

# SHADOWRUN RULE SET

GET SAVAGE, CHUMMER.

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## SETTING RULES

### GRITTY DAMAGE

The streets of the sixth world are dangerous, Omae. Gritty Damage rules from the Savage Worlds Deluxe Edition (SWDX) are therefore used. Soak rolls are still allowed as normal.

### STARTING NUYEN FOR EQUIPMENT

Characters start with 10,000 Nuyen to buy items and lifestyle with (they can take Rich or Very Rich Edge or Debt to increase this amount). Using points in character creation increase the amount by 5,000 each point.

### STARTING CONTACTS

Each player starts with either two Level 1 contacts or one Level 2 contact. Contacts are essentially NPC's that the player creates, who can provide information and other services (For the right price, obviously. Nothing is free, Omae). Contacts are detailed in the Edges section, under Connections.

### KNOWLEDGE SKILL POINTS

Each character begins with an additional five skill points that can only be used on specific knowledge and language skills. The examples below are by no means exclusive. Examples of knowledge skills include:

- Street Gangs
- Sports teams
- Shadowrunner etiquette
- Corporate security
- Military tactics
- Magical theory

### MULTIPLE LANGUAGES

Every character starts out knowing their native language, represented by a D8 in knowledge (\*language\*). Other languages must be bought as knowledge skills, linked to Smarts. Common languages are English, Japanese, Mandarin and German.

### INITIATIVE PASSES

Initiative passes are a staple rule from Shadowrun, and they normally come from cyberware, magic or drugs. Under normal circumstances, a character has one initiative pass per round, and draws only one card as normal. When a character gains another initiative pass, the character draws two initiative cards and acts on both. A character can have three initiative passes per round at maximum. Extra initiative passes from different sources do not stack.

If the character has the Quick edge, this works as normal. The Level Headed edge means that a character with two initiative passes draws three cards and act on two of them. This becomes four with the Improved Level Headed edge.

The only exception to this is movement. If your character has a pace of 6, he can only move 6 squares per round, regardless of how many initiative passes he possesses. You can either move all at once, or divide your movement between initiative passes as you please.

## ESSENCE

All characters start the game with 6 points of essence. Essence represents the characters connection to the natural, awakened world. When essence reaches zero, the characters soul forfeits the inhuman shell and the character dies. Invasive surgery, such as Cyberware, depletes essence by replacing the natural with the artificial. Some hideous forms of magic also deplete essence.

Awakened characters depend on their essence more than anyone else does. For every point of essence lost, an awakened character takes a -1 penalty on their spellcasting rolls, whether they are Magicians, Shamans or Adepts.

Once lost, essence can never be regained.

## CHARACTERS

This chapter details everything needed to make a character in the sixth world. Unless otherwise noted, everything from the Savage Worlds Deluxe Edition is still available.

## METATYPES

The following metatypes replace the races commonly available in the standard Savage Worlds rules.

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### HUMANS

- Humans are the main race of Shadowrun. They receive one free edge at character creation.
- Humans also begin with four bennies each session (this stacks with Luck and Great Luck Edges).

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### DWARF

- Start with d6 Spirit
- Thermal Vision
- Resistant to Disease/Toxins (+2 to Vigor rolls to resist disease or poisons)
- Pace 5

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### ELF

- Start with d6 Agility
- Gain Attractive Edge
- Low-Light Vision

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### ORK

- Start with d6 Vigor

- Start with d6 Strength
- Low-Light Vision
- -2 Charisma

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## TROLL

- Start with d6 Vigor may be bought up to d12+2 at creation.
- Start with d6 Strength
- +1 Toughness; +1 reach
- Thermal Vision
- Raising Smarts cost double, even at character creation.
- Gain Ugly hindrance
- Must pay 25% more for all weapons/clothing due to size requirements.

## SKILLS

Riding is not appropriate for the sprawls of the sixth world and is unavailable. The regular magic skills (Faith, Spell casting, Psionic and Weird Science) are also gone.

The following skills have been altered or made available.

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### BUILD/REPAIR (SMARTS)

Replaces the Repair Skill. Specify type: Guns, Blades, Armor, Ground Vehicles, Cyberware, etc. You can work on anything not specified at a -2 to your roll (without proper tools and workspace, you suffer -2 as well).

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### DECEPTION (SMARTS)

Whenever you try to trick, swindle, bamboozle, deceive, hoax, hustle or con someone, this is the skill, no matter the venue. Examples include forging an entry card, fast-talking your way out of paying the bills or planting false evidence on the net. If the interaction happens face to face, your charisma modifier applies.

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### EQUILIBRIUM (SPIRIT)

Used for casting Adept abilities. This skill represents your inner strength and willpower.

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### HACKING (SMARTS)

Used for hacking computers and electronics. Remember that computers are everywhere in the sixth world, and hacking the enemies' poorly secured smartlink never gets old.

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### SORCERY (SPIRIT)

Used for casting Magician spells. It is also used when binding and controlling spirits.

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### SHAMANISM (SPIRIT)

Used for casting Shaman spells. It is also used when binding and controlling spirits.

## EDGES

The following edges from the Savage Worlds Deluxe edition are not available. All other edges are available for taking.

- Arcane Backgrounds from the SWDX. Three new arcane backgrounds are described in this document.
- Beast Bond
- Beast Master
- Brave
- Champion
- Florentine
- Holy Warrior
- Liquid Courage
- Mentalist
- Noble
- Power points
- Power Surge
- Rapid Recharge
- Imp. Rapid Recharge
- Wizard
- Woodsman

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## BACKGROUND EDGES

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### BLAND

#### Requirements - Novice

You look average and normal. People who try to describe you have a hard time clearly remembering what you look like, because you seem to look like everyone else. Anyone attempting to shadow or case you (or point you out in a lineup) suffers -2 to their Notice rolls.

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### CYBER UP!

#### Requirements - Novice

You got some impressive chrome in your body. You may have had an accident, a rich uncle or something. You start the game with five ranks of cyberware, all at level one. For example, you could either have:

- One cyberware package at rank 5.
- Two cyberware packages, one at rank 3 and one at rank 2.
- Two packages at rank 2 and one at rank 1.

And so on.

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### RICH

#### Requirements - Novice

You start with 75,000 ¥. There is no annual salary with this Edge as per normal SWDX rules.

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#### FILTHY RICH

Requirements - Novice and rich

You start with 150,000 ¥. There is no annual salary with this Edge as per normal SWDX rules.

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#### SEASONED RUNNER

Requirements - Wild Card, Novice

You have been running the shadows for a bit, or possibly just had to grow out of your fledging runner pants quickly. You start the game as Seasoned and begin with 20 Experience points. Level up your character appropriately. The downside is during this time you have been rattled around a bit and something unpleasant has happened to you. Roll a d10 to see what has befallen your hero. Flip a coin as necessary

- 1) Bad Luck Hindrance
- 2) Wanted
  - a. Minor
  - b. Major
- 3) Secret
  - a. Minor
  - b. Major
- 4) Debt (1) Minor; 2) Major)
- 5) Maimed. Roll a D4:
  - a. One Eye
  - b. Lamé
  - c. One Arm
  - d. One Leg
- 6) Ugly Hindrance
- 7) Enemy
  - a. Minor
  - b. Major
- 8) Phobia
  - a. Minor
  - b. Major
- 9) Freeze Up
- 10) Nightmares

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#### STRONG ESSENCE

Requirements – Novice.

You hold on to your essence for dear life, and cyberware does not affect your humanity as much as that of others. When you install a piece of cyberware, you subtract 0.25 points from the essence cost.

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## COMBAT EDGES

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### QUICK RELOAD

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Requirements - Seasoned, Agility d8, Shooting d6

You are able to reload your gun and shoot in the same round without suffering the normal -2 multi-action penalty to your action. This includes changing ammo types.

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## AWAKENED EDGES

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### ASSESSING MASTER

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Requirements - Novice, Arcane Background (Adept or Magician)

When you roll a casting check to gain information about a target while Assessing, you add +2 to your rolls on information gained.

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### MAGICAL ENDURANCE

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Requirements - Novice, Arcane Background (Any), Equilibrium/Shamanism/Sorcery D6

Gives a Caster a +2 bonus for resisting Drain.

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### MYSTIC ADEPT

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Requirements – Novice, Arcane Background (Adept), Equilibrium D6

This edge allows the Adept to pick a power from the Mage and Shaman list. This edge can only be taken once per rank.

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### RITUAL CASTER

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Requirements - Seasoned, Sorcery d8

When you cast a ritual, you receive +2 to your roll.

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### SPELL FOCUS

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Requirements – Novice, Arcane Background (Magician or Shaman)

You get a bonus of +2 to casting a specific spell.

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### SPELL FOCUS, IMPROVED

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Requirements - Seasoned, Sorcery or Shamanism d6, Spell Focus

You get a bonus of +2 to casting all spells of a certain type (Combat, Manipulation, etc.).

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### SPIRIT AFFINITY

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Requirements- Novice, Arcane Background (Magician or Shaman)

When a Magician or Shaman attempts to summon an Elemental or Spirit, they gain +2 to their roll

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## DIGITAL EDGES

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### HACKER

Requirements - Novice, Smarts d8, Hacking d8, Investigation d6, Deception d6

You are a real wiz kid with a commlink, and you know your way around the matrix better than most. You get a +2 bonus to hacking rolls. You also get a +2 on Investigation and Deception rolls made in the matrix, such as looking up information, spoofing virtual identities and trailing someone through the matrix.

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### NOVAHOT HACKER

Requirements – Seasoned, Hacker, Spirit D8

When you jack into the matrix, you do not waste time or mess around. When you jack into systems using Hot Sim, you get yet another initiative pass, making it 3 in total.

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### RIGGER

Requirements - Novice, Hacking d6, Cyberware: Head Gear (Vehicle Control Rig)

You have practiced a bit with your VCR and you are getting the hang of it. When you jack into drone or vehicle, you no longer take a -2 on all skill rolls. While jacked in, the drone also gains the use of the Quick edge.

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### IMPROVED RIGGER

Requirements - Seasoned, Rigger, Hacking d8, Shooting d6

You have become one with the machine and jacking into drones have become a second nature. When you jack into a drone, you gain the use of one of the following edges, which is selected at jack-in:

- Rock and Roll
  - Marksman
  - Dodge
  - Frenzy
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### DRONE CONTROLLER

Requirements - Novice, Rigger

You have improved your skill with drones. You can direct a number of drones equal to half your hacking die as a single action. Your drones are also considered subordinates for the use of leadership edges.

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## SKILL EDGES

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### ACE

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Works as in the SWDX, except that the bonus is also added when rigging vehicles.

