 1000¥

**Dermal Plating:** you gain +1 armor. This armor stacks with other armor, and has the obvious tag. Cost: 2 essence, 25,000¥

**Enhanced Dermal Plating:** you gain +2 armor. This armor stacks with other armor, and has the obvious tag. Cannot be combined with / replaces Dermal Plating. Cost: 3 essence, 45,000¥

**FeatherTouch:** enhanced sense of touch. Cost 1 essence, 1500¥

**Gyrostabilizer:** take +1 forward to *Suppression Fire*. Must be installed in a cyberarm. Cost: 3000¥

**Hand Razors:** you have a permanently implanted weapon equivalent to a Combat Knife. This weapon can be extended or retracted at your discretion, and gains the conceal tag. Cost: 1 essence, 2500¥

**Shocktrodes:** your unarmed attacks do +2 stun damage and gain the *shock* tag. Cost: 1 essence, 7000¥

**Skillwires:** when you have an appropriate skillsoft, take +1 ongoing to *Drop Science* checks. Additionally, you may roll+Craft to *Stay Frosty* or *Check the Situation*. Cost: 2 essence, 10,000¥

**Thermoptic Camouflage:** military-grade camo; while activated you are undetectable to normal and thermographic vision. Cost: 3 essence, 150,000¥, and you'll have to find someone willing to install it

**Wired Reflexes:** when you fail a roll and would take damage or be attacked, roll+Awareness. On 10+, the damage or effect is halved. On 7-9, you take the damage, but boost your next move. Cost: 3 essence, 60,000¥

**Skillsofts:** these are data chips that allow an individual to "slot" particular skills into their Skillwire system, gaining the benefit of the prerecorded knowledge. Skillsofts cannot be used without Skillwires. When you purchase a skillsoft, you must specify what skill area it covers: Biotech, Electronics, Etiquette, Survival, Investigation, Mechanics, Academic Discipline (choose 1), Pilot Aircraft, Language (choose 1), etc., 1000¥

# VEHICLES & DRONES

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Ever need to get somewhere - or leave somewhere - really quickly? How about infiltrate a place where there's no air, or set up an autonomous sentry point? Then you'll need vehicles and drones. But if you really want to make them sing, you need a **Rigger**.

Anyone can operate a vehicle, but only someone with a **Control Rig** and **datajack** can access its sensors or tactical abilities. On the other hand, drones require being jacked in order to use them at all. While you are jacked in to any drone, moves you make that don't pertain to controlling the drone take -2 forward (although, see: autonomous).

Vehicles and drones have their own stats. They all have **Power**, **Armor**, **Fuel**, and a **Frame**. Vehicles also have **Seats**. Some vehicles and drones have **Sensors**, and some have **Tactical** and **Damage** stats. When you make a move using a vehicle or drone that involves your Awareness or Combat stat, you may use the device's Sensor or Tactical stat instead. If a device is operating by itself, it always uses its own stats.

Vehicles and drones take half damage, rounded up - before armor - from all ranged sources except Heavy Weapons, and no damage from melee weapons (see Damage & Healing). All vehicle and drone weapons are considered **Heavy Weapons**. When it comes to combat, most vehicles and drones have large stores of ammunition; they never mark off ammo for *Rock & Roll* or even *Suppression Fire* moves.

## VEHICLE & DRONE STATS

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**POWER:** the device's overall rating for horsepower, speed, stability, handling, flight speed, acceleration, etc. This stat is relative to other devices and used when trying to determine which can go faster, accelerate harder, fly more accurately, etc.

**ARMOR:** this works the same as other armor

**FUEL:** like ammo, this is an abstract measure of how much fuel you have left before the device can no longer function

**SEATS:** (vehicles only) the number of people who can normally occupy the vehicle, including the driver/pilot

**SENSOR:** some devices have built-in sensors. When making moves involving +Awareness using the device, you can use +Sensor instead. If the device is being used autonomously, it always uses its own Sensor stat.

**TACTICAL:** some devices have a tactical combat system. When making moves involving +Combat using the device, you can use +Tactical instead. If the device is being used autonomously, it always uses its own Tactical stat.

**DAMAGE:** when a device has a tactical combat system, this is how much damage it does when attacking. Most devices have large enough stores of ammunition that it isn't tracked. (Considered Heavy Weapon damage.)

**FRAME:** effectively the device's wounds; a device cannot function with fewer than 1 Frame point (although, see: *Jury Rig*). All weapons other than Heavy Weapons do half damage (rounded up) before armor has been taken into account.

## VEHICLE & DRONE TAGS

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**autonomous:** if you are jacked in, this mobile device can follow a single move through to completion on its own, without supervision (typical moves done this way are *Check the Situation* or *Rock & Roll*); you do not take -2 forward while jacked in to the drone during this move

**sporty:** if you are jacked in, this device takes +1 forward to *Chaser* moves

**tricked out:** if you are jacked in, this device takes +1 forward to *Look Ma, No Hands*

## VEHICLE & DRONE MOVES

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**RAMMING SPEED:** when you slam into something in a vehicle, roll+Power: 10+, you hit and deal damage equal to the current Frame rating of the vehicle, ignoring armor. On 7-9, you deal damage, but choose 1:

- ☐ just winged 'em; do half damage
- ☐ the vehicle takes 3 damage to its Frame
- ☐ all passengers take 3 stun

**LOOK MA, NO HANDS:** when you perform a stunt in a vehicle, roll+Power: 10+, you pull it off! 7-9, you manage to make it, but choose 1:

- ☐ the impact was harder than you thought, and all passengers take 2 stun
- ☐ you lost some paint; the vehicle takes 2 damage to its Frame
- ☐ actually, that was tricky: lose 2 Fuel

**CHASER:** when you attempt to escape from or catch up to another vehicle or drone, roll+Power and spend 1 Fuel. 10+ you made it; 7-9 you barely made it but another complication occurs. (If you are using something with a Power stat to catch something without a Power stat, you don't need to roll; it just happens.)

# EXAMPLE VEHICLE & DRONES

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## MOTORCYCLES

**Dodge Scoot:** Power 0, Armor 0, Fuel 1, Seats 1, Frame 1, 2000¥

**Yamaha Rapier:** Power 3, Armor 0, Fuel 3, Seats 1, Frame 2, tricked out, 11,500¥

**Harley Scorpion:** Power 2, Armor 0, Fuel 2, Seats 2, Frame 3, tricked out, 17,500¥

## CARS & TRUCKS

**C-N Jackrabbit:** Power 1, Armor 0, Fuel 3, Seats 3, Frame 5, 10,000¥

**Ford Americar:** Power 2, Armor 1, Fuel 3, Seats 4, Sensor 1, Frame 5, 16,000¥

**Eurocar Westwind:** Power 2, Armor 1, Fuel 2, Seats 6, Sensor 1, Frame 6, 30,000¥

**Italia Speedster:** Power 3, Armor 0, Fuel 3, Seats 2, Sensor 1, Frame 5, sporty, tricked out, 170,000¥

**GMC Bulldog:** Power 2, Armor 2, Fuel 1, Seats 8, Sensor 1, Frame 7, 55,000¥

**Ares FuryRoad:** Power 1, Armor 3, Fuel 2, Seats 8, Sensor 1, Tactical 2, Damage 1d6+2, Frame 9, 250,000¥

## GROUND DRONES

**Aztechnology Crawler:** Power 0, Armor 0, Fuel 1, Sensor 2, Frame 2, 4000¥

**GM-Nissan Doberman:** Power 1, Armor 1, Fuel 2, Sensor 2, Tactical 1, Damage 1d6, Frame 3, sporty, 9500¥

**Steel Lynx:** Power 1, Armor 2, Fuel 2, Sensor 1, Tactical 2, Damage 2d6[b], Frame 4, autonomous, sporty, 14,000¥

## AIRBORNE DRONES

**Lockheed Optic-X:** Power 1, Armor 0, Fuel 3, Sensor 2, Frame 2, 8500¥

**MCT Roto-Drone:** Power 2, Armor 1, Fuel 1, Sensor 1, Tactical 1, Damage 1d6, Frame 3, autonomous, 16,000¥

**Flying Fortress:** Power 0, Armor 2, Fuel 1, Sensor 1, Tactical 2, Damage 1d6+2, Frame 5, autonomous, 25,000¥

# THE MATRIX

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The **Matrix™** is a world-spanning high-fidelity virtual reality network that—with some exceptions—connects every person and every device to every other. Only creatures without a **SIN™**, a special serial number given to everyone when they are born, or devices that have been cut from the Matrix for temporary repair are inaccessible. All the rest is the domain of the **Hacker**. A hacker's job is unique, and the conflicts they face often take place in the gleaming virtual world of the Matrix. However, this conflict is no less important - or deadly - than the one their Street Sam buddy is going through. A piece of Matrix code can be every bit as lethal as a 7.62mm bullet.

## HACKING

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Any electronic device or system - a door, coffee maker, that motorcycle, the Street Samurai's cyberarm - is open to being hacked. But every important device or system is also surrounded by firewalls and carries with it some level of security, from simple alert protocols to advanced Intrusion Countermeasures (IC) with lethal responses - so to have a chance at hacking them, you need a **Deck**.

To use a Deck, you need to have a **Deckrunner** and **datajack** installed (see Cyberware). Decks store **programs**: simple AIs, viruses, any sort of program that can get you to what you want. Injecting a program from a Deck means it was customized to that situation and cannot be used again until your Deck is reloaded.

Hacking a device from afar can allow you a peek into a system for a few moments, but for anything more than a simple device, it takes a lot of time and effort. In order to get to something interesting quickly, you need to get behind its firewall - and that means proximity. Being within a short range of most devices - or in all cases, physically accessing it - gives you the ability to bypass its most difficult defenses and attempt to hack it in real time.

## HACKING MOVES

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**HACK THE PLANET:** when you want to inject a program into a device and you are close enough to be behind its firewall, roll+Craft. On a 10+, you can inject 1 program. On a 7-9, you manage it but choose 1. On a 6-, choose 2:

- ☐ IC: delete a program from your deck
- ☐ IC: take 1d6+1 damage, ignoring armor
- ☐ alert protocol: the device sends out an alert that it is being hacked
- ☐ tracer: the device identifies you and stores a record of your breach

**HOT SWAP:** when you have a few minutes to focus, you can swap out one Deck for another in your Deckrunner and boot it up.

**RELOAD DECK:** spend 1 day coding and preparing a Deck with any combination of programs you own.

**REMOTE HACK:** when you want to hack something remotely, spend 1 day per size of the program you wish to inject, and roll+Craft. On a 10+, you bypass the security long enough to inject the program. On a 7-9, you manage it but choose 1:

- ☐ the information you got was partially corrupted and barely useful, or the device malfunctioned in an obvious way that makes it less useful
- ☐ the hack was traced back to you
- ☐ security was alerted, and now the device's connection to the Matrix has been cut until more safety protocols are installed

## PROGRAMS

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Once you've hacked a device or system, in order to do anything with it you need to inject a **program**: a piece of code that achieves your goal. Whether it's gathering data or taking control of a device, each program is customized to a specific task and serves a single purpose.

### BUILDING PROGRAMS

Each program takes up space on a Deck measured in **Slots**. Slots represent the general size and complexity of one program to another, as well as the limits of the storage of your Deck. Programs have two attributes: a Rating and a Type. Each program has a base Slot size determined by the Rating of the device it can work on. Then, add any modifiers from the Type of program to the base cost for the final size of the program. A program can always work on a simpler device as well - so a program built for **In Use** devices can also work on **Dangerous** or **Important** devices.

### DEVICE RATINGS

All devices can be placed into one of five categories:

**Simple:** a straightforward device that isn't usually useful outside of a very narrow range (ex: *a lamp, coffee maker*). These devices are not a challenge; you can hack them in real time from any distance and control them without a program injection.

**Important:** a device that is interesting but isn't usually used to hurt things (*ex: door, security camera*) Rating - 1 Slot

**Dangerous:** something that can hurt you but isn't being controlled by a person (*ex: security guns, autonomous drones*). Take -1 forward on hacking moves against these devices. Rating - 2 Slots

**In use:** something that a person is controlling (*ex: weapon, vehicle, drone*). Take -1 forward on hacking moves against these devices. Rating - 3 Slots

**Someone:** something that is part of a person (*ex: cyberarm, datajack*). Take -2 forward on hacking moves against these devices. Rating - 4 Slots

## PROGRAM TYPES

Once you know what devices your program will affect, then you select what it will actually do to the device.

**Spoof:** activate in a way it normally functions (*open a door, move an elevator*)

**Download:** grab a small piece of data (*keycode, single file*)

**Data Dump:** grab a lot of information (*building blueprints, large files*); +1 Slot

**Trace:** find out where a device is located

**Crash:** disable device for a short while

**Worm:** take 2 forward to hacking moves against this device

**Snoop:** gather data from a device's passive abilities (*look through a security camera*); +1 Slot

**Format:** cause a catastrophic failure or destroy device's ability to function (*crash an elevator*); +2 Slots

**Rewrite:** a device continues to function normally but cannot detect / function for creatures / objects of your choosing (*hide your team from a security camera, drones cannot target your car*); +2 Slots

**Brute Force:** use a Move with the device's active abilities, using your own stats as appropriate (*Rock & Roll with a weapon, drive a vehicle*), +3 Slots

## EXAMPLE PROGRAMS

Here are some examples of programs that are already built, using the Rating, Type to determine their Slot cost and what they do.

**Important, Spoof** (could open a door) - **1 Slot**

**Important, Download** (could grab the keycode for a door) - **1 Slot**

**Dangerous, Snoop** (could view through an autonomous drone's sensors, or a security camera) - **3 Slots**

**Dangerous, Rewrite** (could cause an autonomous drone to not see your team) - **4 Slots**

**Someone, Crash** (could disable nearly anything, including a rigger's Control Rig, for a short while) - **4 Slots**

**In Use, Format** (could destroy a drone being controlled by a rigger, or a security gun) - **5 Slots**

**Someone, Brute Force** (could use Rock & Roll against a Street Samurai using his own arm to attack him with your +Combat stat) - **7 Slots**

## CODING NEW PROGRAMS

You can spend 1 day writing and debugging code, + 1,000¥ per Slot for hardware, micro-payments on the Dark Matrix, backdoor access codes, etc. to create a new program. Once you have a program in your repertoire, it is always backed up and available to you to add to your Deck.

## DECKS

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**Allegiance Alpha:** 4 Slots, 17,500¥

**Fuchi Cyber:** 5 Slots, 30,000¥

**Fuchi Cyber-6:** 6 Slots, 55,000¥

**Fairlight Excalibur:** 8 Slots, 100,000¥

# MAGIC

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In the Sixth World, the magic has returned to the world, and dormant powers have reawakened. Magic is fueled by Essence, one of the variable point pools each character has.

## ESSENCE

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Three archetypes in the game - the **Adept**, the **Mage**, and the **Shaman** - are magically gifted, which means that they are able to spend their Essence to use their magical abilities. (Some **Hackers** also have a knack for technology use that seems to go beyond simple coding as well.)

**The Adept:** adepts turn their magical ability inward to improve themselves, sometimes to superhuman levels. An adept spends essence to temporarily modify his or her capabilities (for example the *Enhanced Ability* or *Killing Hands* moves).

**The Mage:** when a mage spends essence to power a spell, the player marks off the spent essence. That essence is not available for future spells until it is recovered. The amount of essence spent is a general indicator of the power, or Force, of the spell.

**The Shaman:** when a shaman spends Essence to summon a spirit or elemental, they are in effect committing some amount of essence to do so. The Essence spent indicates the number of services the spirit will perform (mechanically, the number of moves the spirit may make before dissipating). A Shaman spends this essence at the time of summoning and it is not available until recovered.

## ESSENCE RECOVERY

All magic users may recover essence by resting. A substantial rest (a few night's sleep) will recover all Essence spent. Some archetypes have additional means of recovering essence, as described below:

**The Mage:** mages may use the Center move to recover some Essence without resting, simply by taking a moment to concentrate and recenter.

**The Shaman:** similarly, shaman may take a moment to commune with their totem, assuming they are in a place where the flow of magical energies is not restricted. (This is also how they might receive their totem's boons.)

## ASTRAL SPACE

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Much like the Matrix, **Astral Space** is a sort of alternate universe adjacent to our own. It is where spells, spirits, magical creatures, wards and more reside.

When an individual *perceives* the Astral, they can see the entities existing in Astral Space. All three arcane archetypes can astrally perceive. In addition, they can perceive emotional auras of living beings, as well as background magical nature of the area. However it is distracting; while astrally perceiving, characters take -2 ongoing to any moves in the physical world.

When an individual *projects* themselves into astral space, they transfer their consciousness from their physical body to the astral plane, and can fully interact with other Astral entities and traverse great distances. All three arcane archetypes can do this as well, using the *Astral Projection* move:

**ASTRAL PROJECTION:** when you project your spirit into astral space, spend 1 Essence and roll+Craft. On 10+, you project directly to your goal. On 7-9, you project, but your quest is more difficult; the GM will have a separate challenge for you to overcome. Additionally, while in astral space you cannot take action in the physical world (your body is unconscious and helpless).

## ASTRAL QUESTS

The Astral also serves as a huge deposit of magical information, though most of the deepest knowledge is hidden in the metaplanes. Metaplanes are the planes beyond the Astral, the real sources of all magic. Every metaplane has a citadel, a core of pure magical energy that can alter the magical world. Accessing it can let you destroy a spirit permanently, learn some information such as the true name of a spirit, or learn an individual's true aura.

Astral Quests are also dangerous in that you are stuck in a metaplane until you either complete your Quest or fail. You can't give up, and you can never go back, only forward. Only when you have obtained your goal can you return to your physical body.

Unless you are able to project successfully directly to your goal, most domains will present a challenge the character must complete in order to obtain what they are looking for. This could be fierce combat, a riddle, a puzzle or any variety of things.



# MAGICAL GEAR

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## FOCI

A **focus** is a mundane item that has been imbued with an astral construct. When used by someone to which it is attuned, a focus helps them channel astral power or greatly enhances their abilities. Examples of typical foci include wands, swords, crystal balls, or an amulet, but they can be any object.