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## CONNECTIONS

### Requirements – Novice

Instead of being tied to an organization as in the SWDX rules (pg. 41), when you purchase this edge you either gain one level 1 contact or can raise an existing contact a level, to a max of level 3. It is up to you to decide who they are. Examples include:

- **TALISMONGER:** The person who sells magical equipment, spell formulae and more. Invaluable to the awakened character
- **ARMS DEALER:** Do I really have to tell you why it is practical to know someone who can get you a high-powered autocannon?
- **STREET DOCTOR:** Being shot in the face is an occupational hazard. Be prepared.
- **FIXER:** The Fixer makes his living making sure the right runners meet the right Johnsons. The Fixer can always be counted on to get you a job, if you stay on his good side.
- **CROOKED COP:** Some police officers take money under the table to let certain people be unbothered by the law.
- **MECHANIC:** Get your vehicles fixed and modified.
- **BARTENDER:** Do not scoff at the bartender. If anyone knows the talk of the town, it is he. Remember all the stuff you have said to some bartender in a seedy waterhole while you were knee deep in cheap booze? He remembers.

### Level One Contacts - Standard contact.

You use them sometimes and they may remember you, but then again they might not. They could have information you need, but they also might not know a Hacker from a shoebox. They have no loyalty to you and would rat you out at the first sign of trouble

### Level two Contacts - You see them on a semi-regular basis.

You may have done a few favors for them, or passed enough Nuyen their way, that they have become more endeared to you, and you have become friends. You receive +1 to Charisma checks when attempting to get a Level 2 contact to do something for you.

### Level three Contacts - These are more than friends to you.

They are stout friends who will stand by you. You may have grown up with this person, or saved their life. You see this person on a regular basis, and really do not even think of them as a contact anymore. You receive +2 to Charisma checks when attempting to get a Level 3 contact to do something for you. You can also burn a benny for an automatic success with a Level 3 Contact.

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## DOCTOR

### Requirements - Seasoned, Spirit d8, Healer Edge

When you are attempting to heal a target, you ignore their wound modifiers, but not your own. You can perform surgery as well. This includes installing cyberware in people (provided you have the necessary tools and equipment)

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## DOUBLE JOINTED

### Requirements - Agility d6

You can bend and your pop bones in a way that is dangerous and painful for others. You receive +2 to Agility checks to fit in tight spaces. You may also hide in unusually tight spaces without penalty, such as trashcans and car trunks.

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#### MR. FIX IT

Requirements - Novice, Smarts d10, Build/Repair d10, Two Technical Knowledge Skills at d6

Functions the same as specified in the SWDX rules (pg. 40), but no longer considered part of Weird Science.

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#### SPRAWLSMAN

Requirements - Novice, Spirit d6, Survival d8, tracking d8

You are at home in the chaotic throng that is the Sprawl. You have learned to use that to your advantage. You receive +2 to any common knowledge rolls when dealing with the Sprawl (as long as it is not specific/intimate knowledge) and +2 to Stealth, Survival, and Tracking rolls while within a sprawl.

#### HINDRANCES

The Doubting Thomas hindrance is not available.

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#### ARCANE BEACON (MINOR)

You stick out like a sore thumb on the Astral Plane. Mages and Adepts gain +2 to their roll when attempting to detect your aura.

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#### ALL THUMBS (MAJOR)

Functions just as rules in SWDX (pg. 28), but is now a Major Hindrance since technology is everywhere.

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#### BAD LIAR (MINOR)

You just plain suck at lying. Whenever you attempt to lie, you suffer -2 to Intimidation and Deception rolls. This also applies to things like gambling.

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#### CHIPHEAD (MINOR/MAJOR)

You have spent too much time jacking on to entertainment chips and BTLs and it has left your view of reality a little skewed.

**Minor:** when in a stressful situation roll a Spirit check at -2 or begin having minor hallucinations (you suffer -2 to all actions for 2d4 rounds).

**Major:** same as above but -4 to Spirit checks and suffer major hallucinations (-2 to all actions for 2d6 rounds) and each round you make a spirit check. Failure means that you are lost in hallucinations, and can take no actions.

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#### CRANIAL BOMB (MAJOR)

Someone has put a cranial bomb in your head and it has proven very difficult to get out. You do not know how, why, or even what will set the fragging' thing off! If you actually get this out of your skull, you gain the Enemy (Major) Hindrance instead. Good luck with that, Chummer.

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#### CRAPPY SPAM FILTERS (MINOR)

No matter how hard you try, your commlink is swarmed with Spam. When you try to hack or use your commlink to search for information, you suffer -2 to your rolls.

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#### CYBER FAILURE (MAJOR)

Minor for awakened characters. You cannot put any Cyberware in your body. Your body outright rejects it and you die a horribly painful death full of infection, squealing, and crying if left in.

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#### DEAD WEIGHT (MAJOR)

You have an Extra who is a loved one that you care deeply for. Problem is they somehow always land themselves in trouble. Build the character as a normal Novice except the ally must take a Major Hindrance and only get one Edge. If the Extra is killed, the player gains the Vengeful (Major) Hindrance and must exact a terrible retribution on those who killed their loved one! The character also gains Phobia (Major) related to how the Dead Weight died, and are paranoid that it will happen again.

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#### DEBT (MINOR/MAJOR)

You have taken out money from a disreputable sort. The good news is you start with more money. The bad news is they want them paid back at some point. If it is a Minor hindrance, you start out with 3 times the starting Nuyen, but owe 6 times as much. The bright side is that you are current on your payments as well.

If you take this as a Major hindrance, you start out with 5 times the normal Nuyen, but owe 10 times as much. You have not paid your debt in a long while, and the pleasant times have passed. The loan shark has sent rather unpleasant chummers to collect in way of broken bones, missing digits, and blood. If you take Debt, you cannot take Rich or Very Rich.

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#### ELF POSER (MINOR)

You are a human who wants to be an Elf so badly that you wear fake ears, try to talk like Elf, walk like an Elf, and hang out at Elf clubs and neighborhoods. Most people feel sorry for these poor chummers and ignore them. They suffer -2 to Charisma. An Elf poser who pays for good cosmetic surgery for Elf ears and eyes gets +2 to a deception roll to avoid being detected.

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#### FREEZE UP (MAJOR)

Your character tends to get scared/nervous when combat starts. Maybe you got the jitters from an earlier run, or you are simply not good at dealing with stress. You start the first round of combat Shaken, which can be removed through the normal methods.

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#### LOW PAIN TOLERANCE (MAJOR)

When wounded you suffer an additional -1 modifier. Shit hurts, chummer!

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#### NIGHTMARES (MINOR)

You have suffered a traumatic event that haunts you, even into your dreams. Every night you relive this horror. Every time the character sleeps, a spirit check is rolled. Failure means the character did not rest well and starts with a level of Fatigue. This caps at -2 Fatigue and lessens by one each day when/if you successfully get a restful night of sleep.

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#### ORK POSER (MINOR)

You are a human or Elf who wants to be an Ork so badly that you wear fake ears, grumble like an Ork, and try to be hardcore like an Ork. Most people feel sorry for these poor chummers and ignore them. They suffer -2 to Charisma. An Ork poser who pays for good cosmetic surgery for Ork ears, tusk, and muscle mods gets +2 to a deception roll to avoid being detected.

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#### SECRET (MINOR/MAJOR)

You have a dirty little secret... Well maybe it is not so little. You have done something terrible and are deathly afraid that the truth will come out and ruin you. The severity and consequences should the secret be brought out into the open should be discussed between player and GM.

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#### SINNER (MINOR/MAJOR)

You have a record, and for a Shadowrunner nothing could be more of a pain in the ass. This means all your bank info, biometric readings, medical history, credit, travel history, personal history, etc. are all stored on several highly secure databases. As a Minor Hindrance, you are a legal citizen of a nation or extraterritorial corporation of your choice. As a Major hindrance, you have been arrested for a crime and most likely served time for it. This means it is easier for you to be identified.

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#### SPIRIT BANE (MINOR)

When you attempt to summon an Elemental or Spirit they suffer -2 to their roll. This hindrance requires the Arcane Background (Magician or Shaman) edge.

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#### UNEDUCATED (MAJOR)

You never had a formal education. You grew up either in the streets of the barrens or far away from the sprawl. You suffer -2 to all Smarts based rolls and any Knowledge, Technology, Academic, or Professional skill costs you double the amount of points to raise.

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#### WANTED (MINOR/MAJOR)

You did something to piss someone off good. If it is Minor, the price on your head is 1d6 x 500 Nuyen. If it is Major, the bounty is 1d6 X 2000 Nuyen.

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## MATRIX RULES

### HACKING

Gaining access to a database, hidden file, or programs on someone else's computer is a process called "hacking." Characters who are interested in hacking will need the Investigation skill (for finding information) and Hacking (for manipulating information). They must also be able to gain access to the computer in question, either by directly accessing it in person or by reaching it through the internet (as long as it is connected in that way). The rules below assume the latter; if accessing the computer in person, the first two steps can be skipped.

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#### GETTING IN

The following steps take a hacker into a target computer and back out again. It is assumed that the hacker is attempting to cover his tracks at all times, so no roll will be necessary for stealth. The amount of time it takes to perform activities online is expressed randomly. The hacker makes his Hacking roll first, and then the duration of the action is determined with a die roll if that roll is successful. Getting a raise on any roll reduces the amount of time an activity requires by 1 round per raise (to a minimum of 1 round).

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##### STEP 1: FIND YOUR TARGET (INVESTIGATION)

Locating the right IP address is not quick nor easy. For large corporations it might be TN 4, but some hard-to-find sites might be up to TN 8. Roll each round until target is located.

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##### STEP 2: BYPASS SECURITY (HACKING)

Once the target has been found. Hacking can begin. Targets are divided into two groups: strong targets and weak targets. The designation depends on the level of computing power.

Weak targets, such as soda machines and cleaning bots, are simple pass or fail checks because of their limited computing power. Most of these are TN 4, but more hardened devices such as Smartlinks are TN 6. A failure means that the target has resisted the hacking attempt, and a critical failure causes a lockdown. Any sucker with a commlink and a basic software suite can do this hacking. Yes, even you.

Strong targets, such as ATMs, Corporate networks, drones and vehicles, require a bit more skill. These systems either have intrusion countermeasures, ICE, in place, or are manned by a hacker whose only job is you keep you out. These hacks are resolved using the matrix Combat rules. Once you are inside, you are in business.

These systems are assigned a rating, which corresponds, to a die type. This number represents the number of tokens they get in cyber combat, and the size of their hacking die. They are also assigned as either a white or a black system.

White systems are used in most domestic installations, and employ white ICE. White ICE cannot kill, and the systems get no wild die when they fight. Black systems are used in military and expensive corp systems, and they are deadly, omae. Black IC systems get a wild die on their rolls to counter-hack you.

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## DO YOUR STUFF

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### STEP 3: PERFORM DESIRED ACTIVITY (HACKING)

Now the hacker can begin locating, modifying, erasing, copying, downloading, reprogramming, or whatever activity he desires. Here are some sample activities. A critical failure will alert security.

- Find a File: d4 rounds
- Create a "Backdoor" to Bypass Security in the Future: d4 rounds
- Create a False Trail: d4 rounds
- View Security Cameras: 1 round
- Download or Modify file: d6 rounds
- Change Passwords: d4 rounds
- Wipe Hard Drive: d10 rounds
- Fry Computer: d4 rounds, causes 2d6 damage
- Destroy Program: d4 rounds
- Rewrite Program: d12 rounds
- Shut Down Cameras or Alarm: 1 round
- Reprogram Camera or Alarm: d4 rounds
- Reprogram Robot for Remote Control: d6 rounds
- Log Out: 1 round

Hackers can attempt to multitask while they are waiting for another task to complete. As usual, this incurs a -2 penalty for each additional task beyond the first.

## MATRIX COMBAT

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### FIGHTING IN THE MATRIX

When matrix combat is initiated, each side gets either 4, 6, 8, 10 or 12 tokens. Systems get tokens according to their rating, Hackers according to their commlink. The matrix battle is then resolved similarly to Mass Combat.

Starting with the player, each side takes turns making a hacking check against TN 4. Each success and raise removes one of the opponent's tokens. If the hacker runs out of tokens first, he is dumped out of the system and takes damage accordingly. If the system runs out, the hacker is inside and can start playing around.

If the player rolls a 1 on his hacking die, he has alerted the system of his presence. The system gets a +2 on all hacking rolls, until the alarm is gone which takes 6 hours on its own. Of course, once the alarm is triggered, security usually comes around to check up on things.

If the system rolls a 1, the hacker has found a critical exploit caused by old software, previous "visitors" and the like. He gets a +2 bonus on his hacking rolls against this system IN THIS SESSION ONLY. Once he jacks out, the bonus is lost, as the system adjusts to the exploit.

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## HOT SIM

The above rules assume that the hacker does not override the safety measures in his commlink when he jacks in. If the hacker is more confident in his abilities, he can chose to bypass these

safeties on his equipment and move freely in the matrix at the speed of thought. Immersing yourself into the net like this is called Hot Sim.

When a hacker jacks in with Hot Sim, he only gets a number of tokens equal to half his spirit die. The armor on his commlink also ceases to apply. However, while he is in the matrix, he has two initiative passes to reflect the ease at which he applies his logic.

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## WORKING TOGETHER

When more hackers work together, designate one as lead hacker. The chummer in charge makes his hacking rolls as normal, and the rest make theirs as cooperative rolls, adding +1 to the lead hacker's roll for each success and raise. If the lead hacker is dumped shocked, his little helpers are dumped as well, although they only receive half damage.

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## DAMAGE IN THE MATRIX

There are two kinds of hurt in the matrix: White IC and Black IC. White IC will cause you to be forcibly disconnected and might fry your commlink. Black IC gets you killed by cyber-induced stroke.

When a hacker is dumped out of a system, the system attacks his matrix toughness, which is (Spirit / 2) + 2. If the system's damage is less than this, the hacker is shaken for one round, while he regains his bearings. If the damage is more, it depends. White ICE does fatigue damage, while Black ICE does lethal damage. A system does damage by rolling its rating die, plus the number of tokens it has left.

## RIGGERS

Riggers are Hackers who specialize in controlling drones and vehicles. They project their consciousness into the machinery, and become one with it. Everyone can use a Vehicle Control Rig (VCR) to Jack into a drone, but the experience of having wheels and sensors instead of arms, legs, eyes and ears is a strange and uncomfortable one, resulting in a -2 penalty to all actions while jacked in. Sometimes it is necessary to hack the machine first, as countermeasures are sometimes put in place.

Everyone can also issue commands to drones directly, either through commlinks or using spoken commands and gestures. The pilot programs of the drones take orders literally, and they cannot understand anything outside their programming. Issuing an order to a drone is an action. Characters can also connect their commlinks to the drone's sensors and get whatever the drone is seeing and/or hearing streamed to them.

When jacked in, the Rigger uses the drone's skills and abilities instead of his or her own. Usually the rigger jacks into Drones or rigger-adapted vehicles, but everything with a sensor and a rigger adaptation is fair game, and specialized Riggers known as Spider Riggers often take control of entire buildings.

All drones are rigger adapted as standard. Vehicles must have rigger adaptations installed separately. While the Rigger is jacked in, his body is limp and helpless, and he is not aware of his surroundings. If a drone or vehicle is destroyed while the Rigger is jacked in, He takes 2D6 damage against his unarmored toughness and is ejected. This always gets the Rigger shaken at least.

## EQUIPMENT

Converted from the Shadowrun 4<sup>th</sup> edition, 20<sup>th</sup> anniversary edition.

### GENERAL GEAR NOTES

The legality of a piece of equipment is determined by the symbol next to the price:

- F: Forbidden. Owning this item is a criminal act, and the cops will take it away if you are caught with it. This stuff is either military/police only, or straight up evil. You will have to go to a Black Market to get this, and **YOU CANNOT TAKE IT AT CHARACTER CREATION**.
- R: Restricted. This item can be owned legally, but you need a license and there are laws governing its use. Things like civilian firearms are in this category. If the cops catch you with this, they check your license. If it is genuine (or looks that way), you are free. If you are doing criminal stuff, they do not bother with licenses. You can take these at character creation. Illegal License Checks are done as an opposed check between your Deception skill and the cops' Notice skill
- L: Legal. No restrictions on this item. You can buy this at a well-stocked shopping mall.

We also assume that the shadowrunners are capable people who have enough ammo to suit their runs. Therefore, regular ammunitions are not tracked unless the situation turns excessive.

If you are in a hurry, or have no patience for fiddling with gear, look at the gear packages at the end of this section.

## WEAPONS

### WEAPON NOTES

#### SHOCK WEAPONS

Shock weapons are normally melee weapons with a built-in Taser, which affects whomever it hits. All shock weapons may attempt a Touch attack to deliver their charge without extra damage. A shock from a weapon means that the victim must roll a Vigor -2. On failure, the victim is shaken. On snake eyes, the victim collapses in spasms, falling prone and unable to act at all for one round. After that, the victim can attempt to unshaken himself or herself as normal.

#### SMARTLINK

The Smartlink is a connection between the users Commlink and their weapon. It works as a HUD of sorts, which calculates bullet drop, adjusts for wind and elevation and automatically locks the weapon whenever the gun is pointed towards a friendly target. It also shows a videogame-style crosshair in the shooters augmented reality

A smartlink works in two different modes: Marked and Unmarked. When unmarked, it simply stops the weapon from firing against friendly targets, which makes the shooter ignore innocent bystander rules for weapons with no spread (sorry chummer, still have to be careful with that shotgun)



The shooter can mark a target with the smartlink as an action. The shooter then gets a +2 bonus on shooting rolls against that target, until another is marked. The software takes care of all the things that normally makes someone a good sharpshooter. Only one target can be marked per round.

## FLECHETTE

Flechette weapons fire small, ultra sharp metal slivers instead of regular bullets. They are devastating to unarmored targets (or areas), but nearly useless against armored targets. If the target of a flechette shot is weapon body armor in the part being hit, the damage is reduced by 4.

## MELEE WEAPONS

Name	Damage	Price	Note
Combat Axe	Str + D8	600¥ R	AP 1
Sword	Str + D6	350¥ R	
Monofilament Broadsword	Str + D6	750¥ R	AP 1
Monofilament Whip	2D6 + 4	3000¥ F	AP 3. On a failure, the whip is tangled on something and must be untangled as an action. On snake eyes, that thing is you and you take damage.
Knife	Str + D4	40¥	
Katana	Str + D6 +2	1000¥ R	AP 2
Club / Extendable Baton	Str + D6	40¥	
Shock Glove	Unarmed damage	200¥ R	Shock Weapon
Pole Arm	Str + D8	1000¥ R	Reach 1, 2 hands
Stun Baton	Str + D6	400¥ R	Shock Weapon
Staff	Str + D4	50¥	Parry +1, Reach 1, 2 hands

## FIREARMS

Holdout Pistols	Range	Damage	ROF	Price	Rounds	Min. Str	Notes
Taser	3/6/12	2D6	1	150¥ R	4	-	Shock Weapon, Semi Auto
Raccor Sting	3/6/12	2D6	1	350¥ R	5	-	Composite, Flechette
Streetline Special	3/6/12	2D4	1	100¥ R	6	-	Composite
Light Pistols	Range	Damage	ROF	Price	Rounds	Min. Str	Notes
Colt American L36	12/24/48	2D6	1	150¥ R	11		Semi-auto

Finchetti Security 600	12/24/48	2D6	1	450¥ R	30		Semi auto
Hammerli 620S	12/24/48	2D6	1	650¥ R	6		Smartlink, Semi auto
Yamaha Sakura Fubiki	12/24/48	2D6	1	2000¥ R	10 x 4		3RB, Semi auto
<b>Heavy Pistols</b>	<b>Range</b>	<b>Damage</b>	<b>ROF</b>	<b>Price</b>	<b>Rounds</b>	<b>Min. Str</b>	<b>Notes</b>
Ares Predator IV	15/30/60	2D6+1	1	350¥ R	15		AP 1, Smartlink, Semi Auto
Ares Viper Silvergun	15/30/60	2D10	1	500¥ R	30		Silencer, Semi auto, 3RB. Flechette.
Colt Manhunter	15/30/60	2D6+1	1	300¥ R	16		AP 1, Semi Auto
Remington Roomsweeper	5/10/20	1-3D6/ 2D10	1	250¥ R	8	D6	+2 shooting with shells. Semi Auto.
Ruger Super Warhawk	15/30/60	2D8	1	250¥ R	6		AP 2

<b>Submachine guns</b>	<b>Range</b>	<b>Damage</b>	<b>ROF</b>	<b>Price</b>	<b>Rounds</b>	<b>Min. Str</b>	<b>Notes</b>
Ceska Black Scorpion	12/24/48	2D6+1	1	550¥ R	35		3RB
Steyr TMP	12/24/48	2D6+1	3	600¥ R	30		3RB
AK-97 carbine	12/24/48	2D6+1	3	400¥ R	30	D6	3RB
HK-227X	20/40/80	2D6+1	3	800¥ R	28		Smartlink, Silencer, 3RB
HK MP-5 TX	12/24/48	2D6+1	3	550¥ R	20		-1 Recoil, 3RB
Ingram Smartgun X	12/24/48	2D6+1	3	650¥ R	32		Silencer, Smartlink, 3RB
Uzi IV	12/24/48	2D6+1	-	500¥ R	24		Only 3RB

<b>Assault Rifles</b>	<b>Range</b>	<b>Damage</b>	<b>ROF</b>	<b>Price</b>	<b>Rounds</b>	<b>Min. Str</b>	<b>Notes</b>
AK-97	24/48/96	2D8	3	500¥ R	38	D6	AP 1, 3RB
Ares Alpha	24/48/96	2D8	3	1700¥ F	42		AP 1, 3RB, Grenade Launcher,
FN HAR	24/48/96	2D8	3	800¥ R	35		AP 1, 3RB, -1 recoil
HK XM30	24/48/96	2D8	3	2500¥ F	30		AP 1, 3RB