## ATTUNING

Before a focus can be used, the user must **attune** themselves to it. To do so, an Adept, Mage, or Shaman must spend a few minutes and invest at least one point of essence into the focus. Essence committed in this fashion remains spent until the user de-attunes themselves from the focus, or the focus is completely used up or destroyed, at which point the essence can be recovered normally.

## CREATING A FOCUS

Although foci may be purchased for 1,000¥ (weakly imbued) to 5,000¥ (normally imbued) from fetishmongers, street contacts, and other sources, sometimes a magic user wishes to create one of their own. To do so, the user must spend 2 days preparing the object, at the end of which they make the *Imbue Focus* move:

**IMBUE FOCUS:** When you imbue astral power into an object to create a focus, roll+Craft. On 10+, the focus is created normally. On 7-9, the focus is weakly imbued, and requires one additional Essence point to attune (this essence does not count toward the hold granted by the focus.)

## TYPES OF FOCI

**Spell Focus:** a spell focus enhances the casting of a specific spell. When attuned, the mage using the spell focus has **hold** equal to the Essence spent attuning the focus. Spend this **hold** toward *Cast a Spell* moves for the spell chosen when the focus was imbued.

**Spirit Focus:** a spirit focus enhances the summoning of a specific nature of spirit. When attuned, the shaman has **hold** equal to the Essence invested in the focus toward *Conjure* moves to summon spirits of that specific nature.

**Weapon Focus:** weapon foci are used by adepts. When attuned to a weapon focus, the adept using it has **hold** equal to the invested Essence to spend on the *Rock & Roll* move.

Once a focus has granted its hold, it must be re-attuned to grant it again.

## FETISHES

**Fetishes** are essentially one-shot magical supplies - small mundane objects imbued with structure and energy of a spell or summon a spirit, needing only to be triggered by the Mage or Shaman who created it. (Adepts do not use fetishes.) Examples might include dolls or pieces of a defeated enemy, but these can also be any object.

## CREATING A FETISH

To create a fetish, the Mage or Shaman decides what spell or spirit to place into the fetish object, and then invests the fetish with power, spending the Essence required for the spell, or the Essence they wish to provide to the spirit. Essence invested in a fetish in this manner remains spent until the fetish is used, at which point it may be recovered normally. Creating a fetish takes one day, but is a simple enough process that no rolls are required.

## ACTIVATING A FETISH

Normally, to cast a spell or summon a spirit, the mage or shaman must make the *Cast a Spell* or *Conjure* moves. With a fetish, this is no longer the case: instead, they can simply declare that they're using it (making any other moves that the fiction would dictate of course, for instance, *Stay Frosty*). Once triggered, the stored spell or spirit is immediately cast or conjured. The fetish is good for a single use, after which it crumbles to dust.

# SPELLS

## SPELL TAGS

Spells are the domain of the **Mage**. Like other equipment (although they aren't exactly "equipment"), spells are described in terms of tags:

**range:** T=touch/within reach, S=short, L=long

**elemental:** you may choose to add an elemental effect to the spell: fire burns, lightning shocks, acid melts, ice freezes, etc.

**essence:** the essence cost of the spell

**exhausting:** this spell is quite difficult to cast; take 1 stun when casting it

**self-only:** you are the only possible target

**sustain:** this spell may stay in effect as long as essence is committed to it; you cannot use the *Centering* move while sustaining a spell

## SPELL LIST

The following are example spells, although like everything else in this document, feel free to create new ones using these as a guide!

### COMBAT SPELLS

**Knockout:** deals 1d6 stun to all creatures in touch range (*range T, ignores armor, essence 2*)

**Mana Bolt:** deals 1d6+1 damage to a creature or spirit; (*range L, ignores armor, elemental, essence 2*)

**Manaball:** deals 1d6+2 damage to creatures and spirits within the target area (*range S, area, ignores armor, elemental, essence 3*)

### DETECTION SPELLS

**Analyze Device:** take +1 forward to your next move involving the device being analyzed, or learn what the device does. (*range T, essence 1*)

**Clairvoyance:** when you *Check the Situation*, you can ask questions about a location you cannot see that is within the range of the spell. (*range L, essence 3*)

**Combat Sense:** while you sustain this spell, you cannot be surprised, and take +1 forward to your first *Rock & Roll* or *Stay Frosty* move when combat starts. (*self-only, subtle, sustain, essence 2*)

**Detect Life:** when you next *Check the Situation* to find living creatures in an area, take +2 forward. (*range S, essence 2*)

**Mind Probe:** when you touch the target, you get to know one thing as per Face's *Razor Insight* move. (*range T, essence 2*)

### HEALTH SPELLS

**Antidote:** when you touch the target, you halt poison or other toxin effects in the target. (*range T, essence 2*)

**Heal:** when you touch the target, heal a number of wounds equal to 1 + the amount of essence spent on the spell. (*range T, exhausting, essence X*)

**Increase Attribute:** when you touch the target, choose 1 stat. The next move using that stat takes +1 forward while the spell is sustained. (*range T, exhausting, sustain, essence 2*)

### ILLUSION SPELLS

**Chaotic World:** when you cast this spell, you can hold 1 to spend on your or your teammate's moves. (*range S, 2 essence*)

**Group Invisibility:** while you sustain this spell, you conceal a number of creatures equal to the essence spent from being seen by creatures or metahumans. (*range T, area, sustain, essence 2 per individual concealed*)

**Phantasm:** while you sustain this spell, you create a frightening illusion in a small area, which may require creatures to *Stay Frosty* or disengage (*range S, area, sustain, essence 3*)

**Silence:** while you sustain this spell, all sound is silenced in the area you specify. (*range S, area, sustain, essence 3*)

**Stink:** all creatures in the affected area have to either leave the area or use air filters, or else take 1 stun. (*range S, area, essence 2*)

### MANIPULATION SPELLS

**Fling:** when you cast this spell on a target you are touching, you hurl the target out of melee range. (*range T, essence 1*)

**Light:** while you sustain this spell, an area you specify is illuminated by bright light or cloaked in arcane darkness. (*range S, area, sustain, essence 2*)

**Levitate:** while you sustain this spell, one target in range can move slowly without regard to gravity; if cast on an object, you control where it moves. (*range S, sustain, essence 1 per ~100 lbs*)

**Mage Armor:** while you sustain this spell, the target gains armor 2 (*range T, sustain, essence 2*)

**Mana Barrier:** while you sustain this spell, you create a barrier that blocks living creatures and spirits. (*self-only, sustain, essence 2*)

# LEARNING SPELLS

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Mages cannot simply borrow another mage's spell to use. The creation of a spell is a very personal event, and you wouldn't want to have someone else's formulas "go down the wrong pipe," as it were. As a result, it requires time (and money) to develop a spell.

Development of a new spell requires the Mage to spend at least 3 days in study, studying tomes, and inscribing strange symbols. It also costs 1,000¥ x the minimum essence cost to cast the spell for reagents and experimentation. Once done, the spell is added to the mage's repertoire; a Mage never forgets spells.

It is possible to shorten this process somewhat by obtaining help from outside sources. Talismongers, for instance, might be able to locate items or suggest pronunciations; other mages may be able to explain certain concepts to the uninitiated; and spending time in pure study (using the Initiate move) can reduce the time required.

# SPIRITS

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Instead of crafting spells like mages, a **Shaman** familiarizes themselves with the denizens of Astral Space, learning to make bargains and offer wagers in order to secure the aid and services of these ethereal beings. A practiced Shaman is adept at “wheeling and dealing” with spirits and elementals, summoning them from the astral plane to perform services.

Each spirit has a type and a nature, which describe it and also inform where it can be summoned. Spirits are also independent entities, and as such have their own moves, which correspond to their harm, search, guard, enthrall, and mentor stats.

## SPIRIT TYPES

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**Elemental:** these spirits represent the basic elements - for example: air, earth, fire, and water - and can be summoned anywhere. They gain no domain bonus.

**Natural:** natural spirits are spirits associated with particular domains (such as “urban spirits” or “mountain spirits”). Natural spirits may enter other domains freely, but if they cross domains, there’s always a chance they attract unwanted attention from other spirits who don’t like intruders.

### DOMAINS

Domain represents the spirit’s preferred environment or the area in which it may be summoned.

There are two things to be aware of regarding domains. First, domains are relatively confined - a mountain spirit’s domain is not all mountains, nor even all of a specific mountain. Rather, it is usually a region within a mountainous area. Overlap among domains is possible, and the byzantine negotiations that take place between spirits defy understanding even by the most gifted shamans.

Also remember that multiple domains may exist within a larger area that seems uniform. In other words, city spirits (for example) are far from the only kind of spirit you’ll run across in a city - a park within a city may be the home of a forest spirit, and you may find a river spirit fighting to protect its home from polluted runoff in some industrial area.

## SPIRIT NATURES

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**Watcher** spirits observe, find, and note. They are incapable of dealing harm to anyone or anything.

**Teacher** spirits wish to inform and instruct, and find it difficult to inflict damage upon those they could otherwise teach.

**Protector** spirits preserve, defend, and support their domain. They are unconcerned with influencing intruders, preferring to throw them out instead.

**Destroyer** spirits are warrior spirits who revel in combat and bloodletting. They are fearsome enemies, though somewhat limited in imagination.

**Seducer** spirits wish to influence, to inspire love, and to acquire servants, though they do not typically enjoy directly harming others.

## SPIRIT BONDS

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Although you are welcome and encouraged to make your own custom spirits, remember that spirits are independent entities, not “on the fly” creations of the Shaman. In the game world, the Shaman has met, negotiated with, and bonded with a spirit, developing a relationship (the **spirit bond**) with the entity.

### JUST BUSINESS

It is important to recognize that the relationship between the Shaman and the spirits to whom they have bonded is not necessarily (or even *usually*) one of friendship or altruism. Rather, the relationship is more like a contract or pact - it is a business relationship, with consideration promised and mutually agreeable terms established. Spirits do not, as a rule, *love* being randomly yanked out of the Astral Space to perform work for people, and if uncontrolled, are as likely to turn on their summoner as they are to simply vanish back into the Astral Space.

The nature of this relationship between Shaman and spirit depends in part upon the Shaman’s tradition. Some traditions provide offerings to spirits for their services. These might include physical gifts (like incense, leaves, beer, or lit candles), tribute (like praise, songs, stories, or just conversation), or promises (like protecting a forest or watching over a community). Some Shaman see offerings as payments, and others see them as bait. Some don’t give any offerings at all; in this case, other terms are arranged (or if not properly negotiated, *assumed*).

## CREATING A BOND

If a Shaman wants to develop a relationship with a new spirit, the character must spend at least 2 full days of downtime meditating and communing, meeting and negotiating with spirits in the Astral Space. At the conclusion of this time, the Shaman's player may create a new spirit with whom the Shaman has formed a bond.

## INTRODUCTIONS

A shaman can reduce the time spent in bargaining with a new spirit in a very simple way: have another spirit "make introductions." To do so, a Shaman must be mentored by another spirit (one they have summoned). If the mentoring is successful (use the Mentor move), reduce the time required by one day.

## SPIRIT MOVES (STATS)

**HARM:** when a spirit **attacks someone or something**, roll+Harm. On 10+, the spirit deals its damage. On 7-9, the spirit deals damage, but also takes damage.

**SEARCH:** when the spirit **attempts to locate individuals or items within its domain**, roll+Search. On 10+, the spirit locates the item and can tell the Shaman where it is. On 7-9, the spirit can tell the shaman whether the item or person is within its domain, but not its specific location. Note: the GM and player should determine the search range for elementals.

**GUARD:** when a spirit **stands in defense of its domain or inhabitants thereof**, roll+Guard. On 10+, the spirit prevents damage or hostile effects from occurring. On 7-9, the spirit halves damage or the potency of a hostile effect.

**ENTHRALL:** when a spirit **attempts to control someone's actions or thoughts**, roll+Enthrall. If the target is a:

- An NPC: On a 10+, the spirit issues two instructions that the NPC must follow, or take 3 damage. On 7-9, the spirit may issue one instruction.
- A PC: If the character complies, they mark XP. If the character refuses, they must *Stay Frosty*

**MENTOR:** when a spirit **imparts knowledge or truth**, roll+Mentor. On 10+, the GM provides, in secret, a useful or interesting piece of information to the target. On 7-9, the GM provides an interesting piece of information.

## SPIRIT TAGS

Spirits have the following special tags:

**aspect:** the spirit takes on the appearance of their domain, and is invisible in their domain unless it chooses to be seen

**defense:** represents the spirit's innate magical resistance to damage; spirit defense cannot be ignored, nor reduced by weapons with the AP tag

**domain:** the spirit's preferred environment and place it may be summoned; choices are: urban, plains, forest, mountain, earth, desert, sky, storm, swamp, water

**engulf:** the spirit may enclose a target in the substance of its domain, typically (but not always) dealing damage

**generous:** the spirit will perform one extra move

**insubstantial:** damage dealt and taken is halved

**robust:** the spirit is particularly resistant to damage; all damage rolls against it are [w]

**weakness** (specify): the spirit has a weakness to a particular material or element which ignores insubstantiality, defense, and robustness

**wild:** the shaman must take -1 forward while he or she conjures it

## EXAMPLE SPIRITS

### ELEMENTALS

**Bayle:** elemental, fire, destroyer, aspect  
Harm 3, Search -1, Guard 1, Enthrall 1, Mentor -1, defense 2, attack damage 1d6+2, wounds 9

**Caenum:** elemental, water, seducer, aspect, engulf, generous  
Harm -1, Search 0, Guard 0, Enthrall 3, Mentor 1, defense 1, attack damage 1d6-1, wounds 7

**Halitus:** elemental, air, teacher, aspect, insubstantial  
Harm -2, Search 2, Guard 0, Enthrall 1, Mentor 2, defense 1, attack damage 1d6-1, wounds 8

**Basalt:** elemental, earth, protector, aspect, robust  
Harm 1, Search 1, Guard 2, Enthrall -1, Mentor 0, defense 1, attack damage 1d6+1, wounds 10

### NATURAL SPIRITS

**Spiras Cimmeris:** natural, forest, protector, weakness to fire, robust

Harm 1, search 1, guard 3, enthrall -1, mentor 0, defense 1, attack damage 1d6+1, wounds 10

**Aeranas:** natural, forest, watcher, aspect  
Search 3, Guard 1, Enthrall 1, Mentor 1, defense 1,  
wounds 6, special:may not Harm

**Aevum:** natural, sky, watcher, aspect, insubstantial  
Search 3, Guard 0, Enthrall 0, Mentor 2, defense 1,  
wounds 6, special:may not Harm

**Leuko:** natural, urban, destroyer, robust  
Harm 2, Search 0, Guard 1, Enthrall 0, Mentor -1, defense  
2, attack damage 1d6+2, wounds 9

**Purpuraa:** natural, urban, seducer  
Harm 0, Search 2, Guard 0, Enthrall 2, Mentor 1, defense  
1, attack damage 1d6-1, wounds 7

# TOTEMS

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Shaman characters must select a totem, representing their connection to one of the great spirits.

## BEAR

**Boon:** reduce essence cost to conjure protector spirits by 1 (to a minimum of 1)

**Flaw:** when injured, roll 1d6. On 1 or 2, the shaman goes berserk).

## CAT

**Boons:** gain low-light vision; you cannot be surprised

**Flaw:** you cannot deal lethal damage to your enemy

## COYOTE

**Boon:** take +1 to conjure Teacher spirits

**Flaw:** destroyer spirits summoned lose 1 spirit point

## DOG

**Boon:** take +1 to conjure protector spirits or city spirits

**Flaw:** your moves are glitched if you have left an ally behind or in danger

## GATOR

**Boon:** take +1 to conjure water spirits.

**Flaw:** you are exceptionally greedy

## EAGLE

**Boon:** take +1 to conjure watcher spirits or air elementals

**Flaw:** you have an allergy to something relatively common and take -1 ongoing when exposed

## LION

**Boon:** take +1 to conjure protector or plains spirits

**Flaw:** you can't flee from a situation voluntarily

## OWL

**Boons:** gain low-light vision, take +1 to conjure teacher spirits

**Flaw:** Spells cost 1 more essence to cast in the day

## RACCOON

**Boon:** and take +1 to conjure watcher spirits

**Flaw:** must *Stay Frosty* to avoid letting curiosity get to you

## RAT

**Boon:** take +1 to conjure city spirits

**Flaw:** when combat starts, you must *Stay Frosty*, or flee

## RAVEN

**Boon:** take +1 to conjure watcher spirits

**Flaw:** you must take advantage of others' misfortune when you can

## SHARK

**Boon:** take +1 to conjure destroyer spirits

**Flaw:** when injured, roll 1d6: on 1, 2, or 3, the shaman goes berserk

## SNAKE

**Boon:** and take +1 to conjure seducer spirits

**Flaw:** take -1 ongoing to *Rock & Roll*

## WOLF

**Boon:** take +1 to conjure protector spirits

**Flaw:** you must *Stay Frosty* to retreat from combat

# GAMEMASTER GUIDELINES

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As mentioned in the introduction, this guide works best if you have some familiarity with *Dungeon World*. *Dungeon World* provides a list of important rules for the GM to follow. Here they are (modified for proper cyberpunk-ness, of course):

## ALWAYS SAY

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**What the rules demand:** when a move is triggered, yours or the players, say what the rules tell you to say. Embellish and expand, but start from the rules.

**What the adventure demands:** you know things the players don't, and you know them ahead of time. If the players haven't done anything to change them, stick with 'em.

**What honesty demands:** always be honest. If the rules tell you to give out information, do it. No lies, no half-truths. Be generous, even. And once it's set in stone, no going back on it. Also, if the players achieve something, give it to them fully.

**What the principles demand:** use your principles and agenda as a filter or an inspiration. If you get caught short, review them to make sure you are abiding by them.

## YOUR AGENDA

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**Make the world fantastic:** spew forth cyberpunk! Scenes, smells, sounds - the glittering height of an arcology, the stench of a slum hellhole, the scream of turbofans as a GEV heads toward you, the rrrrrrip of a minigun tearing through your cover - it's your job!

**Fill the characters' lives with adventure:** make the world they live in exciting, dangerous, full, and epic.

**Play to find out what happens:** Don't go for plots. Ideas, yes. Fronts, sure. But do not come to the table with a story already written in your head, because for sure, the players will not go where you expect.

## YOUR PRINCIPLES

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**Draw Maps, Leave Blanks:** make use of maps, but don't fill it all in. Leave holes for imagination.