<b>Sniper Rifles</b>	<b>Range</b>	<b>Damage</b>	<b>ROF</b>	<b>Price</b>	<b>Rounds</b>	<b>Min. Str</b>	<b>Notes</b>
Ruger 100	30/60/120	2D8+1	1	900¥ R	5		AP 1, Semi-auto, Imaging Scope
PJSS Elephant Rifle	30/60/120	2D10+1	1	6000¥ R	2	D8	AP 1, Double tap
Ranger Arms SM.4	40/80/160	2D10	1	6200¥ F	15		AP 3, Silencer, Imaging scope, fit in briefcase, Snapfire
Walter MA-2100	40/80/160	2D10	1	5000¥ F	10		AP 3, Smartlink, Snapfire
<b>Shotguns</b>	<b>Range</b>	<b>Damage</b>	<b>ROF</b>	<b>Price</b>	<b>Rounds</b>	<b>Min. Str</b>	<b>Notes</b>
Mossberg AM-CMD	12/24/48	1-3D6	3	1000¥ R	10	D6	Flechette.
Remington 990	12/24/48	1-3D6	1	550¥ R	8		Semi auto

<b>Specialized Weapons</b>	<b>Range</b>	<b>Damage</b>	<b>ROF</b>	<b>Price</b>	<b>Rounds</b>	<b>Min. Str</b>	<b>Notes</b>
Ingram White Knight LMG	30	2D8	3	2000¥ F	50 / 100		AP 1, 3RB
Stoner-Ares M202 MG	30	2D8+1	4	4500¥ F	50 / 100		AP 2, Snapfire
Ultimax HMG-2	50	2D8+1	3	7500¥ F	50 / 100		AP 3, Fixed
Panther XXL Autocannon	30	3D8	1	5500¥ F	15	D8	AP 6, Snapfire, Heavy Weapon
Ares Antioch-2 Grenade Launcher	12	3D6	1	600¥ F	8		MBT, Snapfire, Smartlink
ArmTech MGL-12 Grenade Launcher	12	3D6	1	2000¥ F	12		Semi Auto, MBT, Snapfire
Aztechnology Striker Single-use Rocket Launcher	24	4D8	1	1000¥ F	1		Heavy Weapon, Snapfire, AP 9
Mitsubishi Takusoku MRL Rocket launcher	24	4D8	1	12000¥ F	8		Semi Auto, Heavy Weapon, Snapfire, AP 9, Smartlink

## SPECIAL AMMUNITION TYPES

Name	Effect	Price per 10
APDS ( Armor Piercing Discarding Sabot )	AP + 3	70¥ F
Explosive Rounds	+2 damage, Gun jams on roll of 1	50¥ F
Ex-explosive rounds	+2 damage, AP +1, Gun jams on roll of 1	100¥ F
Gel Rounds	Does stun damage.	30¥ R
Injection rounds	Delivers drug.	50¥ R
Tracer	+1 full auto and Suppression fire	75¥ R

## FIREARM ACCESSORIES

Name	Effect	Usable with	Cost
Airburst Link	Uses smartlink to determine where it should explode. Gives a +1 on shooting and the shot deviates one die type lower when misfired. Requires smartlink	Grenade launchers, Rocket launchers.	500¥ R
Bipod	Used while prone or against a ledge, such as a window. Reduces recoil by 1.	Assault rifles and up to Medium Machine Guns.	100¥
Concealable Holster	Grants a +1 bonus on stealth to hide the gun	Pistols and small SMG's	75¥
Hidden arm slide	Grants a +1 bonus to hide small item. Free action to draw item.	Knives, holdout and light pistols.	350¥
Imaging scope	+1 when aiming	Assault Rifles, Sniper Rifles, Autocannon.	300¥
Periscope	Shoot around corners at -1	Pistols, SMG's, Shotguns and Assault Rifles.	50¥
Silencer	Gives a -2 penalty to discover the shooters position.	Pistols, SMG's, Assault Rifles, Sniper Rifles, LMG's.	300¥ F
Smart firing platform	Stationary firing drone. Can shoot on its own (D6) or be remote	SMG's, Shotguns, Assault Rifles, Machineguns.	2000¥ F

	controlled. Requires smartlinked weapon		
Smartlink system	Links weapon to users commlink. See weapon notes.	All firearms.	400¥
Tripod	Used when Seated. Acts as Rock and Roll edge. Takes an action to deploy and set up.	Machineguns.	300¥ R

## GRENADES

These prices cover both hand grenades and grenades for stand-alone or under barrel grenade launchers.

Name	Damage	Range	Blast	Price
Fragmentation	3D6, AP 3	3/6/12	Small	35¥ F
High Explosive	4D6	3/6/12	Medium	45¥ F
Flashbang	Vigor roll at -2 or be shaken.	3/6/12	Medium	30¥ R
Smoke	Concealment from attacks.	3/6/12	Medium	30¥ R
Thermal Smoke	Concealment from attacks. Works against thermal vision	3/6/12	Medium	35¥ R
Tear Gas	See Tear Gas under Drugs	3/6/12	Large	40¥

## PROTECTIVE GEAR

Protective Gear	Armor	Price	Note
Business Clothes	+2	1500¥	Concealed holster <sup>1</sup> (-2 search), covers body, arms, legs
Leather Jacket/Duster	+1	220¥ and up	Covers Body, Arms, Legs
Armor Clothing	+2	500¥	Covers Body
Armor Jacket	+4	900¥	Covers Body, arms
Armor Vest	+3	600¥	Covers Body
Camouflage Suit	+4	1200¥ R	+2 stealth, Full body
Chameleon Suit	+3	8000¥ R	+4 stealth, Full body
Full Body Armor	+6	6000¥	Full body

<sup>1</sup> Holds a pistol-sized weapon

Lined Coat	+3	700¥	-2 to find hidden objects, covers arms, legs, body
Urban Explorer Jumpsuit	+4	500¥	Full body
Riot Shield	-	1500¥ R	+2 Parry, +3 Armor to ranged shots that hit
Taser shield	-	750¥ R	+2 Parry, Shock Weapon

## CYBERWARE

Cyberware is the common name for a large number of limb replacements and skill enhancements, where you replace your limbs with chrome and steel. This has the ability to enhance the skills of whomever installs it, but at the price of their very humanity.

When you install cyberware, you lose some of your essence. The essence loss depends on the rating and level of the cyberware package. There is also a recovery period, during which you cannot perform any straining activities and are effectively bedridden.

The rules for cyberware seek to duplicate the effect of the cyberware (the "what") in the rules, and leave the player to describe what has happened in the narrative (the "how") using Trappings.

For example, two players both want to increase their notice skill. One describes his enhancement as a pair of cybereyes, the other as a pair of cyberears. Both convey the same bonus to the notice skill, but in different ways. The GM might rule that the cybereyes allow for thermal vision, while the ears allow for audio recordings. From a rules standpoint, however, their effect is identical.

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### TRAIT ENHANCEMENTS

All attribute and skill enhancements come in three levels. Each of these levels increases the characters Wild Die to a die step higher. A Shooting level 2 enhancement would increase the characters Wild Die to a D10 when shooting.

Each level must be purchased at full price, as the new cyberware overrides the old. However, if the cyberware enhancement was there before, only the difference in essence loss is applied.

Upgrading a rank 2 cyberware from level 2 to 3, for example, would only cost the character 0.50 points of essence loss, not 1.50.

A piece of cyberware can only enhance a characters wild die to one die step higher than his natural trait level. A character with a D4 in shooting might get his hands on a level 3 shooting enhancement, but due to his limited skills, he cannot apply the advanced enhancements. In order for a first level skill enhancement to work, the character must therefore have at least a D6 in that skill.

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### INSTALLING CYBERWARE

When Cyberware is purchased legally, it is attuned to the customer's immune system and installed by a professional. This ensures that there is very little chance that the surgery will be botched in any

way. Of course, being Shadowrunners, legal operations are not always possible. You must either visit a street doctor, or have one of your buddies help you.

If you want to install Cyberware in one of your chummers, you must have the Surgeon edge. Presuming you are in a well-stocked operation theatre, you make a Healing check at TN 6. You cannot install cyberware on yourself, as the operation requires full anesthesia

- On a raise, the operation went swimmingly, and the recovery time is a rating lower than normal.
- On a success, the limb is installed and works as expected, with normal recovery time.
- On a failure, the patient rejects the cyberware, and the operation fails. The surgeon may attempt to install the cyberware again, when the patient has recovered in 1D6 days.
- On a Critical Failure, something went very, very wrong. The patient takes 2D6 damage, and the cyberware is broken and must be repaired.

#### PRICES AND LISTING

Rating	Level 1 cost	Level 2 cost	Level 3 cost	Essence Loss	Recovery time
5	75,000¥	150,000¥	225,000¥	Level x1.25	3D6 days
4	50,000¥	100,000¥	150,000¥	Level x1.00	2D6 days
3	30,000¥	60,000¥	90,000¥	Level x0.75	2D4days
2	20,000¥	40,000¥	60,000¥	Level x0.50	1D4 days
1	10,000¥	20,000¥	40,000¥	Level x0.25	1 day

#### ATTRIBUTE ENHANCEMENTS

Attribute	Rating	Example Trappings.
Agility	4	Joints are replaced, Motor Cortex enhancement.
Smarts	4	Embedded parallel minicomputer.
Spirit	4	Embedded drug synthesizer assists in emotional control.
Strength	4	Muscle replacement, synthetic or vat-grown.
Vigor	4	Internal organ replacements allows better metabolism and damage recovery.

#### SKILL ENHANCEMENTS

Skill	Rating	Example trappings
Fighting	4	Implanted computer with fighting styles. Cyberarm with muscle memory.
Hacking	4	Internal hacking computer working in parallel with the hackers own mind.
Stealth	4	Sole dampening, Join silencers. Internal sound monitor.
Shooting	4	iGun software monitors breathing, wind, elevation and so on.
Throwing	4	Muscle Memory. Hand-eye software.

Boating	3	Weather forecast and wave analysis heads up display in Augmented Reality.
Driving	3	Driver prediction computer allows faster judgment
Healing	3	iDoc medical encyclopedia implant.
Investigation	3	Sherlock's Bones forensic database and methodology software.
Notice	3	Enhanced senses such as Cybereyes.
Piloting	3	Implants in eyes and hand working together.
Streetwise	3	Embedded microcomputer trawls the matrix for cultural and social information.
Taunt	3	"Brave English Knickets"® insult database.
Tracking	3	Enhanced sight singles out tracks to follow.
Deception	2	Stress modulator controls voice, sweating and breathing.
Climbing	2	Enhanced cyberarm grip.
Gambling	2	Microcomputer calculating odds.
Intimidation	2	Pheromone pump, voice modulator.
Lockpicking	2	Hand with built-in tools, with neural feedback (sense of touch)
Persuasion	2	Embedded cultural processor notices clues otherwise unnoticed.
Build/Repair	2	Built-in tools and schematics overlay
Survival	2	Gryll Bear® survival enhancements: Firemaker, Weather predictor, huntsman senses.
Swimming	2	Vat-grown fins and gills allow for partial underwater breathing.

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#### SPECIAL CYBERWARE PACKAGES

Enhancement	Rating	Description
Cybergun	4	<p>Firearm in cyberarm. Level 1 gives a gun with 2D6 damage, AP1, ROF 1 and an ammo capacity of 12.</p> <p>Level 2 and 3 pick one of the following each:</p> <ul style="list-style-type: none"> <li>• Increase damage to 2D8</li> <li>• Increase damage to 1-3D6, like shotguns. This forfeits enhancements to AP and ROF.</li> <li>• Increase AP to 3</li> <li>• Increase ROF to 3</li> <li>• Increase ammo capacity to 30</li> </ul>
Cyberblade	4	<p>Retractable blades in arms or legs.</p> <ul style="list-style-type: none"> <li>• Level 1: razorblades. Str+D4</li> <li>• Level 2: claws. Str + D6</li> <li>• Level 3: Long blades. Str + D8</li> </ul>



Wired Reflexes	5	<p>Only comes on two Levels. Lasts for a number of rounds equal to vigor, before recharge. Activating Wired Reflexes is a free action. In combat, the reflexes activate in the round after activation.</p> <ul style="list-style-type: none"> <li>• Level 1: one extra initiative pass</li> <li>• Level 2: two extra initiative passes.</li> </ul>
Dermal Plating / Orthoskin	3	<p>Enhances armor.</p> <ul style="list-style-type: none"> <li>• Level 1: 1 point of armor</li> <li>• Level 2: 2 points of armor</li> <li>• Level 3: 3 points of armor</li> </ul>
Bone Lacing	5	<p>Increases toughness</p> <ul style="list-style-type: none"> <li>• Level 1: +1 toughness</li> <li>• Level 2: +2 toughness. Unarmed damage increases to str + D4</li> <li>• Level 3: +3 toughness</li> </ul>
Adrenalin Pump	3	<p>Allows the user to ignore wound penalties when activated. Lasts for Level * 1D6 rounds when activated.</p> <ul style="list-style-type: none"> <li>• Level 1: ignore 1 wound penalty</li> <li>• Level 2: ignore 2 wound penalty</li> <li>• Level 3: ignore 3 wound penalty</li> </ul>
Knowledge Chipslot	2	<p>Holds a number of knowsofts equal to ½ smarts. If the character already has the knowledge skill, the die is rolled as cooperative roll. If not, roll normally. No wild die is used.</p> <ul style="list-style-type: none"> <li>• Level 1: D4</li> <li>• Level 2: D6</li> <li>• Level 3: D8</li> </ul> <p>Knowsoft chips costs 1000 * Level nuyen</p>
Vehicle Control Rig	1	Level 1 only. Allows the wearer to jack into vehicles
Day to day	1	<p>Level 1 only. Covers everything that one might have because it is cool or nifty, like hidden compartments, built-in mirror shades, wristwatch in the skin and so on.</p> <p>The package covers as many things as the wearer might want, but may never give a direct bonus to any roll.</p>

## DRUGS AND TOXINS

Street Drugs	Duration	Effect	Consequence	Price
Bliss	(6 - ½ vigor) hours	-1 wound mod., -1 agility-related skills	-	50¥ R
Cram	(12 - ½ vigor) hours	+1 initiative pass, +1 agility-related skills	Crash, 2D6 Fatigue Damage	10¥ R
Deepweed	(6 - ½ vigor) hours	Forced astral projection, +1 spirit-related skills	-1 spirit-related skills for same duration.	400¥ R
Jazz	10 x 1D6 min	+1 initiative pass, +1 agility-related skills	Disoriented. -1 to all actions for 10 minutes.	75¥ R
Kamikaze	10 x 1D6 min	+1 all checks, +1 initiative pass, reduce wound penalties by 2	Crash, 2D6 fatigue damage, -1 agility and strength-related skills for 10 x 1D6 min.	100¥ R
Long Haul	4 Days	No need for sleep.	Fall asleep instantly for 8D6 hours	50¥
Nitro	10 x 1D6 min.	+2 strength and agility-related skills, +2 notice, and Ignore wounds.	Crash, 2D10 fatigue damage	50¥ R
Novacoke	(10 - ½ Vigor) hours	+1 agility-related skills, +1 notice, +1 persuasion	Crash, -4 Persuasion and Deception for the same duration.	10¥ R
Psyche	(12 -½ vigor) hours	+1 resist drain, +1 magic-related checks		200¥
Zen	10 x 1D6 min	-1 agility-related skills, +1 spirit-related skills, Hallucinations		5¥ R
Toxins	Duration	Effect	Vector	Price
CS / Tear Gas	2 minutes, or the target has left the area and has washed of the residue off the skin.	Target must succeed a vigor roll or be shaken each round. -2 to all actions for being distracted as long as the target is exposed directly to gas.	Inhalation, Touch	20¥ R

Gamma-Scopolanime	1 hour	Target must succeed on a vigor check -2 or be paralyzed and unable to move. The target also takes -4 on deception checks to lie.	Injected	200¥ F
Narcojet	Until woken up	Target must succeed a vigor check at -2 or fall unconscious.	Injected	50¥ R

## ELECTRONICS

### COMMLINKS

Every player character in Shadowrun owns a basic commlink, along with a pair of AR gloves and AR visuals (glasses or contact lenses). These work like supercharged smartphones and are capable of doing any communication and computing one would expect, including, but not limited to:

- Real time video calls
- Searching and finding information in the matrix
- Show and interact with augmented reality objects, ARO's
- Save enough data to last a lifetime

It is the primary personal computer of the 2070'es. However, if you want to do matrix combat and the nifty stuff, you need a black market commlink. They come in different grades, representing their ability to withstand IC.

Rating	1	2	3	4	5
Tokens	4	6	8	10	12
Price	1,000¥	2,000¥	4,000¥	8,000¥	16,000¥

### COMMLINK ACCESSORIES

The following accessories can be bought to enhance black market commlinks. They are not available to civilian commlinks.

### HARDENING SOFTWARE

Hardening acts as armor for the commlink, increasing the hacker's toughness against dumpshocks. Every point of hardening corresponds to a point of armor against dumpshock damage. However, each point of hardening software restricts the hacker's freedom with his commlink, imposing a -1 penalty to hacking rolls. One point of hardening costs 10% of the commlinks price. A commlink can only have as many points of hardening as its rating.

For example, a rating 3 commlink could have 2 points of hardening on it. This would cost 800¥ and impose a -2 penalty on all hacking rolls. If a hacker had a D6 spirit, his matrix toughness would be 7 (3+2+2).

## MAGICAL EQUIPMENT

### SPELL FORMULAE

When you buy a Spell Formulae, you make a casting skill check. If you receive personal instruction, you use the instructor's skill die instead of your wild die.

- On a raise, you learn the spell without any major difficulty and can use it immediately.
- On a success, you learn the spell and can cast this, but are also magically exhausted for the day. You gain a level of fatigue.
- On a failure, you burn out before you learn the spell. You are magically exhausted for the day. You gain a level of fatigue, and cannot attempt to learn the spell before you have rested.
- On a critical failure, some kind of mishap occurs when you try to learn the spell. What exactly happens is up to the GM, but it is not nice. The spell formulae is always lost.

<i>Spell Category</i>	<i>Formulae Cost</i>	<i>Personal Instruction</i>
<i>Combat</i>	2000¥ F	500¥ X instructors casting skill die
<i>Detection</i>	500¥ R	125¥ X instructors casting skill die
<i>Health</i>	500¥ R	125¥ X instructors casting skill die
<i>Illusion</i>	1000¥ R	250¥ X instructors casting skill die
<i>Manipulation</i>	1500¥ R	375¥ X instructors casting skill die

### FOCI

Foci are astral items that have been imbedded in physical objects. These magical items allow awakened characters to draw upon the power stored inside to enhance their magical abilities.

To use a Focus, it must be bonded first. A Focus can only be bonded to one person at a time. Bonding with a Focus requires a ritual lasting a number of hours equal to twice the Foci's rating. A character can only bond with a number of Foci equal to his spellcasting die divided by four, rounded down.

When a Focus is activated, the characters wild die increases for that action only. The increase in die steps depend on the Foci's rank.

### SPELL FOCI

Spell Foci are able to transfer their power to the spell caster as he begins to cast his spells. The magical energies inside the Foci helps caster manipulate the astral energies to create his spells. Activating the Foci is a free action as part of casting a spell. When a Spell Foci is created, it is attuned to a specific type of magic (Combat, Illusion, Health, Manipulation or Detection). This type cannot be changed.

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## SPIRIT FOCI

Spirit Foci assists the caster in manipulating and controlling Spirits. They are activated as part of summoning, binding, banishing and otherwise controlling spirits.

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## WEAPON FOCI

A Weapon Foci is a piece of astral material embedded in a weapon. When the wearer attacks, the Foci gives the character a supernatural insight in the moment of attack. Activating this Focus is a free action as part of an attack with the weapon.

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## POWER FOCI

Power Foci are the most powerful type of Foci available, and every awakened characters wet dream. Power Foci combines the power of Spell Foci and Spirit Foci, without restrictions to magical type. They increase the casters wild die on ALL spellcasting checks, no matter the circumstances

	Rank 1	2	3
<i>Wild Die</i>	D8	D10	D12
<i>Price: Spell/ Weapon/ Spirit Foci</i>	20,000¥ R	40,000¥ R	60,000¥ R
<i>Price: Power Foci</i>	50,000¥ R	100,000¥ R	150,000¥ R

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## FETISHES

Fetishes are magical talismans common to the tradition of the spell caster. By employing a fetish, the spell caster can withstand drain more easily when casting spells that the fetish is attuned to. When casting a spell using a fetish, the caster gets a +1 bonus to resisting drain.

Each fetish is attuned to one spell only. A fetish must be attuned when the magician learns the spell. The spell a fetish is attuned to can never be changed. The fetish must be on the casters person when the spell is cast, or the effects are nullified.

<i>Spell Category</i>	<i>Fetish Cost</i>
<i>Combat</i>	200¥ R
<i>Detection</i>	50¥
<i>Healing</i>	500¥
<i>Illusion</i>	100¥
<i>Manipulation</i>	300¥ R

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## MEDICAL SUPPLIES

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### MEDKITS

Medkits have come a long way since the early 2000's, and they now contain all the necessities for saving your friend's life. Apart from the bandages, painkillers, antiseptics and other stuff you would

expect, they also contain a friendly doctor-expert system, which tells you what to do when the blood starts flowing.

All medkits counts as the character having the tools necessary to make a Healing check without penalties. Some medkits are better stocked than others are, and provide bonuses to the healing check. These bonuses stack with the Healer edge. Checks must still be done during the golden hour, though. A medkit has 5 uses before it must be refilled, at half the price of purchase.

Rating	price	Bonus
1	200¥	0
2	400¥	+1
3	600¥	+2

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## DOCWAGON® CONTRACTS

Everything is privatized, and ambulances are no exception. Since the sixth world is a dangerous place, they have also been souped up a little. Of course, getting a medical SWAT team to rescue your sorry ass is by no means cheap.

When you subscribe to Docwagon's services, they take a skin and blood sample, and give you a small wristband. If you start pushing up the daisies, the bracelet alarms Docwagon, who drives out to save your bacon. You can also rip up the bracelet to prompt Docwagon to arrive, though they do not take kindly to such.