**Address the characters, not the players:** never talk to the players in the fiction. They don't live in the Sixth World.

**Embrace the exotic and fantastic:** the world is a crazy mesh of man, magic, and machine. Make it breathe.

**Make a move that follows:** when you make a move, you are participating in the fiction. The move should follow from the fiction logically.

**Never speak the name of your move:** moves aren't things in Sixth World. Moves are shorthand for you. Never say the name of your move.

**Give every creature life:** monsters and creatures exist and are real. Give them smells, sounds, personality.

**Name every person:** everyone has a name. Make sure you give it to them!

**Ask questions, and use the answers:** the easiest question is "What do you do?" Whenever you make a move, end with "What do you do?" And don't forget to take opportunities to keep the focus moving from character to character.

**Be a fan of the characters:** you are not here to beat them; this is not a contest. You should cheer their successes, lament their failures, and mourn their passing.

**Think with the Front Sight:** nothing in the world you create for the characters is sacred. Every time you put something or someone onscreen, think about how destroying them might affect the story.

**Begin and end with the fiction:** to do it, do it. Everything stems from, and leads back to, the conversation you're having. Transition from fiction to rules and back to fiction.

**Think offscreen, too:** make your move elsewhere, and show the effects to the characters later.

## GM MOVES

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The GM has moves of their own to use. Although they're given formal names, they're really just the same things GMs have always done. For example, "revealing an unwelcome fact" isn't an esoteric trick to learn - it could be as simple as saying "that datastore you just cracked? Yeah, it was really a honeypot, and security hackers are closing in."

These moves, just like the players' moves, stem from, and return to, the fiction of the game. Let them flow!



## BASIC MOVES

*Use an NPC, creature, danger, or location move*

*Reveal an unwelcome fact*

*Show signs of danger*

*Deal damage*

*Use up their resources*

*Turn their move back on them*

*Separate them*

*Give an opportunity to showcase an archetype*

*Show a downside to their archetype, race, or equipment*

*Offer an opportunity - with or without cost*

*Put someone in a spot*

*Tell them the requirements and consequences, and ask*

## LOCATION MOVES

*Change the environment*

*Point to a looming threat*

*Introduce a new faction*

*Use a threat from an existing faction*

*Make them backtrack*

*Present riches at a price*

*Present a challenge to one character*

## BUT THE RULES!

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This document attempts to be light and tight, adhering to the goals set out in its parent game systems: accessible, quick table play. It's much more detailed in some ways than *Dungeon World* but these core concepts are worth remembering.

Less is almost always more. Sometimes there are no rules for something on purpose. There are no rules for selling equipment: it's up to *you* whether or not this means you sell things for a discount, full price, or if you can even sell things at all. There are no rules for how much you should get paid each run. It is up to *you* to determine the value of *nuyen*: should each run be worth a new gun, a new cyberarm, or barely enough for drinks afterward? There are no rules for lifestyle expenses; this can be incorporated into your background, taken for granted, narratively-driven, or something characters pay for after each run. But overall, it's recommended that you handle all of these things with *as little bookkeeping as possible*: tracking living expenses is tedious and it doesn't drive the story, for example. If it's important to the story - if, say, making ends meet is a primary focus of the characters - then it can be interesting. But otherwise it's usually more dramatic and faster to just skip to the good stuff.

Don't be afraid to adjudicate on the fly - it's basically all you'll be doing - just try your best to **be consistent**. If something works to break down a door, it should always work; don't take clever solutions away from players. These ideas are covered in the principles above but consistency is key to making a world that doesn't feel arbitrarily stacked against the players.

# THREATS

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**Threats** is the general term for the opposition - creatures, other runners, security guards, and so forth — that a team of runners might encounter in their adventures. Threats come in many shapes and sizes, and only a few examples are given here, but you can use these examples to expand on the list of threats, and invent your own (you can even use the Monster Creator at:

<http://codex.dungeon-world.com>

## THREATS AND DICE

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If you're the GM, you should be aware that unlike many games, you **never roll dice to make moves** (though you will roll dice for Threat damage from time to time).

Threats have moves, both the GM moves listed earlier, and sometimes their own special moves, but you won't see any "roll+Stat" instructions here. Threat Moves happen in response to, and flow from the fiction. If something is done by a player character that would lead to a Threat move, then it happens. If the player didn't fail their move, then it's likely that what you'll do is a **soft move**: show them some danger coming, make something happen that will trigger a move on their part, and so forth.

On the other hand, if the player gives you a golden opportunity, usually by completely failing a move, then you can make a **hard move**. An easy example of this is in the case of doing damage. If a PC Rocks & Rolls with a threat, and fails (rolls a 6 or less), then in return, that Threat deals its damage to the player right away. That's the default outcome for failing a *Rock & Roll* move.

Keep in mind, however, that you only have to make **as hard a move as you like**. It doesn't always have to be the ultimate sanction - sometimes, you might make a soft move to increase the tension of a situation. You don't have to deal that damage, if making a different move would be more fun!

## THREAT DAMAGE

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Threats, in general, deal the damage indicated in their entry whenever they deal their damage. However, sometimes multiple threats mob a single player character and inflict damage on the PC. In such cases, they do not all deal their damage. Instead, deal damage for the most dangerous threat, and add +1 damage for each additional threat involved in the attack.

**Example:** *Valentin is facing down a ghoulish and four goblins, who all assaulted him more or less simultaneously. He attempted to dodge away, but failed.*

*Instead of dealing 2d6[b] for the ghoulish, and then rolling 1d6-1 four more times (once for each goblin), you would roll 2d6[b] for the ghoulish, and add an additional 4 damage (+1 for each goblin).*

## THREAT WOUNDS

Threats make no distinction between stun and wounds for threats. If you deal stun to a threat, unless it is listed as immune to stun, simply mark the damage on the wound track.

## THREAT TRAITS

---

The traits that follow are primarily intended to help the GM describe creatures, figure out what a creature might do, set scenes, and enhance the story. For example, when using a threat with the Camouflage trait, the GM might leverage that trait to describe how the threat materializes out of nowhere, having been hidden against a wall or some other innocuous place until the PC's were in just the right spot.

**Amphibious:** threat is at home in water and on land

**Arcane:** threat is Awakened

**Aspect:** threat shows traits of its domain or environment

**Bloodthirsty:** the threat will continue to attack incapacitated opponents

**Camouflage:** threat is difficult to detect and can blend in with its environment

**Cyber:** this threat is enhanced with cyberware, which increases its performance in some fashion

**Deathwish:** the threat lacks any sense of self-preservation; this can manifest in relentless attacks, or simple stupidity, depending on the threat

**Dual Natured:** threat is visible and active both in Astral Space and in the physical world

**Fast:** the threat is exceptionally quick

**Fear:** the threat inspires fear or causes a fear effect

**Fearless:** the threat will often continue fighting to the death

**Group:** usually seen in groups of 3-6 individuals

**Hoarder:** the threat collects...something. Sometimes good things, sometimes horrifying things.

**Horde:** threat is typically found in large groups

**Huge:** colossal, several times larger than a human

**Fast:** the threat is exceptionally quick

**Fear:** the threat inspires fear or causes a fear effect

**Fearless:** the threat will often continue fighting to the death

**Group:** usually seen in groups of 3-6 individuals

**Hoarder:** the threat collects...something. Sometimes good things, sometimes horrifying things.

**Horde:** threat is typically found in large groups

**Huge:** colossal, several times larger than a human

**Immune (type):** threat is immune to a particular type of damage, for example immune (stun)

**Infected:** threat carries a disease that can be contracted by the characters

**Insubstantial:** threat takes half damage

**Intelligent:** threat is smart enough to think and plan; most metahuman threats are intelligent

**Large:** much larger than a human

**Machine:** threat is mechanical in origin

**Matrix:** only targets creatures attempting Hacking moves; attacks through the Matrix

**Medium:** roughly human size

**Movement:** threat has a special movement mode

**Night Vision:** threat can see in dark environments without trouble

**Organized:** threat has an organizational structure, and may have additional allies upon which to call

**Paranormal:** threat is of paranormal origins

**Poison:** threat poison its targets; victims take 1 damage each time they make a move, until they receive treatment of some sort)

**Range:** these are the same as the ranges in the equipment section: touch/within reach = T, short = S, long = L

**Small:** smaller than a human

**Spirit:** attacking this threat uses the Battle the Arcane move

**Solitary:** usually seen alone

**Stealthy:** threat is naturally difficult to detect

**Summoned:** this is a spirit being, and can be banished

**Tiny:** much smaller than a human

## TAG NOTES

- All paracritters are assumed to have the paranormal tag.
- All Intrusion Countermeasures are assumed to have the fearless and matrix tags.
- Creatures may or may not fight to the death. Many metahumans will not, since most of them still have some sense of self preservation. The fearless tag indicates a much greater likelihood of fighting to the death even without a reason.

# PARACRITTERS

---

All paracritters have the **paranormal** tag.

## AFANC

*amphibious, camouflage, group, large*

Bite (2d6[b], T), tail whip (1d6+1, T)

10 Wounds / 2 Armor

---

The Afanc is an awakened crocodile, typically found in Wales and Eastern Europe. They exist in family groups of 3-6 individuals, and are highly territorial. They have an exceptional ability to detect nearby prey. *Instinct:* to eat

- Detect nearby prey
- Death roll

## BARGHEST

*fast, medium, fear, group*

Bite (1d6+2, T), howl (1d6+2 stun, area, S)

6 Wounds / 1 Armor

---

The barghest is an awakened canine found in North America, Europe, and Asia. A massive mastiff-like creature, the barghest is best known for its unearthly, paralyzing howl which it uses to freeze its prey in its tracks. *Instinct:* to hunt.

- Stalk the prey

## BLACK ANNIS

*fast, fearless, medium, night vision*

Slam (1d6, forceful, T), bite (1d6+1, T)

6 Wounds / 1 Armor

---

The Black Annis is an awakened baboon, highly territorial and vicious. Studies also indicate that the Black Annis is capable of creating an overwhelming sense of depression in metahumans, though this has not been confirmed.

*Instinct:* to dominate.

- Tear intruders apart
- Show a threat display

## GREATER WOLVERINE

*bloodthirsty, fearless, large, solitary*

Bite (1d6+1, messy, T), claw (1d6+1, messy, T)

10 Wounds / 2 Armor

---

The greater wolverine is a massive engine of destruction, with a mean streak a mile wide. *Instinct:* to kill.

- Abuse the dead
- Eat to excess

## COCKATRICE

*dual-natured, hoarder, small, solitary*

Paralytic tail (2d6[b]+2 stun, T)

4 Wounds / 0 Armor

---

The cockatrice resembles an overgrown, semi-reptilian chicken. It is known best for the paralysis a touch of its long tail can induce in a metahuman. It's also known for its tendency to collect small items -- jewelry, etc. *Instinct:* protect its territory.

- Turn flesh to stone
- Collect the shinies

## DEATHRATTLE

*camouflage, medium, poison, solitary*

Bite (2d6[b], poison, T), spit venom (1d6+1, S)

5 Wounds / 0 Armor

---

The deathrattle is a large awakened rattlesnake, found across North America. The deathrattle has a potent toxin which operates on both a physical and astral basis. It is very difficult to cure, requiring the attentions of both medical professionals and magical expertise. *Instinct:* to eat.

- Strike from hiding
- Shake the rattle

## DEVIL RAT

*disease, horde, small*

Gnaw (1d6, messy, 1AP, T)

4 Wounds / 0 Armor

---

The devil rat is a giant, hairless, loathsome creature found in sewers and sprawls around the world. Devil rats are somewhat dangerous alone, but when they swarm, they can cause catastrophic damage. Stories about mass disappearances in some of the worst slums are sometimes attributed to devil rat swarms. *Instinct:* to devour.

- Swarm of teeth
- Avoid the light

## DRAGON

*arcane, dual-nature, huge, hoarder, intelligent*

Bite (2d6, ignores armor, T), fire breath (2d6, area, S)

20 Wounds, 6 to 8 Armor

---

*Never cut a deal with a dragon.* Extremely intelligent and powerful, these creatures have become heads of megacorps, and one was even the President of the UCAS before he was assassinated. They come in many varieties, including western, eastern, feathered and leviathan. Their ultimate purpose is unknown, but whatever it is, they seem to be doing it well. *Instinct:* to be the ultimate.

- Get rid of opposition
- Scheme from the shadows
- Unleash its wrath

## METAHUMANS

---

### CORPORATE SECURITY

*group, intelligent, medium*

Sidearm (1d6+1, S), stun baton (1d6 stun, ignores armor, T)

8 Wounds / 0 Armor

---

This is the run of the mill corporate security guard. Dangerous in groups, and corporations generally have a near-infinite supply. *Instinct:* to guard their station.

- Call for backup
- Trigger the alarm

### ELITE SECURITY

*group, cyber, intelligent, medium*

SMG (2d6[b], S), Hand-to-Hand (1d6+1, T)

8 Wounds / 2 Armor

---

Although not every facility has an elite security contingent protecting it, when you start running the bigger corporations, you may run into these guys. With better training and better gear than your typical security guard, Elite Security is called in when the regular security grunts run into more than they can handle. *Instinct:* secure the facility.

- Neutralize targets
- Strike from ambush

## BEAT COP

*medium, intelligent, solitary*

Sidearm (1d6+1, S), taser (1d6+1 stun, ignores armor, T)

8 Wounds / 1 Armor

---

Even in the seemingly lawless 2050s, there are still people out there who serve in the thin blue line, walking a beat and enforcing the law. Whether a member of Knight Errant, Pinkerton, or Lone Star, the beat cop is the most commonly seen law enforcement officer on the streets.

*Instinct:* to protect and serve.

- Make an arrest
- Call for backup

## LONE STAR HTR

*cyber, medium, intelligent, group*

Assault Rifle (1d6+2, 1AP, L), flash bang (1d3 stun, area, S)

8 Wounds / 3 Armor

---

Hostage situations, major crimes, killing sprees, you name it - when a serious crime goes down, the High Threat Response teams are called in. Highly trained, well-equipped, and thoroughly professional, tangling with HTR is no joke. *Instinct:* terminate the threat.

- Breach, bang and clear
- Take the shot

## BLOOD MAGE

*arcane, medium, solitary*

Blood bolt (1d6+1, S), death touch (1d6, ignores armor, T)

8 Wounds / 1 Armor

---

Blood magic - the use of blood (usually not your own) to fuel magical spells and rituals - is illegal almost everywhere in the Sixth World. However, that doesn't stop people from using it. *Instinct:* to gather power.

- Inflict bleeding wounds

## COMBAT MAGE

*arcane, cautious, medium, solitary*

Manabolt (1d6+1, S), flamehands (1d6+1, area, burn, S), confusion (area, targets take -2 ongoing, S)

8 Wounds / 2 Armor

---

The Awakened are statistically rare in the Sixth World, but shadowrunners tend to deal with them considerably more frequently than your average wageslave. One of the more feared foes on the battleground is the Combat Mage, a mage who has devoted his abilities to deadly combat magic. *Instinct:* to see who's best.

- Display their power
- Burn everything

## CYBERZOMBIE

*dual-natured, medium, intelligent, cyber*

Arm Cannon (2d6[b], 2AP, L), arm blade (1d6, T)

12 Wounds / 3 Armor

---

The cyberzombie is an unfortunate soul, a cyborg who has pushed himself too far with cybernetics and died. A cybermancer has managed to reconnect his soul to the body, and now the creature lives a tortured life. *Instinct*: to pass on.

- Destroy for the creator
- Find a way to end the suffering

## STREET THUG

*group, intelligent, medium*

Spiked bat (1d6+1, T), cheap pistol (2d6[w], S)

8 Wounds / 1 Armor

---

Gangs plague the sprawls, and turf is everything. During a shadowrun, it's often a good idea to know whose turf you're on, who the leaders are, and what kind of crime they're into. If you run afoul of a gang, you might run into someone like the Street Thug. *Instinct*: to guard their turf.

- Issue a beatdown
- Gather the crew

## GHOUL

*blind, group, infected, intelligent, medium*

Bite (2d6[b], disease, T), talons (1d6, 1AP, T)

6 Wounds / 0 Armor

---

Ghouls are humans infected with HMMVV, which has modified their genetics such that they have an insatiable hunger for human flesh. Intelligent, and often found in packs in sewers, back alleys, and the squats and slums of the Sixth World. Despite their physical blindness, they can be a dangerous enemy indeed. *Instinct*: to feed the hunger.

- Consume essence

## GOBLIN

*horde, infected, small*

Claw (1d6-1, T), knife (1d6, T)

4 Wounds / 1 Armor

---

Goblins are the result of a dwarf being infected with HMMVV, resulting in a small, twisted, nocturnal creature that tends to run in large packs. Stumbling across a goblin colony can really ruin your day. *Instinct*: to scavenge and collect.

- Ambush

## SECURITY HACKER

*cyber, intelligent, medium, solitary, matrix*

Black hammer (2d6[b], S), blackout (1d6+1 stun, S), slow (-1 forward, S)

8 Wounds / 0 Armor

---

Any corporation worth its salt employs security hackers to protect its precious data. A corporate hacker is often equipped with excellent gear and has the benefit of being able to navigate a corporate system easily, since they belong there. *Instinct*: to track 'em and smack 'em.

- Initiate a trace
- Deploy Intrusion Countermeasures

## SPIRITS

---

**Note**: given the wide array of spirits and their specific manifestations, the GM is encouraged to tweak these entries as needed! Also remember that spirits use defense instead of armor, which cannot be ignored or reduced.

### SPIRIT OF MAN

*aspect, medium, spirit*

confusion (area, targets take -2 forward, S), slam (2d6[b], forceful, T)

5 Wounds / 1 Defense

---

Spirits of Man include spirits of street, hearth, and field, domains intimately linked to the activities of humankind. Known more for their desire to guard and protect an area rather than their innate hostility, they are nonetheless dangerous when their ire is provoked. *Instinct*: to guard what man has made.

- Prevent threats from entering
- Cause an accident

### SPIRIT OF EARTH

*aspect, spirit variable size*

hurl rock (1d6+1, forceful, S), punch (2d6[b], forceful, T)

7 Wounds / 4 Defense

---

Spirits of Earth dwell in the very soil and mountain and rock on which life takes root. They usually manifest as beings of rock and dirt, their aspects making them tough to injure. Their powers vary, but as all natural spirits they are motivated to guard their domain. *Instinct*: to protect the land.