There is a caveat, though. Docwagon is not allowed to enter corporate property. They have permission to drive and rescue in all states, but corporate grounds are out of question without permission. And do you really think the corps will allow Docwagon to fetch a bleeding Shadowrunner?

One last thing: Nothing is free. Unless you pony up the cash for the big subscription, expect a bill to come your way when they are through with you. You are expected to pay for resuscitations yourself. High Threat Response, where they come in guns blazing, also costs extra. You are also expected to pay compensation if any Docwagon employees are harmed during the extraction.

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## SUBSCRIPTIONS

Basic. Cost: 5,000¥ a year. Everything else costs extra.

Gold. Cost: 25,000¥ a year. Includes 1 free resuscitation and 50% off on HTR responses

Platinum. Cost: 50,000¥ a year. Includes 4 free resuscitations and there are no increased cost on HTR responses. Employee compensation still applies

Super Platinum. Cost: 100,000¥ a year. Includes 5 free resuscitations, and there are no HTR costs or compensation for employee injuries.

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## EXTRA SERVICES

- Resuscitation: 5,000¥
- High Threat Response: base cost of 5,000¥
- Medical bills for wounded Docwagon employees: up to 20,000¥ in case of death.

## LIFESTYLES

Lifestyles dictate how well your character lives, eats and sleeps. The prices are monthly prices, and more than one month can be bought at a time. Every character must have a lifestyle at all times.

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### STREET

You live in the streets. Or the sewers. Or In a condemned building that may or may not collapse on your head during the night. You eat whatever you can get your dirty hands on, you own no more than you can stash away or carry on your person and you haven't showered in months. You're at the bottom of the ladder, omae, and it smells.

**Cost:** It's free of charge, and you get what you pay for.

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### SQUATTER

You don't sleep on the street, and that's the best that can be said about your situation. You eat the cheap and flavorless Nutrisoy that people ship to the poor, and showers are few and far between. Technically, you're not allowed to live at your place, but no one has thrown you out yet. Maybe you teamed up with other misfits and fixed up a condemned building. On the other hand, you might just rent a coffin at the local coffin hotel every night. It still beats living on the street, but only just.

**Cost:** 500¥ a month

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### LOW

You have an apartment. It's not very big, and in the shitty end of town, but it's yours and as long as you keep the door bolted and pay off the local gangers when they want you to, you're comfortable. The food isn't really a great experience, but it's hot. You have basic utilities, such as power and water, most of the time but when they go out, they stay out for a while. If you're down on your luck or didn't have much luck to begin with, this is your life.

**Cost:** 2,000¥ a month

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### MIDDLE

Middle class dream of the sixth world. Your house or condo has every comfort and utility a wage earner could expect, and while you sometimes have to eat Nutrisoy instead of natural food, the autocook makes it bearable. You're not getting shaken down for money, and no one is likely to bother you here.

**Cost:** 5,000¥ a month

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### HIGH

Now we're getting somewhere. This is the life, omae. A roomy place to crash, every kind of tech you would need, good food and security. The place is either a nice condo or a roomy house somewhere nice. Gangers (at least the visible kind) are not a concern anymore. The technology (or a housemaid) takes care of the boring chores and the security aspect handled either by living in a

secure zone, or by a healthy flow of bribes to your friendly local Lone Starr officer. This is the life for the well-to-do on either side of the law: mid-level managers, senior Mob bosses, and the like.

**Cost:** 10,000¥ a month

## LUXURY

Holy drek, omae, you've made it big time. You have it all. Every gadget you can think off, the best food and drink money can buy and a household staff to attend to your every need. You either live in a massive mansion, a penthouse on the top of the Seattle Ritz or a snazzy condo. Home security is top-of-the-line, with well-trained guards, astral security, and quick response times. Oh, and you're naturally on the VIP list for several high end clubs, real or virtual. This is the life when you have made it big, and I mean really big. High-level executives, government big shots, Yakuza bigwigs, and the few Shadowrunners who pull off the big scores (and live to spend their pay).

**Cost:** 100,000¥ a month and up!

## VEHICLES AND DRONES

**Rigger Adaptation.** This piece of hardware allows a rigger to jack into the vehicle or drone and project his consciousness into the machine. All drones are rigger adapted from the factory. It costs 2,500¥ to adapt a vehicle.

**Weapon Mounts.** A drone or vehicle can have a number of weapon mounts equal to Toughness / 3, rounded down. For example, a normal Sedan could boast 3 weapon mounts. Each weapon mount can carry an LMG sized weapon or smaller. Weapons are purchased separately, and the weapon mounts need to either be manned or controlled by software. Each weapon mount costs 2,500¥, and are forbidden, meaning that the buyer must have it made illegally.

## VEHICLES

Bikes	Acc. / Top speed	Toughness	Crew	Price	Notes
Scooter	15/30	8 (2)	1+1	3,000¥	
Chopper	20/36	8 (2)	1+1	12,000¥	
Sport bike	20/36	8 (2)	1+1	5,500¥	
Off-roader	15/32	8 (2)	1	6,500¥	

Cars	Acc / Top speed	Toughness	Crew	Price	Notes
Sports car	30/56	10 (3)	1+2	85,000¥	Ferrari, Lamborghini
Low-cost sports car	25/56	10 (3)	1+2	45,000¥	Mercedes SLR
Subcompact	10/36	10 (3)	1+1	10,000¥	
Sedan	20/40	10 (3)	1+3	14,000¥	
limousine	10/36	10 (3)	1+4	120,000¥	



Heavy-duty Pickup	20/40	14 (3)	1+2	35,000¥	
Van	10/30	14 (3)	1+2	35,000¥	
Patrol car	20/40	10 (3)	1+4	22,700¥	
Riot Control Vehicle	10/30	16 (4)	2+8	51,200¥	1 weapon mount

<b>Boats</b>	<b>Acc / Top speed</b>	<b>Toughness</b>	<b>Crew</b>	<b>Price</b>	<b>Notes</b>
Hovercraft	4/13	10 (2)	1+3	255,00¥	
Patrol Hovercraft	4/13	15 (3)	1+7	63,000¥	
Patrol Boat	3/12	12 (3)	1+4	90,000¥	Police boat. 2 Weapon mounts
Yacht	2/10	10 (2)	1+3	170,000¥	
Sport Cruiser	3/12	10 (2)	1+3	12,500¥	
Mini-sub	2/10	10 (2)	1+1	158,000¥	

<b>Flying</b>	<b>Acc / Top speed</b>	<b>Toughness</b>	<b>Crew</b>	<b>Price</b>	<b>Notes</b>
Twin-Prop Airplane	20/48	12 (2)	2+2/18	164,000¥	Can carry cargo or crew
Cargo Helicopter	20/50	11 (2)	1+3	495,000¥	
Utility Helicopter	20/50	11 (2)	1+6	225,000¥	
Autogyro	10/30	11 (2)	1	106,000¥	1 Weapon mount (LMG)
Thunderbird	20/48	16 (4)	2+6	2,350,000¥	
Tilt-Wing Airplane	25/200	14 (2)	2	320,000¥	Commuter airplane.

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## DRONES

All drones are able to propel themselves using whatever means they have to move themselves. They are also able to transmit streams from their sensors back to the controlling character. Drones are regarded as Extras and treated as NPCs, unless someone jacks into them.

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### SHIAWASE KANMUSHI

This quad-leg micro-drone “bug” crawler is ideal for penetrating closely confined areas and is capable of crawling on walls and ceilings. It is about the size of an ant and very hard to notice. It has a single camera sensor, capable of showing normal light.

**ATTRIBUTES:** Agility D6, Smarts D4, Spirit D4, Strength D4, Vigor D4.

**PACE:** 2, **PARRY:** 3, **TOUGHNESS:** 1

**SPECIAL ABILITIES:**

- **MINISCULE:** due to the drone's extremely small size, enemies take a -4 penalty to spot the drone.
- **WALL WALKER:** The drone can climb vertical surfaces with ease.

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### SIKORSKY-BELL MICROSKIMMER

Quiet and durable, this skimmer is smaller than a can lid and can even skim over water.

**ATTRIBUTES:** Agility D4, Smarts D4, Spirit D4, Strength D4, Vigor D4.

**PACE:** 2, **PARRY:** 2, **TOUGHNESS:** 1

**SPECIAL ABILITIES:**

- **WATER WALK:** The drone can travel over water, if the surface is calm. This excludes the sea and some large lakes.

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### LONE STAR IBALL

Designed to be tossed or rolled into a room, this minidrone can roll on its own but cannot handle stairs, lips, or large obstructions. An offensive version comes equipped with a built-in flash-pak and smoke grenade for an extra 500¥.

**ATTRIBUTES:** Agility D6, Smarts D4, Spirit D4, Strength D4, Vigor D4.

**PACE:** 2, **PARRY:** 2, **TOUGHNESS:** 1.

**SPECIAL ABILITIES:**

- **ARMED:** The done can be outfitted with a flashpak (as Flashbang grenade) or Smoke Grenade. The drone can activate this grenade as an action, blasting people around it.

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### MCT FLY-SPY

The size of a large insect, this flying eye-in-the-sky is very handy for shadowing people, given that it is hard to spot. Equipped with a Pilot D4 and Stealth D6 autosoft.

**ATTRIBUTES:** Agility D6, Smarts D4, Spirit D4, Strength D4, Vigor D4.

**SKILLS:** Pilot D4, Stealth D6

**PACE:** 2, **PARRY:** 2, **TOUGHNESS:** 1

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#### AZTECHNOLOGY CRAWLER

Designed to operate as a remote snooper in rough rural or urban terrain, this small crawler can handle stairs and other obstacles. Efficient and robust, the Crawler has an impressive autonomy.

**ATTRIBUTES:** Agility D8, Smarts D6, Spirit D4, Strength D4, Vigor D4.

**PACE 3, PARRY 2, TOUGHNESS: 2**

**SPECIAL ABILITIES:**

- **SIZE -2:** The Crawler is about the size of a house cat.

---

#### LOCKHEED OPTIC-X

The wings on this VSTOL stealth craft fold up for easy transport. Its patented signature limiting technology make it a favorite of intelligence agencies and shadowrunners.

**ATTRIBUTES:** Agility D6, Smarts D4, Spirit D4, Strength D4, Vigor D4.

**PACE 6: PARRY 2, TOUGHNESS 3**

**SPECIAL ABILITIES:**

- **STEALTH CRAFT:** The radar-deflecting shape and paintjob on the Optic-X gives a -2 penalty to notice the aircraft using Radar and other electronic scanners. At night, the penalty also applies to visually spotting the aircraft in the sky.
- **SIZE -1:** The Optic-X is about 4 feet long with a wingspan of 5 feet.

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#### GM-NISSAN DOBERMAN

The Doberman is a perimeter-patrol crawler drone equally effective during daytime or nighttime conditions. It comes equipped with a weapon mount (capable of mounting a LMG or smaller guns) as well as Notice D6 and Shooting D6 autosofts.