- Engulf an intruder
- Surge up from the ground

## SPIRIT OF AIR

*aspect, spirit, small, medium*

fling (1d6, forceful, T), noxious cloud (1d6, area, poison, S)

6 Wounds / 3 Defense

---

Spirits of Air are capricious beings who dwell in the domain of air. They manifest as howling winds, cold gusts, and vaguely humanoid clouds. Their insubstantial nature makes injuring them difficult. *Instinct*: to trick.

- Move at blinding speed
- Toy with an enemy

## SPIRIT OF WATER

*aspect, spirit, small, medium*

slam (1d6+1, T)

7 Wounds / 2 Defense

---

Spirits of Water are methodical and inexorable, and take pride that the world will eventually return to the water whence it came. They can be summoned anywhere there is a body of water or river, and they are powerful enemies indeed. *Instinct*: to flow

- Drown the threat
- Flow through and around

## INSECT SPIRIT

*aspect, spirit, small/medium/large*

bite (1d6+1, poison, T), strike (2d6[b], T)

6 Wounds / 3 Defense

---

Insect Spirits are summoned by Insect Shamans, who must “invest” a living host with the spirit (since it lacks the capability to materialize). This process is generally done to involuntary hosts, and the results are horrific. Insect Shamans and Insect Spirits are never something to willingly “get to know.” *Instinct*: to breed.

- Summon the swarm
- Scuttle just out of sight

## TOXIC SPIRIT

*aspect, spirit, small/medium/large*

throw toxin (2d6[b], poison, S), poison punch (1d6+1, poison, T)

10 Wounds / 2 Defense

---

Toxic spirits are summoned by toxic shamans from domains that have been corrupted by pollution and other manmade evils. These spirits are as twisted as the domains from which they come. *Instinct*: to pollute.

- Corrupt the environment
- Leave their mark

# SPRAWLS

---

You could look at shadowrunning as a series of discrete missions, episodes in an ongoing story of quasi-legal adventuring. Ideally, however, the story you weave when you play and/or GM this game will take place in a world that feels like it's alive and breathing, full of real people with realistic motivations, and happening in a place with its own character and appropriately cyberpunk feel.

Obviously, your adventures have to happen somewhere, and in the Awakened world of the 2050's, most of the time "somewhere" is one of the vast urban regions that grew up around the cities of the early 2000: the **Sprawl**.

Whether through urban growth, massive construction projects by the megacorporations, mergers, or political realignment, many cities have grown so large that they a single coherent "city plan" is laughable. Because of this, the environments within a single city are wildly varied: you can go from glittering financial sector to funky entertainment districts to rumbling industrial zones to blasted near-wastelands of poverty and deprivation from the comfort of mass transit.

Some things don't change, though. Every sprawl has it's own character, it's own particular vibe. There are always factions fighting for something, always people looking for an edge. People like to have influence, and they'll use the tools at their disposal to get it. And frequently, you will be one of those tools.

## CREATING A SPRAWL

---

In *Sixth World*, a system quite similar to creating a Front in *Dungeon World* is used to characterize a Sprawl. Of course, since Shadowrun takes place in a future version of our own world, you're welcome to use this system to decide how a real-world city (for instance, oh, let's say Seattle). However, nothing is stopping you from making one, if you want to place a new city in the world. You're in control!

The big difference between *Dungeon World* Fronts and *Sixth World* Sprawls is that Sprawls have the added element of geography and locale. A Sprawl helps the GM keep track of both individual forces at work in the world (as with a Front), but also lets the GM and group define the broad conflicts that exist over a particular location.

The basic process for creating a Sprawl is as follows (each step will be explained in more detail):

1. Allocate 5 points among the three main Influences: **Man**, **Magic**, and **Machine**.
2. For each point assigned to an Influence, pick a Peril (you can pick the same Peril twice).
3. For each Peril, choose a Crisis, and describe how it will manifest.

## INFLUENCES

---

**Influences** are the broad forces acting on a city, which exist in a constantly shifting equilibrium. There are three influences:

**Man** is the influence of humanity and its organizations. In this sense, man represents the influence of people and the organizations they run on the city: corporations, criminals, politicians (but I repeat myself), syndicates, religions, celebrities, and so forth.

**Magic** is the influence of the Awakened and the Astral upon a city. Often this is tied to the astral beings that populate the land on which the city stands, but it also includes the desires and activities of the magically active beings who dwell there (or who might wish to): mages, dragons, spirits, even paranormal creatures may all exercise their influence on the city.

**Machine** is the influence of technology, the Matrix, and the reality of human augmentation. In this modern world, machines and technology are a powerful an influence on the way people think and feel.

## ALLOCATING INFLUENCE

The first step of the City Creation process is to allocate influence. The GM should allocate 5 points among the three Influences, representing the balance or relative weight of that Influence on the Sprawl in general.

**Example:** *Tanner is creating a Sprawl for Buffalo, NY. He chooses to allocate 3 to Man and 1 each to Magic and Machine. Buffalo, right now, is the prize in a struggle between organized crime and megacorporations, while magic and machine have a subtler influence.*



# PERILS

---

Each Influence on a city is characterized by one or more **Perils**: the specific entities, organizations, and creatures that embody the influence in question. Perils vary widely, and are selected by the group as the city is being created. Creating a Peril is as simple as one group member suggesting it. Several categories of perils are presented below, as inspiration.

Choose one peril for each point assigned to an influence (so a city with Magic 2 would need 2 perils associated with Magic). You can assign multiple points to the same Peril, representing competing interests from the same category of danger.

***Example:** Tanner's Buffalo Sprawl is coming along. The next step is identifying Perils for each Influence area. For Man's influence, he needs to assign 3 points to perils of Man. He assigns one to Megacorporation once and two to Syndicate (he's thinking about a mob war brewing).*

## PERILS OF MAN

**Megacorporations** (*impulse: to boost the bottom line*)

Be it one of the Big 10 megacorps, or some poor little rank A, all corporations need as much help as they can get. What that help is may be sketchy, but you have no problem with that.

**Leagues** (*impulse: to influence you*)

Leagues are groups of people with political agendas, be they either good or misplaced. Policlubs, local governments, merc squads, terrorist cells, religions, shadow groups, presidents and more are trying to spread their own version of reality. Sometimes quietly, other times with a bang.

**Syndicates** (*impulse: to control the streets*)

As long as there has been crime, someone has tried to organize it. From street gangs to the Triads, the Yakuza, and the Mafia, organized and not-so-organized crime eyes the sprawl with hungry and calculating eyes.

## PERILS OF MAGIC

**Energies** (*impulse: to empower*)

We pretend that magic is a science to be studied in the halls of academia, but the wild and unpredictable power of the Astral and Metaplanes, power sites, ley lines, mana surges and mana storms make a mockery of our learning.

**Orders** (*impulse: to achieve eldritch ends*)

Orders are those groups of people with a strong interest in magic. They can range from noble universities and research organizations to fanatical cults of dark magic. Be it Atlantean artifacts to Blood Magic, they want to push, discover and convert.

**Awakened** (*impulse: to survive and thrive*)

Not all people affected by the Awakening are metahumans. In fact, most aren't. There's a whole world out there of paracritters, free spirits, dragons and metasapients such as centaurs. Some are in power, some want to be in power, and some simply want to survive.

## PERILS OF MACHINE

**Matrix** (*impulse: to absorb and accumulate*)

The Matrix is just a network of 0's and 1's...right? Not if you ask a Hacker. The Matrix is a living, breathing, evolving entity that we've come to take for granted. But in its unvisited or forgotten corners and gleaming graphical citadels, what feeds on the information we produce?

**Technology** (*impulse: to connect and isolate*)

From ubiquitous surveillance, tailored marketing, and better-than-life virtual reality to orbital space stations, underwater compounds, and teeming arcologies, it's hard sometimes to tell whether we're using technology, or it's using us.

**Advancement** (*impulse: to relentlessly improve*)

New cyberware, robotics, AI, cloning and more are all coming down the pipeline. Some people are afraid that metahumanity is starting to evolve past its tipping point. Some think it's already happened. Whatever the case, it pays to be wary.

# CRISIS

---

**Crisis** is what happens when a particular Peril accomplishes its primary aims (which are, obviously, determined by the GM). Left unchecked, a Peril will always progress toward its goal—the world lives and breathes, and things happen even when the player characters aren't around to witness them.

The progress a Peril makes toward its goals is tracked on the **Doom Bar** (more on that later), and when it reaches the end, whatever Crisis was selected for the Peril goes into effect. There are five main Crises; when you come up with a Peril, you must also decide on a Crisis for it, and specify the exact form it will take.

**Control:** insidious influence, strings being pulled, and puppets dancing to the puppetmaster

**Destruction:** disaster and mass death befall the city

**Havoc:** the breakdown of order, law, and control

**Conquer:** unopposed power, and the freedom to enact any agenda

**Corruption:** a blight of some sort—crime, graft, or something dark and unnatural—spreads through the Sprawl

## DOOM BAR

---

At the end of this document is a reference sheet to help you record notes about your Sprawl. You'll note on the Sprawl Sheet that the section for each Peril has five boxes next to it. These bars are known as the **Doom Bar**.

The Doom Bar represents how close the Peril is to fulfilling its desire. At 1 box, they are in the initial phases of construction and planning, while at 5 they are moments away from unleashing their plan.

At the start of a campaign, every Doom Bar starts at 1. A GM then has 3 points to divide between the Perils to modify the initial state of their Doom Bars.

As the campaign progresses, the action (and inaction) of the player characters will influence changes in a Peril's Doom Bar. For example, blowing a run, helping an enemy accidentally, or not stopping some plan in time are likely to increase a Peril's Doom Bar.

When the runners can't stop a Peril, or when the DM deems it appropriate, you mark a Doom Box under the appropriate Peril. During the next adventure, the DM should state as a side-bar what the results of the increased Doom are.

***Example:** Two weeks ago, the team barely escaped a botched run on a corporate arcology that is performing strange and dangerous experiments on its citizens without their knowledge. The failed run caused the corporation to raise security and step up their project's timeline, dooming the citizens now trapped inside.*

The GM could even choose to increase the Doom on multiple Perils if it makes sense.

## THE END OF THE DOOM BAR

If a Peril has 5 boxes, and the GM goes to mark another one, it's too late: the Peril has accomplished what they were trying to do, and their Crisis goes into effect. This could have major impacts on both the Sprawl and the world.

## REDUCING THE DOOM BAR

Runners can, believe it or not, reduce the Doom Bar for a Peril. If they do something that hampers the Peril, the GM should erase one Doom Box. If the runners do something really significant to strike a blow to the Peril, such as blowing up a Renraku datacenter, the GM reduces the Doom Bar by two boxes.

A minor setback won't reduce the Doom, but it will prevent it from increasing.

If runners ever reduce a Peril's Doom Bar to 0, the Peril goes into **remission**. Remission means the Peril may be gone, or perhaps it's just licking its wounds. Either way, a Peril in remission does not show up for 2 adventures. Once that time is over, the GM can either bring back the Peril at 1 Doom, or bring in a totally new Peril. If a Peril is ever reduced to 0, it is a good idea to give the players a free **Advance** to award them for their skill.

***Example:** the team pulled off a run that culminated in blowing up the Renraku datacenter mentioned earlier. Renraku had been slowly subsidizing Matrix usage, trying to cut the Sprawl off from the main Matrix grids (and thereby achieve Control). That Peril stood at 2 Doom before the run, but the GM decides to remove both Doom boxes—reducing the Doom to 0—due to the success of the run. Renraku decides to back off the Matrix control plan.*

However, two sessions later, the team gets word of Renraku performing some sketchy genetic experiments on Awakened rats. Looks like Renraku's back with a new plan.

## SPRAWL DISTRICTS

---

Sprawls are a way to get an idea of the large influences at work in a particular area, giving you an idea of which entities are the movers and shakers of a given city.

**Districts**, on the other hand, are areas within a Sprawl where a runner might find themselves. Districts are a shorthand way to record basic descriptive information about different neighborhoods, areas, and communities within a Sprawl.

The word "district" should be interpreted broadly: a small neighborhood, a glittering financial sector full of high-rise buildings, and a sprawling industrial zone can all be Districts.

## CREATING A DISTRICT

A District is described by tags (like equipment and threats), which provide some descriptive information to help players and the GM get a handle on an important area.

Creating a district is very simple:

1. Name the District
2. Determine the core tags of the district (type, economy, population, and trust)
3. Determine any other special tags the district may have.

**Example:** *the GM wants to create an industrial area for some of the action of this latest run to happen in. She pictures an oil refinery area, full of containers, pits, fences, low warehouse buildings, tall processing plants, and pipelines of all sizes crisscrossing the district. Economically, it's active, though not exactly a "glittering rich" place. It's isolated due to the industry, and polluted with leavings. It's also owned by Ares. The tags for this district are industrial, average, stable, cooperative, corporate, polluted, isolated.*

## DISTRICT TAGS

There are four basic or core tags that describe a district, which are, in order, Type, Economy, Population, and Trust.

**Type** identifies the general type of district, what kind of things happen there, and its role in the Sprawl.

**Residential:** this district is a place where people live, whether in housing projects, suburbs, apartments, row house, etc.

**Commercial:** this district is primarily occupied by retail and service businesses of varying size.

**Financial:** this district is primarily occupied by financial institutions such as brokerages, stock markets, banks, and investment firms.

**Industrial:** this district is primarily occupied by heavy industry such as construction, manufacturing, and shipping firms.

**Entertainment:** this district is primarily occupied by entertainment businesses such as casinos, theaters, clubs, bars, and sports venues.

**Economy** indicates the general financial strength of the district.

**Affluent:** this district is well-off, with some financial sway. Examples include luxury residential areas and gated communities, or ritzy entertainment districts.

**Middle-class:** this district has only a modicum of financial pull, being primarily a middle-class / median income area; housing is small and efficient, businesses (if there are any) small as well.

**Poor:** this district is struggling, with little to no resources. Residences are tiny and shabby, employment is minimal, and businesses are struggling.

**Slum:** this district is a wasteland, with abandoned buildings, no jobs to speak of, failing (or failed) businesses, and no monetary influence whatsoever.

**Population** describes the size (and growth or decline) of the inhabitants of a district (or the people employed there, if it is a business district).

**Booming:** the population is large and getting larger fast; people are moving there, or businesses are expanding there at breakneck pace.

**Growing:** the population is large and growing, with a steady (but not explosive) increase in population. **Stable:** the population is moderate and steady, with only minor increases and decreases that tend to even out over time.

**Dwindling:** people are leaving for some reason, whether because of abandonment by the city, or failing businesses, or redevelopment. The current population is small, with numerous abandoned buildings and businesses.

**Abandoned:** this district has been largely abandoned by businesses and/or residents. The legitimate population is tiny, and most buildings are empty and decaying. The largest population by far is likely to be criminals and the outcast.

**Trust** is the final core tag, indicating the districts view of authority, including politicians, law enforcement, and organizations. Remember that this is relative to the 2050's, where trust is a little harder to come by anyway.

**Cooperative:** the community tends work closely with authority.

**Neutral:** the community is neutral toward authority.

**Reserved:** the community is not inclined to trust authority figures, though it will not actively hamper their work

**Wary:** the community instinctively suspects authority figures and will not cooperate unless compelled.

**Hostile:** the community is openly hostile to authority figures; law enforcement may avoid the area and it may be "written off" by politicians and organizations

*Rich*: this district is extremely wealthy, with a great deal of financial pull in the Sprawl. Examples include high-stakes financial districts and upper-crust residential areas.

Other tags can be used to add additional description as necessary or for special features of a particular district:

*Big name*: a person of significant renown (the GM determines to whom) lives or works in this zone

*Corporate*: this neighborhood is owned, managed, and serves one of the megacorporations or a subsidiary

*Dense*: tight streets, densely packed homes/businesses, and narrow passages.

*Despair*: the district is blighted and collapsing, and the despair of the people is palpable.

*Highrise*: this area is predominantly high-rise office and/or residential buildings with few open areas, but well-organized streets

*Infestation*: there is an infestation of some creature in this area (e.g. goblins, devil rats, etc.). It generally remains hidden inside buildings and underground. Note that this may be a natural infestation, or something worse

*Isolated*: although uncommon in the Sixth World, there are some districts that are still difficult to get to, or cut off from other areas by construction, road modification, and so forth. Police and emergency response is slowed.

*Lawless*: police presence in this district is absent, and crime is rampant and unchecked except by the criminals themselves

*Open*: this area is remarkably devoid of construction, and has open (perhaps even green) space and room to move easily (or to move large vehicles)

*Outbreak*: there is a disease outbreak of some sort in this District; medical services may be present, depending on the neighborhood's economic value. If not, quarantine may be in place.

*Policed*: the neighborhood is regularly patrolled by law enforcement, and response time is short

*Prejudice*: this is a dislike, dismissal, bigotry, or hatred against a particular category of individuals (perhaps another District, or the police, or orks, or ethnicity)

*Prize*: there's something in the neighborhood or the land it sits on that is desired by multiple factions

*Protected*: the neighborhood is protected by some group (for example, a gang, or a cult)

*Rot*: something poisons this neighborhood, perhaps physically or mentally or spiritually

*Religious*: a religion, cult, or other spiritual movement holds sway here

*Turf (gang)*: this zone is the turf of the indicated gang

# WILDS

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Most of the action in *Sixth World* games will take place somewhere in the byzantine environment of a Sprawl. However, there are plenty of adventure-ready wild spaces left in the world. In fact, with the upheaval of the early 2000's, there's quite a lot of new wilderness out there, and at some point or another, you'll likely end up crossing through it.

If you want to create a **Wild**, the process is identical to the creation of a Sprawl: allocate points among the influence of Man, Magic and Machine, and then determine appropriate Perils and Crises to accompany those influences.

## WILDERNESS ZONES

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Just like Sprawls, a single Wild can contain multiple smaller areas with specific characteristics. These smaller areas are called **Zones** (since the word "district" doesn't quite fit). Creating a zone, however, is done the same way as a District: think of a Zone you want to create, give it a name, and select the appropriate tags to describe it.

***Example:** the GM creates a region near Lily Lake, deep in one of the former National Parks. The GM imagines this to be a thickly forested area, with steep slopes and deep gullies. Remnants of some park services buildings (mainly huts and SAR bivouacs) can be found. It's mostly populated by small animals and birds, although a mated pair of Piasma call this area home. The tags selected for the Zone are forest, rugged, typical, ruins, predator.*

The tags for the zone are explained below.

### WILD ZONE TAGS

Because many of the tags for Sprawl Districts wouldn't necessarily apply, some new tag options are presented below. Wild Zones have the following tag types: **type**, **terrain**, and **wildlife**.

(The categorizations that follow - which were greatly trimmed and simplified for game purposes - may cause painful grimacing in ecologists, forestry experts, geographers, and zoologists; I apologize sincerely).

**Type** describes the general type of biome and climate of the zone.

***Plains:** characterized by low rolling hills, open fields of grass or scrub, high visibility and winds. Climate varies per season.*

***Desert:** characterized by aridity, heat, rolling or rocky terrain. Deserts may be arctic, but this tag primarily deals with the "hot deserts" of the world.*

***Aquatic:** a water-based zone, either riverine, limnic, or oceanic. Depending on specifics could be hostile (if subaquatic).*

***Forest:** characterized by a high density of trees of various types (different categories of forest will have differing dominant tree types); terrain varies.*

***Jungle:** a land area covered with thick, dense vegetation, typically in a tropical area.*

***Polar:** cold northern or southern lands in the polar latitudes, including arctic regions.*

**Terrain** describes the zone's physical features and topography, and how difficult or easy it may be to traverse.

***Flat:** little to no change in elevation, with only small hills and depressions.*

***Rolling:** smoothly transitioning hills, with at times sizable changes in elevation.*

***Wetland:** an area saturated with water, such as a bayou, delta, swamp, fen, or bog.*

***Rugged:** terrain with sudden changes in elevation, rocky outcrops, or thick vegetation that is difficult to navigate directly or maneuver through.*

***Mountainous:** rough terrain in a mountainous region, with large changes in elevation; tiring, demanding terrain.*

***Broken:** the land is shattered and extremely rugged, very difficult to cross (almost impassable), and full of blind runs, rocky outcrops, sharp ridges and technically demanding terrain.*

***Exotic:** the terrain is unusual in some way and not generally encountered; deep subaquatic regions, highly unusual rock formations, strange caves, and so forth would be examples of exotic terrain.*

**Wildlife** describes the flora and fauna of the area, as well as the relative biodiversity of the zone.

***Limited:** the zone's biodiversity is low, marked by only a few kinds/categories of plants and animals*

***Typical:** the zone's biodiversity is typical for the Sixth World, having several types of animal and plant species represented*

*Diverse*: the zone is populated by a fairly varied number of different species, both flora and fauna; edible species are reasonably easy to find

*Rich*: the zone is rich in different animal and plant species; it is a busy place

*Hotspot*: the zone is a biodiversity hotspot, teeming with highly varied species of plants and animals

Other tags may come into play to describe a particular wilderness zone. In addition to the tags below, the tags prize, protected, and infestation are also applicable.

*Awakened*: this zone is heavily imbued with magic, whether it be from ley-lines, artifacts, ritual, or other unknown reason, magic is almost tangibly present.

*Blasted*: some cataclysmic event happened here, and the scars remain visible.

*Extreme*: the zone is an extreme representative of its type—a fiercely hot desert, bitterly cold polar region (e.g. Antarctica), a dense jungle.

*Megafauna*: the zone contains a relatively high population of megafauna (animals exceeding 45kg/100lb) such as deer, large paranimals, and the like.

*Polluted*: this zone is heavily polluted; water is likely undrinkable without treatment and animals and plants dangerous to eat.

*Predator*: there is an apex predator (or mated pair) that considers this zone its hunting grounds. Be sure to identify the predator (because your players will ask about it, and you may have to answer!)

*Remote*: the zone is a long way from civilization. You're on your own.

*Ruins*: this zone is composed of, or contains, the abandoned remnants of (meta)human construction.

*Seismic*: this zone is prone to seismic activity, which may pose a threat

*Storms*: this zone is prone to storms of some sort: electrical, rainstorms, windstorms, snowstorms. These may lead to related events (fire, flood, etc.)

*Territory*: this zone is the territory of a particular individual or pack; intruders may be met with extreme aggression. Make sure to identify the type of creature.

*Wasteland*: this zone is essentially dead—native fauna and flora has mostly died, water may be scarce or toxic, the ground poisonous. Inhabitants of this zone (if any) may be twisted mutants, odd Awakened creatures, strange infestations, or desperate squatters

# CUSTOMIZATIONS

*Sixth World* runs best when it runs: spending a lot of time customizing numbers and tweaking options takes away from the story and takes away from play time. While you are encouraged to come up with your own options and ideas, it is also encouraged that any customization you do happens away from the table: it isn't fair to the other players to have to sit and wait while Joe's new cyberware piece is started out, or Jane's new spirit is put together. It won't always work out this way, but aim to have downtime between game sessions to handle customization requests.

All that said: sometimes people just love to tinker! So here are some guidelines on tinkering, including whatever rules were used (if any) in the creation of the equipment already in this document, along with some thoughts on why things are that way.

## GUIDELINES ON GUNS

All gun categories (pistols, SMGs, etc.) are intended to have pros and cons for each item in each category - not as a progression. Damage is constrained within a category and positive perks are traded with negative ones, with cost used as a final balance to round it out.

Adding new guns is tricky because damage in this game is somewhat constricted; *+1 damage is a big deal*. The best option is to take a specific gun that's close to what you want, and try rearranging the tags or making small adjustments. If something seems substantially better (or worse) than anything else in the category - that's a sign you may have gone too far. Also it would make sense that custom guns might carry a custom surcharge.

Here is a list of tags that are worth about as much as each other if you're looking to trade them around:

- ❑ *changing ammo, auto, burst, loud, messy, subtle, suppressed, stabilized, +/- 0.5 damage*

These tags that are worth about twice the first list, but are still relative to each other:

- ❑ *2-handed, AP, area, conceal, ignores armor, obvious, reload, +/- 1 damage*

The *ignores armor* tag seems big but there aren't many enemies with lots of armor, and since not everything has armor, +1 damage to every roll is about on par with this tag.

Weapon mods similarly were designed to add positive tags at the cost of a negative tag, not to increase damage.

For reference, here is an average damage chart:

Rolls	Average Damage	Notes
1d3	2	Don't use [w] for equipment; save it for broken or low quality items. 2d6[w] averages to 2.53, which is slightly better than 1d6-1, but it just feels crappy. Use 1d3 sparingly; +2 might be better. 1d6-1 is good for when something could do no damage.
1d6-1	2.5	
1d6	3.5	
2d6[b]	4.47	
1d6+1	4.5	
2d6[b]+1	5.47	
1d6+2	5.5	
2d6[b]+2	6.47	
1d6+3	6.5	
2d6	7	
2d6[b]+3	7.47	
2d6+1	8	

## GUIDELINES ON ARMOR

Hopefully you won't need to add armor; there aren't many variations on the existing tags and armor is extremely powerful. It's already too easy for a Street Samurai to get nearly invulnerable so it's best if you just reskin the existing ideas instead of adding numbers.

## GUIDELINES ON GEAR

Gear was designed to be simple: its purpose was to cover holes in a small team who didn't/couldn't spend time recruiting. I.e., you can get a really, really shitty version of a missing teammate by paying some cash - but hey, something is better than nothing. If you find holes in the team, gear may be a good place to customize.

## GUIDELINES ON CYBERWARE

Cyberware is one of the hardest things to balance because it's so open-ended. Cost (*nuyen* and essence) are the only limiting factors, and they are related to how invasive it is to install (an eye replacement is less than an arm is less than a skeletal enhancement), but then adjusted based on how useful it is. The existing pieces serve as a general guide but this is more of an art than a science, and you should feel free to back the game up and change things if something seems too powerful (or if you dislike retcons, maybe enemies simply adapt, and suddenly countermeasures to that device become more common as well).

One general rule is try not to make simple +1 to X items; these are typically a bit boring but can sometimes be too good to pass up. Dermal Plating is already a problematic (but very thematic) item, and armor is extremely powerful - you shouldn't need to add more.

Here is a general guideline on base cost:

- ❑ Minimally invasive / minor benefit: 1000¥ - 5000¥, 1 essence (+2 damage, special effect, vision or hearing enhancement)
- ❑ Moderately invasive / moderate benefit: 7500¥ - 30,000¥, 2 essence (+1d6 damage, hold 1, new ability, change one stat for another)
- ❑ Highly invasive / huge benefit: 40,000¥ - 100,000¥, 3 essence (+1d6+1 damage, hold 2, spell-replacement that is always on)

Beyond this, adding negatives could reduce the cost (like being obvious), or having something truly unique could raise it (like an extra wound circle). Illegal or otherwise restricted / regulated items would have a 25-50% premium as well.

## GUIDELINES ON VEHICLES AND DRONES

These are almost like extra characters with their own set of stats, and follow similar guidelines. There are a lot of numbers to play with, but the important thing to remember is (just like characters) *nothing should go above 3*; it breaks the game. (Frame and seats are the exception.) Once again armor is incredibly powerful and should be used sparingly. Cost can be a powerful limiter in some games as drones are both expensive and expendable, but try not to rely on it. But overall this is one area where it's easy to experiment, so try different combinations and see what works for you!

## GUIDELINES ON PROGRAMS AND DECKS

This system is already set up to be modular and customized by the player however they wish; if it isn't working for you, it may require altering some of the base assumptions of how hacking works as opposed to just tweaking. Sorry! Please send feedback on how this works in your game because this is the least playtested area.

## GUIDELINES ON SPELLS

Each of the spells in this document is a translation from the *Shadowrun* 5th edition game, generalized and adjusted so that their essence cost is relative to their utility and balanced against each other in this game. Feel free to add more from another source!

That said, there shouldn't be tons of options because that slows down play. Also *general* is better than *specific* because more generic spells lend themselves better to open-ended uses. This is once against more of an art than a science, but the main thing to watch out for is stepping too hard on other archetypes' toes: healing can't be *too* good or else a Street Doc is useless, for example. You don't want too much mind control or else why would you need a Face?

## GUIDELINES ON SPIRITS

By contrast, there was a specific formula used to create all the spirits in this document, which is detailed here. Feel free to stick with this formula or adjust as needed; just keep in mind that spirits (along with programs/decks) are one of the most complex player pieces of all the archetypes - so again, try to work these up between sessions.

Pick a spirit type and domain/element. Each spirit starts with the following base stats:

Harm 0, Search 0, Guard 0, Enthrall 0, Mentor 0, defense 1, 0 damage, wounds 8

Pick a nature. Adjust its stats thusly:

- ❑ **Watcher:** may not Harm, Search +2, Wounds -2
- ❑ **Teacher:** Harm -2, Mentor +2, 1d6-1 damage
- ❑ **Protector:** Guard +1, Enthrall -1, Wounds +2, 1d6+1 damage
- ❑ **Destroyer:** Harm +2, Search -2, Mentor -1, Wounds +1, Armor +1, 1d6+2 damage
- ❑ **Seducer:** Harm -1, Enthrall +2, Wounds -1, 1d6-1 damage

Elementals and Watcher spirits gain the *aspect* tag for free.

Then you have 4 points which can be spent on any of the following on a 1-for-1 basis:

- ❑ Stats (Harm, Search, Guard, Enthrall, or Mentor)
- ❑ Defense
- ❑ Wounds
- ❑ Tags

Spirit tags: *aspect*, *engulf*, *generous*, *insubstantial*, *robust*, *weakness (specify)*, *wild*

Each tag costs 1 point, except *weakness* and *wild*, which each give you an extra point to spend. (Natures, elements, domains, and types are not tags that cost anything.)



# GM RESOURCES

## QUICK STREET NAMES

Acrobat	Dog	Navy
Angel	Doll	Neo
Argent	Donk	Nex
Azure	Dragon	Olly
Babs	Drake	Orchid
Bamboo	Drez	Pac
Backhoe	Eagle	Plusone
Barracuda	Evergreen	Poetry
Battery	Fable	Porkchop
Bigtop	Fade	Rabbit
Birdseye	Finley	Radiant
Bit	Foxcraft	Razor
Bogie	Gate	Rukkus
Bones	Gibber	Sandbox
Bonnie	Glimmer	Saturn
Boxer	Gimlet	Scrap
Burn	Gunz	Sequoia
Cameo	Gutter	Seven
Candy	Hawk	Shade
Carbon	Hitch	Shadow
Cavalier	Hoop	Shark
Chip	Hound	Slick
Choppa	Huck	Snowbank
Chupa	Hudson	Sockmonkey
Citadel	Indigo	Soo
Cobweb	Iron	Sugar
Cowboy	Jack	Sunburn
Crank	Jersey	Tauren
Crisp	Lance	Tink
Crunch	Lightfoot	Tranquil
Cutter	Lord	Trukk
Cycle	Lotus	Uncle Slam
Cypher	Lucky	Unicorn
Dancer	Lune	Vixen
Deckhand	Machete	Volcano
Dekk	Mask	XIII
Derby	Mouse	Zero
Digger	Mustang	Zilch

## QUICK COMPANY NAMES

Aerochem Solutions	Endocera Construction
Dynocene Construction	Ecogene Processing SA
Zhèng-Hirano Holdings Plc	Winkler Biotech
DynoVDD	Adams Digital Co.
Motonex Hardware	Simpson Partners Plc
Aerogen	IJV Ecostruct
Mototel Industries Inc.	Microcene Inc.
ERL Corporation	Hughes-Sauer Construction
Braun-Ikeda Aerospace	Plc
Arcodyne Cybernetics SA	Digitech
DZC Manufacturing	Technocera
Richardson Logistics	Wright Manufacturing
Kaiser-Murata Aerospace	DigiBNC
Hán Biosystems	Thermonex Plc
Liáng-Meier Digital	ArcoCEL
Geoform Processing	Zhang Holdings Co.
Dynocera Biotech et cie	Aerodyne Industries
Guo Systems Plc	Agrigene Plc
PSX Tek	JXK Electronics
Hirano Digital	Teratek Digital et cie
Sauer-Bergmann Digital	Miller Armaments
GenoEPU	Thermotek Holdings
Russell Logistics	Hán-Fujita Biosystems
Aerosphere Cybernetics	Autoform AG
Dynostrut Software	Mototech
TerraTEQ	GmbH
Zhào Software	DBX Gen
PBI Biotech	Geotek Digital
DynoHPC	Walter-Zhèng Solutions
Smith Biosystems	Hofmann-Onishi Biosystems
Schmidt-Fujita Construction	Matsuda-Stewart Technologies
Doltech Systems	Momoto Project Management
CCD Holdings	Fureur Manufacturers

## QUICK BAR/CLUB NAMES

Magma	Neon Dragon	Practical Pig	The Huckle	Leverage	Slot and Rum
Nectar	Second Stump	Doc Jock's	The Black Goose	Club Sangre	Whiskey to Go
Jacked	Darkwire	Electron Soul	Warstomp	Zone 9	Brendan's
Skull Hop	Green Rhythm	Bitbucket & Dongles	House of Boom	Disco Mittens	Good Fletcher's
Torque	Buried	Uchida's	Blue	Erewhon	The Ceramic
Sphere	Cement Cross	Fort Necessity	Pulse	Vertex	Deacon
Ad Astra	Sprawlz	Banjo Pancake	Club Loca	Soundwave	Gribb's
Cafe Loup	Hunker's Last	Krillwires	The Box	Chumley's	Optique
Howler's	Home	The Hoosegow	Marcoline's	Racer Echs	Parallax
Credslicks	Krave	Fat Lo's	Noggin	Rockstorm	Toxic Spirits
Hanging Sloth	Milligrays	The Rum & Gun	DipSwitch	Stunted Bunting	Black Ice