**ATTRIBUTES:** Agility D6, Smarts D6, Spirit D6, Strength D8, Vigor D6.

**PACE: 4, PARRY: 2, TOUGHNESS: 7 (2).**

**SKILLS:** Shooting D6, Notice D6.

**SPECIAL ABILITIES:**

- **WEAPON MOUNT:** The Doberman has a built-in weapon mount, which can hold any standard firearm, up to a Light Machine Gun.

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#### MCT-NISSAN ROTO-DRONE

The Roto-Drone is a simple, no-nonsense rotor-wing drone design that is easy to customize and integrate weapons systems into. It has space for one weapon mount, although there is none per standard.

**ATTRIBUTES:** Agility D8, Smarts D4, Spirit D6, Strength D6, Vigor D6.

**PACE: 6, PARRY: 2, TOUGHNESS: 5**

**SPECIAL ABILITIES:**

- **WEAPON MOUNT:** For 2,500¥, a weapon mount can be purchased for the Roto-drone. It holds up a Light Machine Gun.

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## RENRAKU STORMCLOUD

This solar-powered mini-blimp can stay in the air for days high above its surveillance target. Commonly used as an eye-in-the-sky for site security as well as various air traffic control functions. Equipped with a Notice D6 autosoft

**ATTRIBUTES:** Agility D4, Smarts D4, Spirit D4, Strength D6, Vigor: D6.

**PACE:** 3, **PARRY:** 2, **TOUGHNESS:** 5

**SKILLS:** Notice D6

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## CYBERSPACE DESIGNS DALMATIAN

The Dalmatian vectored-thrust recon drone features a unique limited hover capability and a sturdy frame for its lightweight. Lone Star has licensed the design for urban surveillance duties.

**ATTRIBUTES:** Agility D6, Smarts D4, Spirit D4, Strength D6, Vigor D6.

**PACE:** 5, **PARRY:** 2, **TOUGHNESS:** 6(1).

**SPECIAL ABILITIES:**

- **HOVER:** the Dalmatian can hover over the surface, making it possible to cross water. Skirting across a harbor would be possible, but anything larger would be a stretch. The drone can also avoid triggering land mines and other traps.

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## CRASHCART AUTODOC

The AutoDoc is a mobile stabilization unit. Any character hooked up to the AutoDoc automatically recovers from being shaken in the following round, as if they rolled a success. The AutoDoc comes with integrated medkit and Healing D8 Autosoft

**ATTRIBUTES:** Agility D4, Smarts D4, Spirit D6, Strength D4, Vigor D6.

**PACE:** 2, **PARRY:** 2, **TOUGHNESS:** 7 (2).

**SKILLS:** Healing D8.

**SPECIAL ATTRIBUTES:**

- **INTEGRATED MEDKIT:** The AutoDoc has an integrated medkit of rating 2. Any character attempting a heal check in the drones vicinity adds +1 to their healing roll.
- **AUTODOC COMBAT MEDIC®:** The AutoDoc allows up to four characters to hook up to the drone, via an intravenous drop. This restricts the character from moving more than 3 squares away from the drone. Any character who is hooked up to the drone are automatically unshaken on the drone's initiative.

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## STEEL LYNX COMBAT DRONE

A hardened ground-combat machine, the Steel Lynx possesses four wheeled legs and a turret weapon mount (capable of mounting a LMG or smaller guns). It comes with Fighting D6 and Shooting D6 autosofts.

**ATTRIBUTES:** Agility D8, Smarts D6, Spirit D8, Strength D6, Vigor D8.

**PACE:** 7, **PARRY:** 5, **TOUGHNESS:** 10(4).

**SKILLS:** Fighting D6, Shooting D6.

**SPECIAL ABILITIES:**

- **WEAPON MOUNT:** The Steel Lynx has a built-in weapon mount, which can hold any standard firearm, up to a Light Machine Gun.

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## AUTOSOFTS

Autosofts provide skill ranks to drones and rigger-adapted vehicles. The price of an Autosoft is 4000¥ per die step from nothing. For example, an Autosoft with a D6 rating in Fighting would cost 8000¥. A drone cannot make skill checks untrained. Unlike living characters, a drone's potential skill level is not linked to its attributes. The price for Autosofts is always the same.

The skills available as autosofts are:

- **FIGHTING:** Mostly used to raise a drones parry. Most drones have no melee capabilities.
- **SHOOTING:** Take a wild guess, chummer.
- **KNOWLEDGE(GUNNERY):** If it is too big to hold in your hand, this is the skill. Mainly used in military hardware and intelligent artillery. Used in place of shooting.
- **DRIVING:** Movement by wheels or legs. Used to chase and dodge.
- **PILOTING:** Movement by flight.
- **BOATING:** Movement over water.
- **HEALING:** Used by drones with internal medkits, like the AutoDoc. Functions as normal.
- **NOTICE:** Covers all use of sensors and cameras, along with enemy pattern recognition.
- **STEALTH:** Noise regulators and specialized AI routines.

## GEAR PACKAGES

The most time consuming part of character creation is buying gear, especially if the characters take the "Rich" and "Filthy Rich" edges. In an effort to make things a tad quicker, I have created a few standard gear packs for the major archetypes.

---

### STREET SAMURAI

Cost: 6325 ¥

- Katana
- 2x Ares Predator IV heavy pistol
  - 60 explosive rounds (+2 damage)
  - 30 gel rounds (non-lethal)
- AK97 Assault Rifle
  - 60 APDS rounds (+3 AP)
  - Smartlink system
- 1 flashbang grenade
- 1 frag grenade
- Lined Coat
- Low Lifestyle, 1 month

Recommended edges: Cyber Up!, Two Fisted, Quick Reload

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### STREET SAMURAI, DELUXE

Cost: 16185 ¥

- Katana
- 2x Ares Viper Silvergun
- Ares Alpha assault rifle
  - 80 explosive rounds (+2 damage)
  - 80 APDS rounds (+3 AP)
  - 5 HE grenades
  - Bipod
- Middle lifestyle, 1 month
- Sport Bike
- Lined coat

Recommended edges: Cyber Up!, Two Fisted, Quick Reload

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## HACKER

Cost: 7900 ¥

- Armored clothing
- Colt American L36
- Taser
- Long Haul, 3 doses
- Kamikaze, 1 dose
- Low Lifestyle, 1 month
- Commlink, rating 3
  - Hardening, 2 points

Recommended edges: Hacker, Connections

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## RIGGER

Cost: 8550 ¥

- Armored clothing
- HK MP-5 TX submachine gun
- GM-Nissan Doberman drone
  - AK97 assault rifle in weapon mount
- MCT Fly-Spy drone
- Low Lifestyle, 1 month

Recommended edges: Rigger, Drone Controller, Cyber Up!

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## RIGGER, DELUXE

Cost: 17050 ¥

- Armored Clothing
- HK MP-5 TX submachine gun
- GM-Nissan Doberman drone
  - Autosoft: shooting D8
  - Autosoft: stealth D4

- FN HAR assault rifle in weapon mount
    - Silencer
- MCT Fly-spy drone
- Low lifestyle, 1 month.

Recommended edges: Rigger, Drone Controller, Cyber Up!

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## MAGE

Cost: 7025 ¥

- Armor Jacket
- Ruger Super Warhawk pistol
  - Concealable holster
- Psyche, 3 doses
- Spell formulae
  - 1 manipulation spell
  - 1 illusion spell
  - 1 detection spell
- Fetishes
  - 1 combat fetish
- Low lifestyle, 1 month

Recommended edges: Arcane Background (Magician), Spell Focus, Assessing Master

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## SHAMAN

Cost: 7315 ¥

- Armor Vest
- Colt Manhunter pistol
  - 30 gel rounds (non-lethal)
  - Concealable holster
- Deepweed, 1 dose
- Psyche, 1 dose
- Spell Formulae
  - 1 health spell
  - 1 manipulation spell
  - 1 detection spell
- Low lifestyle, 1 month
- 1 combat fetish

Recommended edges: Arcane Background (Shamanism), Spirit Affinity, Magical Endurance

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## GUNSLINGER ADEPT

Cost: 6720 ¥

- Armor Clothing
- 2 Steyr TMP machine pistols

- 120 explosive rounds (+2 damage)
  - 120 APDS rounds (+3 AP)
  - 60 Gel rounds (non-lethal)
- Remington 990
  - Smartlink
- Sword
- Nitro, 2 doses
- Low Lifestyle, 1 month.

Recommended edges: Arcane Background (Adept), Two Fisted, Alertness

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#### MARTIAL ADEPT

Cost: 7020 ¥

- Leather Jacket
- Urban Explorer Jumpsuit
- Combat Axe
- Shock Gloves
- Ares Predator IV pistol
- Low Lifestyle, 1 month
- Scooter

Recommended edges: Arcane Background (Adept), Extraction, First Strike

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#### FACE

Cost: 7310 ¥

- Business Clothes
- Extendable Baton
- Hammerli 620S pistol
  - 30 Gel rounds (non-lethal)
- Novacoke, 3 doses
- Medium Lifestyle, 1 month.

Recommended edges: Connections, Attractive, Common Bond.



## ARCANE BACKGROUNDS

The arcane backgrounds cover the three major Shadowrun spell casters: Adepts, Magicians and Shamans.

### ADEPTS

Starting Powers - 3

Also receives the Martial Arts Edge.

Adepts are characters that use magic to improve their physical body and capabilities. To cast a spell the Adept must roll an Equilibrium (Spirit) Skill check - TN 4 (with modifiers for any Cyberware they have) plus the modifier for each spell rank above their own:

- Novice 0
- Seasoned +4
- Veteran +8
- Heroic +12
- Legendary +16

This lessens as the Adept becomes more skillful (IE - A Seasoned Adept modifiers would look like this: Novice 0; Seasoned +0; Veteran +4; Heroic +8; Legendary +12).

- Snake eyes means that he is exhausted and cannot use abilities until he centers himself. He must rest for at least an hour and makes a successful Vigor roll before he can use his powers again.
- On a failure, the Adept gains a level of fatigue.
- When choosing spells ignore rank for requirements purposes. Rank factors into the casting modifier (see above).

Adepts are able to perceive on the astral plane, TN 6 (plus any modifiers for Cyberware). They can see things and gain certain info by rolling again on a target (See Assensing). They can remain in the astral plane a number of hours equal to their Equilibrium die type divided in half (IE - An Adept with a d6 in Equilibrium can stay on the Astral plane for 3 hours).

### MAGICIANS

Requirements - Novice

Starting Powers: 2 + Summon Elemental and one Detect spell

Magicians are capable of wielding amazing powers. To cast a spell the Magician must roll a Sorcery (Spirit) Skill check - TN 4 (with modifiers for any Cyberware they have equal to the amount subtracted from their Essence) plus a modifier for each spell rank above their own:

- Novice 0
- Seasoned +4
- Veteran +8
- Heroic +12
- Legendary +16

This lessens as the Magician becomes more powerful. The modifier decreases by four for each rank above Novice. (IE - A Seasoned magician modifiers would look like this: Novice 0; Seasoned +0; Veteran +4; Heroic +8; Legendary +12).