## A HANDY PILE OF NAMES

Milagros Prange	Marlin Shelite	Allan Grise	Genesis Bonventre	Dane Draffen
Erik Shur	Emely Buote	Darren Raatz	Quinton Sinnett	Quinton Deuell
Lonnie Mcgonagle	Alejandra Crothers	Harriett Galdi	Son Reisher	Jackson Tijernia
Neva Mor	Amado Tobolski	Neil Moronta	Marlin Eichel	Virgen Allegrini
Noreen Wilcoxon	Tory Zastawny	Carmella Kealoha	Darius Getts	Nolan Solages
Mathew Lococo	Geralyn Stancoven	Javier Castaldi	Brain Tapija	Leena Ritrovato
Darren Macaulay	Shirlee Doegg	Carlene Kotek	Moises Keirman	Newton Schiffner
Nelson Osmun	Reyes Cranmore	Clinton Nierman	Toi Cheatum	Vita Rowold
Ted Mollica	Sung Wearly	Javier Garbett	Loralee Hardester	Karri Mraw
Saundra Shippy	Richie Rhen	Jeanie Maclachlan	Rod Smitz	Jerrold Dingillo
Ashlee Mahony	Rolland Cassem	Melisa Honore	Marlin Gradilla	Trish Stagno
Odessa Taillon	Evon Nimura	Pearlie Pickert	Son Lesmerises	Dee Boumthavee
Tia Belland	Awilda Lastufka	Edwina Streit	Hal Chiarito	Dedra Sourlis
Roslyn Biffle	Mercy Rangel	Fernando Shabazz	Jeffry Gombert	Reyes Pendill
Clayton Raffaele	Leatha Sturwold	Kelly Tift	Darius Eckl	Mac Skevofilakas
Mathew Altschuler	Tory Foyer	Dollie Ort	Kimi Unangst	Horacio Nao
Penelope Quaid	Dillon Lenehan	Clayton Denver	Elwood Dorow	Delmer Ferouz
Kurt Robuck	Vita Brola	Austin St. Claire	Dane Shadwell	Dee Blankschan
Marcie Alix	Audry Keagy	Guy Crothers	Virgen Witaker	Ethelyn Aherns
Marcie Croke	Brice Lienke	Carlene Tuff	Raphael Landazuri	Mac Hengen
Earnestine Elliston	Mohamed Savas	Lilia Borelli	Virgen Arrez	Rina Fortun
Jamie Zwiebel	Brice Kapraun	Clare Nalbandian	Annita Honberger	Amado Gushard
Julianne Baden	Krystyna Gulbrandsen	Allan Drucker	Raphael Holtrop	Sung Mihalios
Eve Birk	Richie Redlon	Darren Rosborough	Rod Mulinix	Dario Goich
Marylou Quintanar	Lupe Swopshire	Sharron Croswell	Annita Camarero	Mac Grenway
Earnestine	Cherise Doughtry	Jamie Max	Marvis Dischinger	Mohamed Waisman
Steinberger	Rina Trombino	Odessa Hougland	Lavenia Werblow	Rolland Prophetter
Tameka Pitcock	Delmer Dupray	Lonnie Behan	Armand Hutchenson	Cierra Yater
Cody Kuzma	Reyes Poletski	Nannie Caryl	Fidel Corneil	Evon Buckholtz
Nita Alers	Robt Dunkerley	Lonnie Sison	Sadye Obermann	Richie Watah
Max Nigh	Hank Astolfi	Ewa Caito	Darius Foxworthy	Kaltenhauser
Gay Barcomb	Dillon Hiday	Elwood Chappuis	Ming Hillsgrove	Lenny Zabka
Clare Forbush	Karri Youla	Kendrick Wintermantel	Ludivina Corneil	Rina Trumper
Pearlie Schlagel	Florene Rutenberg	Natisha Seppi	Brain Whitebread	Hank Guerera
Carlene Jehle	Jonah Schraub	Deadra Obas	Nolan Artalejo	Rupert Senethavilouk
Ted Kram	Hank Gittinger	Darius Wisinski	Son Callais	Robt Tarner
Harriett Emig	Lenny Bursik	Thaddeus Galford	Moises Debem	Ingeborg Dagis
Allan Straw	Mac Fower	Ludivina Ciliberto Fode	Elwood Accornero	Lupe Esquinaldo
Nannie Zucco	Cheyenne Mascheck	Armand Carnett	Bryon Webley	Lenny Booras
Nelson Hazley	Rolland Tokunaga	Raphael Decou	Marlin Presha	Kenton Scollan
Darcy Bown	Zora Quader	Katelynn Needler	Francene Worford	Hiroyuki Kojima
Ted Eckhoff	Sade Pollmann	Lavenia Chaudhuri	Marcel Kraszewski	Kazuo Suzuki
Elnora Chivers	Sarita Knori	Genna Finical	Bryon Krumwiede	Yoko Kobayashi
Alana Huitt	Cierra Stucke	Bok Stitzel	Ludivina Meullion	Shozo Kimura
Clayton Almada	Mohamed Sperier	Armand Burmester	Clemencia Scammon	Yuji Fujita
Cody Mccausland	Hank Hallemeyer	Cliff Felkner	Kimi Biava	Masaaki Ogawa
Jerri Seckman	Thanh Pascher	Despina Menezes	Ileen Midden	Takao Saito
Lonnie Hughs	Awilda Konopacki	Ali Scrimpsheer	Brittanie Comegys	Tetsuo Onishi
Lonnie Reitman	Connie Golinski	Kendrick Delmedico	Quinton Schuerman	Kozo Sasaki
Guy Rotunno	Robt Hjalmarson	Nolan Gillitzer	Alvaro Laky	Seiichi Mori
Liza Shuff	Fonda Duceman	Ming Kuney	Elwood Fritchman	Norio Wada
Emilia Hoak	Reyes Snith	Marlin Gindhart	Kit Wagenaar	Masahiro Fujiwara
Nita Bier	Ciara Cratin	Nenita Dady	Jeffry Vanella	Osamu Kikuchi
Jamie Dziedzic	Rosalva Scarfi	Keila Chastin	Quinton Wrich	Eiichi Inoue
Harriett Maheu	Cierra Hladek	Jerrold Nonamaker	Valene Arron	Shin'ichi Ando
Max Secor	Robt Scheiblich	Lanette Fincel	Jackson Boyarski	Fumio Sugimoto

# THANKS (V.26)

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...to Vincent Baker for creating Apocalypse World

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...to the authors of all the other Dungeon World and Apocalypse World hacks for their cleverness and inventiveness

...to Chris Clouser and everyone who contributed to the original Sixth World document

...to all the writers and designers who've worked on any edition of Shadowrun, ever, for creating my first and most favorite game world

...to Tanner Yea (smarttman) for advice, suggestions, the Sprawl Generator adaptation, and the section on Astral Space. And for being my first playtester (and now co-author)

...to the authors of Worlds of Adventure for their great improvements

## CHANGE LOG

### V.26

All versions up to V.26 are by Chris Clouser and Tanner Yea, with some edits by Wrb

The highest ranking google result for the V26 pdf: <https://img.fireden.net/tg/image/1451/71/1451712069666.pdf>

Contact info in the original pdf: yclept DOT chris AT gmail DOT com

Wrb's edits, aka the "Digest Edition": <https://swse.neocities.org>

Wrb's contact information in the Digest Edition: [wrb@autistici.org](mailto:wrb@autistici.org)

### V.30 (March 2018)

V30 is a re-edit of the entire document by evilbob65535 with the following goals in mind:

- Clarity and consistency, along with fixing typos and other common editing mistakes: this document is great and mostly just needed a new pair of eyes.
- Simpler is usually better. Shadowrun is amazingly complex and the point of this game is to make it accessible. However if it were as simple as Dungeon World it might lose too much. Some complexity (weapon variety, for example) is healthy, so long as it isn't during the action.
- Decking, projecting, or other activities that are effectively solo-play while everyone else gets a snack: just no. After complexity, this was the biggest complaint about Shadowrun from those I know. Hacking and Astral Projection are now a roll, not a mini-game; the complexity is moved into prep and away from table play.
- Fleshing out areas and completing systems. Vehicles and drones are an example of something that didn't have much to it before, leaving the Rigger class with a lot of improvisation.
- *This is the whole game*. Rules for bringing in new material are great but add complexity; better to make things simpler and let people wing it when they want to add more, which means a faster intro into the game. Also it's best if other materials are helpful but not required: someone with only a passing knowledge of *Dungeon World* or *Shadowrun* should be fine.
- Quick balance pass on equipment, characters, ...well everything, really
- Moving the entire project to Google Docs for future editing and accessibility.

V.31 (April 2018) - Took another pass for editing; also adjusted/simplified a few ideas (karma, Shaman casting) and did another big pass on equipment (adjusted most equipment, all costs/tags/damage are now relative to each other instead of being translations from another doc), and starting characters; added a limited customizations chapter back in.

V.32 (May 2018) - Took a pass at Core/Secondary moves to simplify and incorporate ideas from Worlds of Adventure, removed Gut Check and Mission Pool mechanics, standardized on d6s for all rolls. More light editing.

**CHECK THE SITUATION:** when you **assess a situation or determine facts about your environment**, roll+Awareness. On 10+, you may ask the GM 3 of the following questions. On 7-9, ask 1 question. Either way, take +1 forward if you act on the answers.

- What is my best escape/access/evasion route?
- Where is my enemy most vulnerable?
- What is my biggest threat?
- What happened here recently?
- What should I be on the lookout for here?
- Who's really in control here?

**DROP SCIENCE:** When you **consult your knowledge of a specific topic or determine facts about your environment**, roll+Craft. On 10+, the GM will tell you give you a useful, specific detail about the situation, or ask you to make something up. On a 7-9, the GM chooses one:

- They'll tell you something interesting, but it's on you to make it useful.
- They'll ask you to make up something interesting, but then they'll tell you what else you've heard that complicates things.

The GM might ask you "how do you know this?" Tell them the truth, now.

**FIRST AID:** when **you try to keep a teammate from dying from their wounds**, roll+Craft. On 10+, you stabilize your teammate. On 7-9, you stabilize them, but (choose 1):

- you can't move them to cover
- you expose yourself to danger (take 2 damage)
- their wounds force you to **Stay Frosty**

On a failure, your teammate cannot be saved and may be looking at their **Last Chance**...

**FUCK IT UP / MAKE IT RAIN:** when **you aid or interfere with someone you have Bond with**, roll+your Bond (use the total number of bonds you have) with them. On 10+, they are boosted or glitched, your choice. On 7-9, they're still boosted or glitched, but you are exposed to the same danger or retribution.

**MAKE THEM SWEAT/SEDUCE:** when **you want to press or entice someone to do what you want them to do**, give them a reason and roll+Presence. If you are using force or the threat of force, roll+Combat. On a 7+, they'll do it if you promise them something first - this might be a threat, bribe, ideal, Bond, something else. On a 7-9, they'll need concrete assurances right now. Any fact or action that betrays this promise also nullifies their agreement. **Special:** when using this move against a fellow PC, if they choose to comply, they get to mark XP.

**OVERWATCH:** when **you're providing cover for an ally and a threat appears**, roll+Awareness. On 10+, your ally gets the drop on the threat. On 7-9, they're alerted, and take +1 on their next move. On a miss, the threat gets the drop on your ally.

**ROCK & ROLL:** when **you attack an enemy** in melee or at range, roll+Combat. Determine the result based on the type of attack, as follows:

**Melee Attacks:** on 10+, you hit and deal damage. On 7-9, you deal damage, but your target attacks you as well.

**Ranged Attacks:** on 10+, you hit and deal damage. On 7-9, you hit, but (choose 1):

- you need to expose yourself to danger
- you burn up ammunition; mark off 1 ammo
- you graze the target (half damage, rounded up)

**STAY FROSTY:** when **you act despite imminent danger, fear, or risk**, say how you deal with it and roll. If you're:

- staying alert and reacting quickly, roll+Awareness
- counting on combat experience and willingness to do harm, roll+Combat
- hoping you're tough enough mentally or physically to weather the storm, roll+Stamina
- banking on your skill or knowledge, roll+Craft
- flashing a smile or banking on charm, roll+Presence

On a 10+ the threat doesn't come to bear. On a 7-9 you succeed, but you stumble, hesitate, or flinch: the GM will offer you a worse outcome, hard bargain, or ugly choice.

**POP PILLS:** when you **indulge in a drug**, roll+Stamina. On a 10+, you experience the effects as normal. On 7-9, you got a weak batch, so the positive effects last about half as long. **Special:** if you roll snake eyes when you pop pills, you become addicted to the drug. If you go 3 sessions without a hit, roll 2d6[w]. If you roll a 4 or higher, you are no longer addicted; otherwise, you're still hooked. If you are addicted and roll snake eyes while popping pills, you overdose and take 8 Stun.

**SUPPRESSION FIRE:** when **you suppress an area to pin the enemy down**, roll+Combat and mark off 1 Ammo. On 10+, the targets cannot move or return fire without automatically taking your weapon's damage. On 7-9, the targets can't move but they may still fire back.

**TAKE A BULLET:** when **you stand in defense of another**, roll+Stamina. On 10+, the attack hits you instead. On 7-9, you split the damage (or effect).

**SOMETHING ELSE:** the most important thing to remember is that these rules do not cover everything - they couldn't and they don't want to. So when you need to do something that has a chance of failure and it's not already covered, generally speaking you roll 2d6 and add an appropriate attribute, with the results being:

- 10+ you succeed
- 7-9 you succeed but at a cost or compromise
- 6- you fail, and mark XP

## CORE MOVES

**ADVANCE:** when **you have downtime and have at least 10 XP**, you can spend time reflecting on your experiences and honing your skills. When you Advance, choose one of the following:

- advance a stat (each stat may be advanced one time, check the small box on the character sheet when you've advanced a stat)
- gain a new move from your archetype
- gain a move from another archetype's move list (up to a max of 3 per archetype)
- gain 1 Karma
- gain 1 Essence

Once you have advanced, subtract 10 XP from your total.

**CAROUSE:** When **you spend your time and money frivolously**, spend 1000¥, at least 1 day, and roll.

Add +1:

- if you are returning triumphant
- if you are well-liked around these parts
- for every +1000¥ you spend
- if you blow through at least 500¥ of drugs

On a 7+, choose one:

- You befriend some useful NPC(s).
- You learn something interesting or useful. Tell the GM what you'd like to learn about and the GM will tell you what you learn.
- You happen upon an opportunity.

Additionally, on a 7-9, the GM picks one:

- You've been entangled, ensorcelled, or tricked.
- You've pissed someone off; the GM will tell you who, but you get to say how. The GM will have you make a new Bond with them.
- Someone needs your help; tell us who they are, and why you feel obliged to give it.

**CITATION NEEDED:** when **you research something**, roll+Craft. On 10+, you spend 1 day searching, and locate a useful detail about the topic of the research. On 7-9, you locate a useful detail, but (choose 1):

- you end up in a rabbit warren of information; spend 1 additional day digging through it
- your search raises a flag in someone else's systems (the GM determines whose)
- the information is in hardcopy, and you need to go to it; spend 1 additional day on the search

**GO SHOPPING:** when **you hit the market** to buy legal or illegal items, roll+Presence. On 10+, you find what you need: if it's a legal item, you'll have it in 1 day; illegal items take 2 days. On 7-9, you can get it, but you must wait 1d6-1 additional days.

**HIT THE BOOKS:** when **you spend time training, practicing, or studying your abilities**, you gain Prep. You gain 1 Prep for every 2 days spent in training or practice. When that training and preparation pays off, you can spend 1 Prep to get +1 to any roll. You can only spend 1 Prep per roll.

**LAST CHANCE:** when **you are facing death and out of options**, *permanently sacrifice* at least 1 Karma and roll+the amount sacrificed. On 10+, you miraculously make it through, and it's not as bad as it looked. On 7-9, you will survive, but the GM will privately discuss with you what terrible bargain you agreed to in order to live. On 6 or less... your fate is sealed; your run will forever end soon. The GM will tell you when.

**PULL STRINGS:** when **you hit up a contact for info or assistance**, roll+Presence. On 10+, the contact provides useful information (related to their own knowledge) or assistance. On 7-9, the contact provides information or assistance, but choose 1:

- has to get back to you; wait 1 day
- isn't happy about it; take -1 forward to the next time
- requires a favor in return

If you fail, your contact doesn't want to see you for a while, and will not return calls or meet with you for 1d6+2 days. Repeated failures of this move can permanently sever your relationship.

**RECOVER:** when **you need to heal stun damage**, you shake it off when you have a few minutes to take a breather.

When **you need to heal wounds**, you need 2 days and basic medical care to heal each wound. Chronic injuries require more; the GM will give you a general idea.

When **you spend a few days resting in downtime**, you regain all your Karma and Essence.

**RECRUIT:** When **you put out word that you're looking to hire help**, spend a day looking and roll. Add +1 if:

- your pay is generous
- you have a useful reputation in these parts

On a 10+ you've got your pick of a number of skilled applicants. On a 7-9 you'll have to settle for someone close or turn them away. On a miss someone influential and ill-suited declares they'd like to come along (a loose-cannon, or a veiled enemy, for example); bring them and take the consequences or turn them away. If you turn away applicants you take -1 forward to Recruit.

## SECONDARY MOVES

## ROLL MODIFIERS

**boosted:** whenever you are boosted, your result is never lower than 7 (even if you roll 6 or less). So, when boosted, you cannot fail, though success may still come at a cost (not least of which is the fact that while boosted, you can't mark XP while boosted).

**glitched:** glitched rolls are the opposite of boosted rolls. Whenever you are glitched, your result is never higher than 9, even if you rolled a 10+. You can succeed while glitched, but it will always come with a cost.

**hold n:** when you are told to Hold *n*, or that you gain *n* Hold, this means you have a small pool of points that can be spent at some future moment of your choosing. You will be told on what, specifically, you may spend the Hold. Note you can spend it after you see the results of the roll!

**take +n forward/-n forward:** this means take a bonus (the +) or a penalty (the -) equal to *n* to your next Move

**take +n ongoing/-n ongoing:** this means to take a bonus or penalty equal to *n* to all of your future rolls, until whatever circumstances caused the ongoing modifier have changed

**b:** this means "take the best of" - if you are instructed to roll 2d6[b], you would roll 2d6, and keep the highest die

**w:** this means "take the worst of" - if you are instructed to roll 2d6[w], then you would roll 2d6 and keep the lowest die

## ARMOR TAGS

**arcane:** can only be used by magical archetypes

**armor +n:** grants a +*n* bonus to existing armor

**armor n:** grants *n* armor

## GEAR TAGS

**heal n:** restores *n* wounds

**supply n:** the amount of supplies or uses you can get out of an item. Each use of the item consumes 1 supply (unless otherwise stated).

## WEAPON TAGS

**2-hand:** this item must be used with both hands

**AP n:** Armor Piercing; this weapon ignores *n* points of armor

**area:** affects multiple targets

**auto:** this weapon can fire in full auto mode: take +1 forward when you use *Suppression Fire* or mark 1 Ammo to add the messy tag to *Rock & Roll*

**burst:** this weapon fires in burst mode: mark off 1 additional Ammo to deal +1 damage.

**conceal:** this weapon or item is easily hidden and will not be spotted by enemies

**forceful:** when this weapon deals damage, it also pushes the target or knocks it off its feet

**ignores armor:** bypasses the target's armor completely

**loud:** especially noisy; also the weapon cannot be suppressed

**messy:** deals damage in a particularly gruesome way

**obvious:** cannot be concealed, or is immediately visible to any observer

**range:** the maximum range at which the weapon or other attack is effective. Ranges are touch/within reach (T), short (S), and long (L)

**reload:** after using this weapon, it takes more than a few moments to reload it

**shock:** the weapon deals electrical damage, which might also matter to some devices

**special (description):** an effect that requires explanation

**stabilize:** this weapon cannot be fired except from a bipod, tripod, or supported position

**stun:** this weapon or attack deals stun damage only

**subtle:** not easily noticed (as opposed to conceal, which means it is unnoticeable)

**suppressed:** this weapon makes little to no noise when fired

**thrown:** this item can be throw. If thrown, the range is short

**XdY+Z:** the amount of damage something deals

## SPENDING & REGAINING KARMA

You can spend Karma on yourself at any time to improve the result of a roll (even a damage roll) on a 1-for-1 basis, but you must also justify it in the fiction. You regain all your Karma after resting for a few days.

## GAIN XP

Characters gain XP:

- when they fail a move (most common reason)
- when they finish a run, or a significant portion of a major run
- when they resolve one of the debts or favors they have with another character
- when they are manipulated by another character

## DUAL WIELDING

When using a weapon in each hand, you can either *Rock & Roll* with one like normal, or you can use both at once. If you do, combine all tags for both weapons (within reason), then roll damage for each weapon and use the best result. If you use burst or auto mode, subtract 1 ammo from both weapons.

## DRUGS (costs are per dose)

**Bliss:** general feelings of euphoria, take -1 ongoing while under the effects, lasts a couple hours, 25¥

**Cram:** take +1 to *Stay Frosty* for a couple hours then take -1 forward to *Stay Frosty* for a day afterwards, 100¥

**Deepweed:** user can perceive astrally, lasts a couple hours then take -1 forward for a couple hours, 400¥

**Jazz:** take +2 to *Stay Frosty* for several minutes then take -2 ongoing for a few hours, 250¥

**Kamikaze:** take +1 to *Rock & Roll* for about an hour then -2 forward for a day afterward, 250¥

**Long Haul:** you can go without sleep for four days with no consequence, 50¥

**Nitro:** take +2 to *Rock & Roll* for several minutes then -2 ongoing for several hours, 500¥

**Novacoke:** take +1 to *Make Them Sweat* and *Check the Situation* for a couple hours then -1 forward for a day, 250¥

**Psyche:** take +1 to *Drop Science* for a couple hours then -1 ongoing to *Stay Frosty* for several hours, 150¥

**Zen:** take +1 to *Stay Frosty* for several minutes then -1 forward for several hours afterward, 50¥

**BTLs:** allow you to experience almost anything virtually, lasts several minutes to several hours, 50-500¥ or more

# GLOSSARY

## MELEE WEAPONS

**Combat Axe:** range T, 1d6+1, 2-hand, obvious, messy, 1000¥

**Combat Knife:** range T, 1d6, AP1, 500¥

**Fists/Feet:** range T, 1d6-1 stun

**Katana:** range T, 2d6[b], AP 1, 1250¥

**Spiked Gloves:** range T, 1d6, subtle, 250¥

**Staff:** range T, 1d6 stun, 2-hand, 100¥

**Stun Baton:** range T, 1d6 stun, ignores armor, shock, 1000¥

**Throwing Axe:** range T, 1d6, thrown, 250¥

## HOLD-OUT PISTOLS

**Fichetti Needler:** range S, 1d6-1, ammo 1, conceal, 750¥

**Streetline Special:** range S, 1d3, ammo 1, conceal, suppressed, 750¥

**Walther PP:** range S, 1d3, ammo 1, burst, conceal, 1000¥

## PISTOLS

**Ares Predator V:** range S, 1d6+1, ammo 3, 750¥

**Beretta 201T:** range S, 1d6, ammo 2, burst, subtle, 750¥

**Colt America:** range S, 1d6, ammo 2, subtle, suppressed, 1000¥

**Colt Manhunter:** range S, 2d6[b], ammo 2, burst, 1000¥

**Ruger Super Warhawk:** range S, 2d6[b]+1, ammo 1, loud, 1250¥

## SUBMACHINE GUNS

**Colt Cobra:** range S, 2d6[b]+1, ammo 2, auto, burst, loud, 1750¥

**HK227:** range S, 1d6+1, ammo 3, burst, suppressed, 1500¥

**Uzi IV:** range S, 1d6+1, ammo 3, auto, burst, 1250¥

## ASSAULT RIFLES

**AK-97:** range L, 1d6+2, ammo 4, 2-hand, AP 1, burst, obvious, 2500¥

**Ares Alpha:** range L, 1d6+2, ammo 4, 2-hand, AP 1, auto, burst, loud, obvious, 3500¥

**FN-HAR:** range L, 2d6[b]+2, ammo 3, 2-hand, AP 1, burst, loud, obvious, 3000¥

## SHOTGUNS

**Ares Pacifier:** range S, 1d6+3, ammo 1, 2-hand, forceful, loud, obvious, 1000¥

**Defiance 250 Short-barrel:** range S, 1d6+1, ammo 1, forceful, loud, 750¥

**Enfield S10 “the Sweeper”:** range S, 2d6[b]+2, ammo 2, 2-hand, burst, forceful, loud, obvious, 1750¥

## SNIPER RIFLES

**Ares Desert Strike:** range L, 2d6, ammo 1, 2-hand, AP 2, obvious, reload, 2750¥

**Ranger Arms:** range L, 1d6+3, ammo 2, 2-hand, AP 1, obvious, 2500¥

## HEAVY WEAPONS

**Ingram Valiant LMG:** range L, 2d6[b]+3, ammo 3, 2-hand, AP 1, auto, loud, messy, obvious, reload, stabilize, special (does full damage to vehicles), 4000¥

**M202 HMG:** range L, 2d6+1, ammo 2, 2-hand, AP 1, auto, loud, forceful, messy, obvious, reload, stabilize, special (does full damage to vehicles), 5000¥

**Smartfire B4 RPG:** range L, 2d6, ammo 1, 2-hand, area, loud, forceful, obvious, reload, special (does full damage to vehicles), 4500¥

## SPECIAL WEAPONS

**Burrow-bolt Crossbow:** range S, 1d6, ammo 1, 2-hand, AP 1, reload, suppressed, 400¥

**Compound Bow:** range L, 1d6+1, ammo 2, 2-hand, suppressed, 500¥

**Narcoject Rifle:** range S, 1d6+1 stun, ammo 1, reload, suppressed, 1500¥

**Taser:** range T, 1d6+1 stun, conceal, ignores armor, reload, shock, 1500¥

## GRENADES

**EMP:** thrown, area, special(disables electronics), 200¥

**Flash:** thrown, 1d3 stun, area, special (+1 forward to *Rock & Roll/Stay Frosty*), 250¥

**Frag:** thrown, 2d6[b], area, forceful, 250¥

**Incendiary:** thrown, 1d6, area, special (ignites anything in area), 150¥

**Smoke:** thrown, area, special (+1 forward to *Stay Frosty*), 50¥

**Stun:** thrown, 1d6+1 stun, area, 200¥

## WEAPON MODS

**Drop-in Trigger:** add the *auto* tag and -1 ammo to any gun with *burst*; cannot be added to a gun with the *suppressed* tag, 500¥

**Extended Mag:** +1 ammo and add the *reload* tag to any pistol, submachine gun, or assault rifle, 500¥

**Silencer:** add the *suppressed* tag and -1 damage to any pistol, submachine gun, or sniper rifle; cannot be added to any gun with the *loud* tag, and can be installed or removed in a few moments, 1000¥

## ARMOR

**Armored Jacket:** armor 1, subtle, 500¥

**Form-fitting Armor:** armor 1, conceal, 1000¥

**Ballistic Vest:** armor 2, 750¥

**Lined Trench Coat:** armor 2, subtle, 1250¥

**Combat Armor:** armor 3, obvious, 2,500¥

**Armor Charm:** armor +1, conceal, arcane, 1250¥

**Riot Shield:** armor +1, obvious, special (occupies one hand), 1500¥

## GEAR

**Antidote Patch:** supply 1, halts poison, 300¥

**Medic Patch:** supply 2, heal 2, 750¥

**Medkit:** supply 5, heal 1, 750¥

**Stimulant Patch:** supply 2, take +2 to next move, take 1 stun afterwards, 300¥

**Trauma Patch:** supply 2, +1 forward to the next *First Aid* move applied to the target, 350¥

**Counter-surveillance Kit:** supply 5, +1 to *Check the Situation* to search for bugs, 2500¥

**Infiltrator’s Stealth Kit:** supply 5, +1 to *Stay Frosty* to infiltrate or avoid detection, 1000¥

**Quik-Hax Kit:** supply 5, bypasses low-grade security locks/electronic devices, 1000¥

**Spy Kit:** supply 5, +1 to *Citation Needed* or *Check the Situation* for the area they are deployed in, 3000¥

# GEAR

## HEADWARE

**Cybereyes:** (Full replacement) Capacity for 2 essence worth of vision enhancement augmentations. Include low-light vision system. Cost: 1 essence, 4000¥

**Cybears:** (Full replacement) Capacity for 2 essence worth of hearing enhancement or auditory augmentations. Cost: 1 essence, 4000¥

## VISION ENHANCEMENT

**Low-light Vision:** you can see in the dark, as long as there's at least some light, not complete darkness. Included in Cybereyes for no extra money or essence. Cost: 1 essence, 1000¥

**Thermographic Vision:** when you *Check the Situation*, you may ask one additional question from the list. Cost: 1 essence, 1500¥

**Recorder:** when you use this device, you gain 1 hold to spend on researching the individual, location, or event you recorded. Cost: 1 essence, 1500¥

**Flare Compensator:** you do not suffer the effects of bright light (such as flash-bang grenades). Cost: 1 essence, 1000¥

**Smartlink:** when you *Rock & Roll*, on 10+, add the AP 1 tag. Cost: 1 essence, 2500¥

**Vision Magnification:** toggle long distance vision. Hold 1 for *Rock & Roll* with range L weapons. Cost 1 essence, 5000¥

## AUDITORY ENHANCEMENT

**Hearing Enhancement:** when you *Check the Situation*, you may ask one additional question. Cost: 1 essence, 2000¥

**Sound Damper:** you do not suffer the effects of loud noises. Cost: 1 essence, 1500¥

**Ultrasound System:** you can “see” in total darkness, or even while blind. Ultrasound is detectable if someone is listening for it, however. You can also determine the size of an enclosed space automatically. Cost: 1 essence, 6000¥

**Balance Augmentation:** when performing an acrobatic or tricky maneuver, you are boosted. Cost: 1 essence, 10,000¥

## OTHER

**Control Rig:** you can interface with vehicles and drones and control one of them directly. Control rigs include a datajack. Cost: 2 essence, 20,000¥

**Cranial Cushion:** armor +1 vs. stun. Cost 1 essence, 5000¥

**Deckrunner:** you can load up Decks to hack devices. Stores 1 Deck. Includes a datajack. Cost: 2 essence, 20,000¥

**Tactical Analytic Unit:** roll+Combat to Check the Situation. Cost 1 essence, 7500¥

**Synaptic Hardening:** reduce damage from lethal Intrusion Countermeasures by 1. Cost: 2 essence, 10,000¥

**Voice Modulator:** you can control your voice perfectly, imitating any sound you've heard or any voice you've heard. Cost: 1 essence, 7,500¥

## BODYWARE

**Active Camouflage:** when activated, if you remain motionless, you cannot be seen with normal vision. Cost 2 essence, 40,000¥

**AutoDoc:** gain 1 extra wound box. Cost 3 essence, 40,000¥

**Bone Lacing:** when you make an unarmed attack, it's lethal instead of stun, and add +2 damage. Cost: 2 essence, 10,000¥

**Cyberarm/leg:** (Full replacement) Capacity for 3 essence of additional implants. Deal +1 damage in melee. This replacement is obvious by default. Increase the cost by 5,000¥ to match your existing skin. Cost: 2 essence, 15,000¥

**Cybergun:** you have a permanently implanted weapon. Choose any kind of pistol or hold-out pistol. This weapon gains the conceal and reload tags. Cost: 2 essence, 2000¥ (hold out) or 4000¥ (pistol)

**Datajack:** you are able to interface with a multitude of electronic devices. Datajacks can also be installed in any full-replacement item. Cost: 1 essence, 1,000¥

**Dermal Plating:** you gain +1 armor. This armor stacks with other armor, and has the obvious tag. Cost: 2 essence, 25,000¥

**Enhanced Dermal Plating:** you gain +2 armor. This armor stacks with other armor, and has the obvious tag. Cannot be combined with / replaces Dermal Plating. Cost: 3 essence, 45,000¥

**FeatherTouch:** enhanced sense of touch. Cost 1 essence, 1500¥

**Gyrostabilizer:** take +1 forward to *Suppression Fire*. Must be installed in a cyberarm. Cost: 3000¥

**Hand Razors:** you have a permanently implanted weapon equivalent to a Combat Knife. This weapon can be extended or retracted at your discretion, and gains the conceal tag. Cost: 1 essence, 2500¥

**Shocktrodes:** your unarmed attacks do +2 stun damage and gain the *shock* tag. Cost: 1 essence, 7000¥

**Skillwires:** when you have an appropriate skillsoft, take +1 ongoing to *Drop Science* checks.

Additionally, you may roll+Craft to *Stay Frosty* or *Check the Situation*. Cost: 2 essence, 10,000¥

**Thermoptic Camouflage:** military-grade camo; while activated you are undetectable to normal and thermographic vision. Cost: 3 essence, 150,000¥, and you'll have to find someone willing to install it

**Wired Reflexes:** while active, when you fail a roll and would take damage or be attacked, roll+Awareness. On 10+, the damage or effect is halved. On 7-9, you take the damage, but boost your next move. Cost: 3 essence, 60,000¥

**Skillsofts:** these are data chips that allow an individual to “slot” particular skills into their Skillwire system, gaining the benefit of the prerecorded knowledge. Skillsofts cannot be used without Skillwires. When you purchase a skillsoft, you must specify what skill area it covers: Biotech, Electronics, Etiquette, Survival, Investigation, Mechanics, Academic Discipline (choose 1), Pilot Aircraft, Language (choose 1), etc., 1,000¥

## ADDING IMPLANTS

Adding cyberware costs essence and must be done during downtime. Installation and recovery from cybersurgery takes a number of days equal to 3 x the essence cost of the implant.

# CYBERWARE



## VEHICLES AND DRONES

Anyone can use a vehicle, but you must have a Control Rig and datajack to access its sensors and tactical abilities. Drones require being jacked in order to use them, and any Moves you make that don't pertain to controlling the drone take -2 forward (although, see: autonomous).

## VEHICLE AND DRONE STATS

**POWER:** the device's overall rating for horsepower, speed, stability, handling, flight speed, acceleration, etc. This stat is relative to other mobile devices and used when trying to determine which can go faster, accelerate harder, fly more accurately, etc.

**ARMOR:** this works the same as other armor

**FUEL:** like ammo, this is an abstract measure of how much fuel you have left before the device can no longer function

**SEATS:** (vehicles only) the number of people who can normally occupy the vehicle, including the driver/pilot

**SENSOR:** some devices have built-in sensors. When making moves involving +Awareness using the mobile device, you can use +Sensor instead. If the mobile device is being used autonomously, it always uses its own Sensor stat.

**TACTICAL:** some devices have a tactical combat system. When making moves involving +Combat using the mobile device, you can use +Tactical instead. If the mobile device is being used autonomously, it always uses its own Tactical stat.

**DAMAGE:** when a device has a tactical combat system, this is how much damage it does when attacking. Most devices have large stores of ammunition; they never mark off ammo for *Rock & Roll* or even *Suppression Fire* moves. (Considered Heavy Weapon damage.)

**FRAME:** effectively the mobile device's wounds; a device cannot function with fewer than 1 Frame point (although, see: *Jury Rig*). All ranged weapons other than Heavy Weapons do half damage (rounded up) before armor has been taken into account, and melee weapons do no damage.

## VEHICLE AND DRONE TAGS

**autonomous:** if you are jacked in, this mobile device can follow a single Move through to completion on its own, without supervision (typical moves done this way are Check the Situation or Rock & Roll); you do not take -2 forward while jacked in to the drone during this Move

**sporty:** if you are jacked in, this device takes +1 forward to Chaser moves

**tricked out:** if you are jacked in, this device takes +1 forward to Look Ma, No Hands

## VEHICLE AND DRONE MOVES

**RAMMING SPEED:** when you slam into something in a vehicle, roll+Power: 10+, you hit and deal damage equal to the current Frame rating of the vehicle, ignoring armor. On 7-9, you deal damage, but choose 1:

- ☐ just winged 'em; do half damage
- ☐ the vehicle takes 3 damage to its Frame
- ☐ all passengers take 3 stun

**LOOK MA, NO HANDS:** when you perform a stunt in a vehicle, roll+Power: 10+, you pull it off! 7-9, you manage to make it, but choose 1:

- ☐ the impact was harder than you thought, and all passengers take 2 stun
- ☐ you lost some paint; the vehicle takes 2 damage to its Frame
- ☐ actually, that was tricky: lose 2 Fuel

**CHASER:** when you attempt to escape from or catch up to another vehicle or drone, roll+Power and spend 1 Fuel. 10+ you made it; 7-9 you barely made it but another complication occurs. (If you are using something with a Power stat to catch something without a Power stat, you don't need to roll; it happens.)

## EXAMPLE VEHICLES & DRONES

### MOTORCYCLE

**Dodge Scoot:** Power 0, Armor 0, Fuel 1, Seats 1, Frame 1, 2,000¥

**Yamaha Rapier:** Power 3, Armor 0, Fuel 3, Seats 1, Frame 2, tricked out, 11,500¥

**Harley Scorpion:** Power 2, Armor 0, Fuel 2, Seats 2, Frame 3, tricked out, 17,500¥

### CARS & TRUCKS

**C-N Jackrabbit:** Power 1, Armor 0, Fuel 3, Seats 3, Frame 5, 10,000¥

**Ford Americar:** Power 2, Armor 1, Fuel 3, Seats 4, Sensor 1, Frame 5, 16,000¥

**Eurocar Westwind:** Power 2, Armor 1, Fuel 2, Seats 6, Sensor 1, Frame 6, 30,000¥

**Italia Speedster:** Power 3, Armor 0, Fuel 3, Seats 2, Sensor 1, Frame 5, sporty, tricked out, 170,000¥

**GMC Bulldog:** Power 2, Armor 2, Fuel 1, Seats 8, Sensor 1, Frame 7, 55,000¥

**Ares FuryRoad:** Power 1, Armor 3, Fuel 2, Seats 8, Sensor 1, Tactical 2, Damage 1d6+2, Frame 9, 250,000¥

### GROUND DRONES

**Aztechnology Crawler:** Power 0, Armor 0, Fuel 1, Sensor 2, Frame 2, 4,000¥

**GM-Nissan Doberman:** Power 1, Armor 1, Fuel 2, Sensor 2, Tactical 1, Damage 1d6, Frame 3, sporty, 9,500¥

**Steel Lynx:** Power 1, Armor 2, Fuel 2, Sensor 1, Tactical 2, Damage 2d6[b], Frame 4, autonomous, sporty, 14,000¥

### AIRBORNE DRONES

**Lockheed Optic-X:** Power 1, Armor 0, Fuel 3, Sensor 2, Frame 2, 8,500¥

**MCT Roto-Drone:** Power 2, Armor 1, Fuel 1, Sensor 1, Tactical 1, Damage 1d6, Frame 3, autonomous, 15,750¥

**Flying Fortress:** Power 0, Armor 2, Fuel 1, Sensor 1, Tactical 2, Damage 1d6+2, Frame 5, autonomous, 25,000¥

# VEHICLES & DRONES

## FOCI

A focus is a mundane item that has been imbued with an astral construct.

### Attuning

Before a focus can be used, the user must attune themselves to it. To do so, they must invest at least one point of essence into the focus. Essence committed in this fashion remains spent until the user de-attunes themselves from the focus, or the focus is destroyed, at which point the essence is recovered.

### Creating a Focus

Although foci may be purchased for 1,000¥ (weakly imbued) to 5,000¥ (normally imbued) from fetishmongers, street contacts, and other sources, sometimes a magic user wishes to create one of their own. To do so, the user must spend 2 days researching and preparing the object, at the end of which they make the *Imbue Focus* move:

**IMBUE FOCUS:** When you imbue astral power into an object to create a focus, roll+Craft. On 10+, the focus is created normally. On 7-9, the focus is weakly imbued, and requires one additional Essence point to attune (this essence does not count toward the Hold granted by the focus.)

### TYPES OF FOCI

**Spell Focus:** a spell focus enhances the casting of a specific spell. When attuned, the mage using the spell focus has **hold** equal to the Essence spent attuning the focus. Spend this **hold** toward *Cast a Spell* moves for the spell chosen when the focus was imbued.

**Spirit Focus:** a spirit focus enhances the summoning of a specific nature of spirit. When attuned, the shaman has **hold** equal to the Essence invested in the focus toward *Conjure* moves to summon spirits of that specific nature.

**Weapon Focus:** weapon foci are used by adepts. When attuned to a weapon focus, the adept using it has hold equal to the invested Essence to spend on the *Rock & Roll* move or on dealing damage.

## FETISHES

One-shot magical supplies - small mundane objects imbued with structure and energy of a spell or summon a spirit, needing only to be triggered by the Mage or Shaman who created it. To create a fetish, the Mage or Shaman decides what spell or spirit to place into the fetish object, and then invests the fetish with power, spending the Essence required for the spell, or the Essence they wish to provide to the spirit. Essence invested in a fetish in this manner remains spent until the fetish is used, at which point it immediately returns. Creating a fetish takes one day, but is a simple enough process that no rolls are required.

### Activating a Fetish

Normally, to cast a spell or summon a spirit, the mage or shaman must make the *Cast a Spell* or *Conjure* moves. With a fetish, this is no longer the case: instead, they can simply declare that they're using it (making any other moves that the fiction would dictate of course, for instance, *Stay Frosty*). Once triggered, the stored spell or spirit is immediately cast or conjured. The fetish is good for a single use, after which it crumbles to dust.

### SPIRIT BONDS

If a Shaman wants to develop a relationship with a new spirit, the character must spend at least 2 full days of downtime meditating and communing, meeting and negotiating with spirits in the Astral Space. At the conclusion of this time, the Shaman's player may create a new spirit with whom the Shaman has formed a bond.

### Introductions

A shaman can reduce the time spent in bargaining with a new spirit in a very simple way: have another spirit "make introductions." To do so, a Shaman must be mentored by another spirit (one they have summoned). If the mentoring is successful (use the Mentor move), reduce the time required by one day.

## LEARNING SPELLS

Mages cannot simply borrow another mage's spell to use. The creation of a spell is a very personal event, and you wouldn't want to have someone else's formulas "go down the wrong pipe," as it were. As a result, it requires time (and money) to develop a spell.

Development of a new spell requires the Mage to spend at least 3 days in study, studying tomes, and inscribing strange symbols. It also costs 1,000¥ x the minimum essence cost to cast the spell for reagents and experimentation. Once done, the spell is added to the mage's repertoire; a Mage never forgets spells.

It is possible to shorten this process somewhat by obtaining help from outside sources. Talismongers, for instance, might be able to locate items or suggest pronunciations; other mages may be able to explain certain concepts to the uninitiated; and spending time in pure study (using the Initiate move) can reduce the time required.

## ASTRAL PROJECTION AND PERCEPTION

When an individual *perceives* the Astral, they can see the entities existing in Astral Space. All three arcane archetypes can astrally perceive. In addition, they can perceive emotional auras of living beings, as well as background magical nature of the area. However it is distracting; while astrally perceiving, characters take -2 ongoing to any moves in the physical world.

When an individual *projects* themselves into astral space, they transfer their consciousness from their physical body to the astral plane, and can fully interact with other Astral entities and traverse great distances. All three arcane archetypes can do this as well, using the *Astral Projection* move:

**ASTRAL PROJECTION:** when you project your spirit into astral space, spend 1 Essence and roll+Craft. On 10+, you project directly to your goal. On 7-9, you project, but your quest is more difficult; the GM will have a separate challenge for you to overcome. Additionally, while in astral space you cannot take action in the physical world (your body is unconscious and helpless).

# ARCANA

## COMBAT SPELLS

- ☐ **Knockout:** deals 1d6 stun to all creatures in touch range (*range T, ignores armor, essence 2*)
- ☐ **Mana Bolt:** deals 1d6+1 damage to a creature or spirit; (*range L, ignores armor, elemental, essence 2*)
- ☐ **Manaball:** deals 1d6+2 damage to creatures and spirits within the target area (*range S, area, ignores armor, elemental, essence 3*)

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## DETECTION SPELLS

- ☐ **Analyze Device:** take +1 forward to your next move involving the device being analyzed, or learn what the device does. (*range T, essence 1*)
- ☐ **Clairvoyance:** when you Check the Situation, you can ask questions about a location you cannot see within the range of the spell. (*range L, essence 3*)
- ☐ **Combat Sense:** while you sustain this spell, you cannot be surprised, and take +1 forward to your first Rock & Roll or Stay Frosty move when combat starts. (*self-only, subtle, sustain, essence 2*)
- ☐ **Detect Life:** when you Check the Situation to find living creatures in an area, take +2 forward. (*range S, essence 2*)
- ☐ **Mind Probe:** when you touch the target, you get to know one thing as per Face's Razor Insight move. (*range T, essence 2*)

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## HEALTH SPELLS

- ☐ **Antidote:** when you touch the target, you halt poison or other toxin effects in the target. (*range T, essence 2*)
- ☐ **Heal:** when you touch the target, heal a number of wounds equal to 1 + the amount of essence spent on the spell. (*range T, exhausting, essence X*)
- ☐ **Increase Attribute:** when you touch the target, choose 1 stat. The next move using that stat takes +1 forward while the spell is sustained. (*range T, exhausting, sustain, essence 2*)

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## ILLUSION SPELLS

- ☐ **Chaotic World:** when you cast this spell, you can hold 1 to spend on your or your teammate's moves. (*range S, 2 essence*)
- ☐ **Group Invisibility:** while you sustain this spell, you conceal a number of creatures equal to the essence spent from being seen by creatures or metahumans. (*range T, area, sustain, essence 2 per individual concealed*)
- ☐ **Phantasm:** while you sustain this spell, you create a frightening illusion in a small area, which may require creatures to Stay Frosty or disengage (*range S, area, sustain, essence 3*)
- ☐ **Silence:** while you sustain this spell, all sound is silenced in the area you specify. (*range S, area, sustain, essence 3*)
- ☐ **Stink:** all creatures in the affected area have to either leave the area or use air filters or take 1 stun. (*range S, area, essence 2*)

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## MANIPULATION SPELLS

- ☐ **Fling:** when you cast this spell on a target you are touching, you hurl the target out of melee range. (*range T, essence 1*)
- ☐ **Light:** while you sustain this spell, an area you specify is illuminated by bright light or cloaked in arcane darkness. (*range S, area, sustain, essence 2*)
- ☐ **Levitate:** while you sustain this spell, one target in range can move slowly without regard to gravity; if cast on an object, you control where it moves. (*range S, sustain, essence 1 per ~100 lbs*)
- ☐ **Mage Armor:** while you sustain this spell, the target gains 2 armor (*range T, sustain, essence 2*)
- ☐ **Mana Barrier:** while you sustain this spell, you create a barrier that blocks living creatures and spirits. (*self-only, sustain, essence 2*)

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## SPELL TAGS

**range:** T=touch/within reach, S=short, L=long

**elemental:** you may choose to add an elemental effect to the spell: fire burns, lightning shocks, acid melts, ice freezes

**essence:** the essence cost of the spell

**exhausting:** this spell is quite difficult to cast; take 1 stun when casting it

**self-only:** you are the only possible target

**sustain:** this spell may stay in effect as long as essence is committed to it; you cannot use the *Centering* move while sustaining a spell

# SPELLS

## SPIRIT MOVES

Spirits are independent entities, and have their own moves, which correspond to their harm, search, guard, enthrall, and mentor stats.

**HARM:** when a spirit **attacks someone or something**, roll+Harm. On 10+, the spirit deals its damage. On 7-9, the spirit deals damage, but also takes damage.

**SEARCH:** when the spirit **attempts to locate individuals or items within its domain**, roll+Search. On 10+, the spirit locates the item and can tell the Shaman where it is. On 7-9, the spirit can tell the shaman whether the item or person is within its domain, but not it's specific location. Note: the GM and player should determine the search range for elementals.

**GUARD:** when a spirit **stands in defense of its domain or inhabitants thereof**, roll+Guard. On 10+, the spirit prevents damage or hostile effects from occurring. On 7-9, the spirit halves damage or the potency of a hostile effect.

**ENTHRALL:** when a spirit **attempts to control someone's actions or thoughts**, roll+Enthrall. If the target is a:

- An NPC: On a 10+, the spirit issues two instructions that the NPC must follow, or take 3 damage. On 7-9, the spirit may issue one instruction.
- A PC: If the character complies, they mark XP. If the character refuses, they must *Stay Frosty*

**MENTOR:** when a spirit **imparts knowledge or truth**, roll+Mentor. On 10+, the GM provides, in secret, a useful or interesting piece of information to the target. On 7-9, the GM provides an interesting piece of information.

## SPIRIT TAGS

**aspect:** the spirit takes on the appearance of their domain, and is invisible in their domain unless it chooses to be seen

**defense:** represents the spirit's innate magical resistance to damage; spirit defense cannot be ignored, nor reduced by weapons with the AP tag

**domain:** the spirit's preferred environment and place it may be summoned; choices are: urban, plains, forest, mountain, earth, desert, sky, storm, swamp, water

**engulf:** the spirit may enclose a target in the substance of its domain, typically (but not always) dealing damage

**generous:** the spirit will perform one extra move

**insubstantial:** damage dealt and taken is halved

**robust:** the spirit is particularly resistant to damage; all damage rolls against it are [w]

**weakness** (specify): the spirit has a weakness to a particular material or element which ignores insubstantiality, defense, and robustness

**wild:** the shaman must take -1 forward while it is conjured

## SPIRIT NATURES

**Watchers** simply observe and report. **Teachers** seek to instruct and guide others, but are reluctant to do harm. **Protectors** seek to defend their domain and its inhabitants, while **Destroyers** seek battle, blood, and vengeance. Finally, **Seducer** spirits desire control and devotion.

## SPIRIT TYPES

**Elemental:** these spirits represent the basic four elements, air, earth, fire, and water, and can be summoned anywhere.

**Natural:** natural spirits are spirits associated with particular domains (such as "urban spirits" or "mountain spirits"). Natural spirits may enter other domains freely, but if they cross domains, there's always a chance they attract unwanted attention from other spirits who don't like intruders.

## EXAMPLE SPIRITS

### ELEMENTALS

**Bayle:** elemental, fire, destroyer, aspect. Harm 3, Search -1, Guard 1, Enthrall 1, Mentor -1, defense 2, attack damage 1d6+2, wounds 9

**Caenum:** elemental, water, seducer, aspect, engulf, generous. Harm -1, Search 0, Guard 0, Enthrall 3, Mentor 1, defense 1, attack damage 1d6-1, wounds 7

**Halitus:** elemental, air, teacher, aspect, insubstantial. Harm -2, Search 2, Guard 0, Enthrall 1, Mentor 2, defense 1, attack damage 1d6-1, wounds 8

**Basalt:** elemental, earth, protector, aspect, robust. Harm 1, Search 1, Guard 2, Enthrall -1, Mentor 0, defense 1, attack damage 1d6+1, wounds 10

### NATURAL SPIRITS

**Spiras Cimmeris:** natural, forest, protector, weakness to fire, robust. Harm 1, search 1, guard 3, enthrall -1, mentor 0, defense 1, attack damage 1d6+1, wounds 10

**Aeranas:** natural, forest, watcher, aspect. Search 3, Guard 1, Enthrall 1, Mentor 1, defense 1, wounds 6, special:may not Harm

**Aevum:** natural, sky, watcher, aspect, insubstantial. Search 3, Guard 0, Enthrall 0, Mentor 2, defense 1, wounds 6, special:may not Harm

**Leuko:** natural, urban, destroyer, robust. Harm 2, Search 0, Guard 1, Enthrall 0, Mentor -1, defense 2, attack damage 1d6+2, wounds 9

**Purpuraa:** natural, urban, seducer. Harm 0, Search 2, Guard 0, Enthrall 2, Mentor 1, defense 1, attack damage 1d6-1, wounds 7

# SPIRITS

## HACKING

Any electronic device or system is open to being hacked, but most are surrounded by firewalls and carry some level of security - so to have a chance at hacking them, you need a **Deck**. To use a Deck, you need to have a **Deckrunner** and **datajack** installed. Decks store **programs**: simple AIs, viruses, any sort of program that can get you to what you want. Injecting a program from a Deck means it was customized to that situation cannot be used again until your Deck is reloaded.

Hacking a device from afar can allow you a peek into a system for a few moments, but for anything more than a simple device, it takes a lot of time and effort. In order to get to something interesting quickly, you need to get behind its firewall - and that means proximity. Being within a short range of most devices - or in all cases, physically accessing it - gives you the ability to bypass its most difficult defenses and attempt to hack it in real time.

## DECKS

Allegiance Alpha: 4 Slots, 17,500¥

Fuchi Cyber: 5 Slots, 30,000¥

Fuchi Cyber-6: 6 Slots, 55,000¥

Fairlight Excalibur: 8 Slots, 100,000¥

## HACKING MOVES

**HACK THE PLANET**: when you want to inject a program into a device and you are close enough to be behind its firewall, roll+Craft. On a 10+, you can inject 1 program. On a 7-9, you manage it but choose 1. On a 6-, choose 2:

- ☐ IC: delete a program from your deck
- ☐ IC: take 1d6+1 damage, ignoring armor
- ☐ alert protocol: the device sends out an alert that it is being hacked
- ☐ tracer: the device identifies you and stores a record of your breach

**HOT SWAP**: when you have a few minutes to focus, you can swap out one Deck for another in your Deckrunner and boot it up.

**RELOAD DECK**: spend 1 day coding and preparing a Deck with any combination of programs you own.

**REMOTE HACK**: when you want to hack something remotely, spend 1 day per size of the program you wish to inject, and roll+Craft. On a 10+, you bypass the security long enough to inject the program. On a 7-9, you manage it but choose 1:

- ☐ the information you got was partially corrupted and barely useful, or the device malfunctioned in an obvious way that makes it less useful
- ☐ the hack was traced back to you
- ☐ security was alerted, and now the device's connection to the Matrix has been cut until more safety protocols are installed

## BUILDING PROGRAMS

Each program takes up space on a Deck measured in **Slots**. Slots represent the general size and complexity of one program to another, as well as the limits of the storage of your Deck. Programs have two attributes: a Rating and a Type. Each program has a base Slot size determined by the Rating of the device it can work on. Then, add any modifiers from the Type of program to the base cost for the final size of the program. A program can always work on a simpler device as well - so a program built for **In Use** devices can also work on **Dangerous** or **Important** devices.

## DEVICE RATINGS

**Simple**: a straightforward device that isn't usually useful outside of a very narrow range (*ex: a lamp, coffee maker*). These devices are not a challenge; you can hack them in real time from any distance and control them without a program injection.

**Important**: a device that is interesting but isn't usually used to hurt things (*ex: door, security camera*) Rating - 1 Slot

**Dangerous**: something that can hurt you but isn't being controlled by a person (*ex: security guns, autonomous drones*). Take -1 forward on hacking moves against these devices. Rating - 2 Slots

**In use**: something that a person is controlling (*ex: weapon, vehicle, drone*). Take -1 forward on hacking moves against these devices. Rating - 3 Slots

**Someone**: something that is part of a person (*ex: cyberarm, datajack*). Take -2 forward on hacking moves against these devices. Rating - 4 Slots

## PROGRAM TYPES

**Spoof**: activate in a way it normally functions (open a door, move an elevator)

**Download**: grab a small piece of data (keycode, single file)

**Data Dump**: grab a lot of information (building blueprints, large files); +1 Slot

**Trace**: find out where a device is located

**Crash**: disable device for a short while

**Worm**: take 2 forward to hacking moves against this device

**Snoop**: gather data from a device's passive abilities (look through a security camera); +1 Slot

**Format**: cause a catastrophic failure or destroy device's ability to function (crash an elevator); +2 Slots

**Rewrite**: a device continues to function normally but cannot detect / function for creatures / objects of your choosing (hide your team from a security camera, drones cannot target your car); +2 Slots

**Brute Force**: use a Move with the device's active abilities, using your own stats as appropriate (Rock & Roll with a weapon, drive a vehicle), +3 Slots

## EXAMPLE PROGRAMS

**Important, Spoof** (could open a door) - 1 Slot

**Important, Download** (grab a keycode) - 1 Slot

**Dangerous, Snoop** (could view through an autonomous drone's sensors, or a security camera) - 3 Slots

**Dangerous, Rewrite** (could cause an autonomous drone to not see your team) - 4 Slots

**Someone, Crash** (could disable nearly anything, including a rigger's Control Rig, for a short while) - 4 Slots

**In Use, Format** (could destroy a drone being controlled by a rigger, or a security gun) - 5 Slots

## CODING NEW PROGRAMS

You can spend 1 day writing and debugging code, + 1,000¥ per Slot for hardware, micro-payments on the Dark Matrix, backdoor access codes, etc. to create a new program. Once you have a program in your repertoire, it is always available to add to your Deck.

# HACKING