Whether the spell succeeded or not they must make a Spirit check (TN the same as the spell and incurring any modifiers for any Cyberware they have equal to the amount subtracted from their Essence).

- Snakes eyes means the caster takes a wound and falls unconscious for 1d6 hours.
- On a failure, the caster takes one level of fatigue and is shaken.
- Success - they suffer one level of fatigue, but are not shaken.
- A raise means no adverse effects.
- Two or more raises means that the Shaman can attempt to cast another spell at the end of the round at a -2 to all rolls (plus any other modifiers).

When choosing spells ignore rank for requirements purposes. Rank factors into the casting modifier (see above). Magicians are able to project themselves to the astral plane, TN 6 (plus any modifiers for Cyberware). They can see things and gain certain info (See Assensing) by rolling again on a target. They can remain in the astral plane a number of hours equal to their Sorcery die type divided in half (IE - A magician with a d6 in Sorcery can stay on the Astral plane for 3 hours)

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## ELEMENTALS (MAGICIAN)

Use Elementals (Air, Earth, Fire, and Water) in the SWDX bestiary (pg. 136-137) for stats. A Magician can summon one an Elemental of one of the four elements to assist them.

## SHAMANS

Requirements - Novice

Starting Powers: 2 + Summon Spirit.

Also, Choose a Totem Animal

Shamans are able to use magical power by manipulating nature and drawing strength from the spirit world. To cast a spell the Shaman must roll a Shamanism (Spirit) Skill check - TN 4 (with modifiers for any Cyberware they have equal to the amount subtracted from their Essence) plus a modifier for each spell rank above their own:

- Novice 0
- Seasoned +4
- Veteran +8
- Heroic +12
- Legendary +16

This lessens as the Shaman becomes more skillful. The modifier decreases by four for each rank above Novice. (IE - A Seasoned Shaman modifiers would look like this: Novice 0; Seasoned +0; Veteran +4; Heroic +8; Legendary +12).

Whether the spell succeeded or not they must make a Spirit check (TN the same as the spell and incurring any modifiers for any Cyberware they have equal to the amount subtracted from their Essence).

- Snakes eyes means the caster takes a wound and falls unconscious for 1d6 hours.
- On a failure, the caster takes one level of fatigue and is shaken.
- Success - they suffer one level of fatigue, but are not shaken.
- A raise means no adverse effects.
- Two or more raises means that the Shaman can attempt to cast another spell at the end of the round at a -2 to all rolls (plus any other modifiers).

When choosing spells ignore rank for requirements purposes. Rank factors into the casting modifier (see above)

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## TOTEMS

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### BEAR

Bear is a Totem found in cultures wherever bears are known, from North America to Europe and Asia. He is powerful, but gentle and wise. He tends to be slow moving and easygoing unless urgency requires speed. Bear is slow to anger, but terrible in battle. Bear tends to be calm, cool, and collected. He is the healer and protector of the natural world. Bear cannot turn down someone who needs healing without good reason.

**Advantages:** +2 Health spells +2 forest spirits.

**Disadvantages:** Bear magicians can go berserk when wounded (taking Physical damage) in combat or if someone under their care is badly injured. Make a Spirit Roll. The character goes berserk for 3 turns, minus 1 per success and raise. A berserk Shaman will go after the nearest person without regard for her own safety. If the shaman incapacitates a target before the time is up, the berserk fury dissipates.

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### CAT

Cat is honored in cultures around the world. Cat is often seen as the guardian of mystical secrets, usually involving the afterlife. She certainly knows many secrets, but rarely decides to share them, and never with anyone less than worthy. She is stealthy, sly, and arrogant. Cat toys with her prey—threatening, taunting, And confusing—rather than going directly for the kill.

**Advantages:** +2 Illusion spells, +1 die type to either Climbing or Stealth (character must choose one).

**Disadvantages:** Cat shamans toy with their prey. Unless the Cat shaman makes a Spirit roll -2, she cannot make an attack that will incapacitate her target. If the target wounds the shaman, he can then bring the pain.

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### DOG

Dog is a loyal friend. He fights ferociously to defend his home and those under his protection. Dog protects people from harmful magic and dangerous spirits. Dog is loyal, generous, and helpful to those who show him kindness. He is single-minded, often to the point of stubbornness.

**Advantages:** +2 For Detection spells, +2 for Spirits of man.

**Disadvantages:** A Dog Shaman is stubbornly loyal. She can never leave someone behind, betray her comrades, or let another sacrifice themselves in her place without making a successful Spirit -2 roll.

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#### EAGLE

Eagle is the highest-flying bird in the sky, considered the most noble by cultures in North America, Central America, and Europe. He is proud and solitary, and sees everything happening in the world below. Eagles are noble defenders of the purity of nature. They are intolerant of those who do not share their views and have a strong distrust of technology and its tools. Those who damage nature are Eagle's enemies, and Eagle will brave great danger to defeat polluters and other evildoers.

**Advantages:** +2 to Charisma, +2 for air spirits.

**Disadvantages:** Eagle Shamans receive the Arrogant Hindrance

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#### RAT

Rat is found wherever humans are, for whom else's bounty can sustain him? Rat is a scavenger, a stealthy thief who takes what he needs to survive. He dislikes working out in the open, preferring to stick to the shadows. Rat avoids fights whenever he can—when he must fight, he fights to kill.

**Advantages:** +1 die type for Stealth, +2 vigor for resisting disease and poisons

**Disadvantages:** A Rat Shaman must make a Spirit -2 Test to not immediately flee or seek cover whenever caught in a combat situation. If there is nowhere to flee, then she is forced to fight.

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#### RAVEN

Raven is a harbinger of trouble in cultures worldwide. He is a trickster and a transformer, dark and devious. Raven thrives off the bounty of carnage and chaos, but does not cause them—he merely knows an opportunity when he sees one. Raven loves to eat and rarely refuses an offer of food.

**Advantages:** +2 for Puppet spells, +2 for air spirits.

**Disadvantages:** A Raven Shaman must make a Spirit -2 Test to avoid exploiting someone else's misfortune to her own advantage.

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#### SHARK

Shark is a cold and relentless hunter. All who live near the sea know his power. When Shark strikes, he does so without mercy, driven into a frenzy by the blood of his prey. Shark magicians tend to be wanderers, always on the move. They are fierce and deadly warriors. A Shark magician believes the only good enemy is a dead enemy. If challenged, he does not waste time with threats or boasts but strikes to kill.

**Advantages:** +2 for Combat spells, +2 for water spirits.

**Disadvantages:** Shark shamans can go berserk in combat (similar to Bear Shaman) when they are wounded or when they wound an opponent. A berserk Shark character may continue to attack the body of her last victim instead of moving on to attack a new target, if the player chooses.

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## SNAKE

Snake is wise and knows many secrets. She is a good counselor, but always exacts a price for her advice. Snake characters fight only to protect themselves and others. They are obsessed with learning secrets and take great risks in order to do so. They trade their knowledge to others for whatever they can get in exchange.

**Advantages:** +2 for Detection spells, +2 to Agility tests.

**Disadvantages:** Snake Shamans gain the Cautious Hindrance.

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## WOLF

Wolf is recognized as a hunter and warrior worldwide. He is devoted to the other members of his pack. As the ancient saying goes, Wolf wins every fight but one, and in that one, he dies. Wolf magicians are loyal to friends and family unto death. They do not show cowardice in battle and their word is their bond.

**Advantages:** +2 for Combat spells, +2 for beast spirits.

**Disadvantages:** A Wolf magician must succeed in a Spirit -2 Test to retreat from a fight.

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## NATURE SPIRITS

All Spirits have a d8 in stats and in the Spirit's listed skills. Spirits take full damage from magic and ½ damage from mundane melee weapons, and no damage from bullets other projectiles. Toughness: 6. Parry: 6.

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## SPRITS OF MAN

**City Spirits-** Usually appear as trash or garbage, but may appear as almost anything.

Skills: Fighting, Sorcery, Notice, Throwing, Sorcery

Powers: Accident, Concealment, Confusion, Fear, Guard, Materialization, Search

**Field Spirit-** Appear as miniature farm hands

Skills: Fighting, Sorcery, Notice, Throwing, Sorcery

Powers: Accident, Concealment, Guard, Materialization, Search

**Hearth Spirit-** Appears as humanoid wearing antique clothes

Skills: Fighting, Notice, Throwing, Sorcery

Powers: Accident, Concealment, Confusion, Guard, Materialization, Search

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## SPIRITS OF THE LAND

**Desert Spirit** - Appear as dust devils

Skills: Fighting, Notice, Throwing, Sorcery

Powers: Concealment, Guard, Materialization, Movement, Search

**Forest Spirit-** Rarely materialize, but look like walking trees

Skills: Fighting, Notice, Throwing, Sorcery

Powers: Accident, Concealment, Confusion, Fear, Guard, Materialization

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**Mountain Spirit-** Rarely materializes. Looks similar to Earth Elemental

Skills: Fighting, Notice, Throwing, Sorcery

Powers: Accident, Concealment, Guard, Materialization, Movement, Search

Special: Borrow, Toughness +2

**Prairie Spirit-** Appear as tumbleweeds or dust devils

Skills: Fighting, Notice, Throwing, Sorcery

Powers: Accident, Concealment, Guard, Materialization, Movement, Search

Special: Borrow

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#### SPRITS OF THE SKY

**Mist Spirit-** Appears as a cloud of dense fog

Skills: Fighting, Notice, Throwing, Sorcery

Powers: Accident, Concealment, Confusion, Engulf, Guard, Materialization, Movement

Special: Fly

**Storm Spirit-** Appears as a Thundercloud

Skills: Fighting, Notice, Sorcery

Powers: Bolt (Lightning) Concealment, Confusion, Fear, Materialization

Special: Fly

**Wind Spirit-** Appear as Swirling Clouds, or Gusts of strong wind

Skills: Fighting, Notice, Throwing, Sorcery

Powers: Accident, Confusion, Guard, Materialization, Movement, Search

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#### SPRITS OF THE WATERS

**Lake Spirit** - Appear as Small Waterspouts, humanoids with blue skin, or made of water

Skills: Fighting, Notice, Throwing, Sorcery

Powers: Accident, Engulf, Fear, Guard, Materialization, Movement, Search

**River Spirit-** Appear as Small Whirlpools, or frog-like humanoids

Skills: Fighting, Notice, Throwing, Sorcery

Powers: Accident, Concealment, Engulf, Fear, Guard, Materialization, Movement, Search

**Sea Spirit-** Appear as Merfolk

Skills: Fighting, Notice, Throwing, Sorcery

Powers: Accident, Concealment, Confusion, Engulf, Fear, Guard, Materialization, Movement, Search

**Swamp Spirit-** Appear as will-o-wisps, alligators, vegetation, etc.

Skills: Fighting, Notice, Throwing, Sorcery

Powers: Accident, Concealment, Confusion, Engulf, Entangle, Fear, Guard, Materialization, Movement, Search

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#### SPIRIT POWERS

- **Accident-** The spirit does an Agility trick against an opponent or group of opponents. This will always result in a shaken status, and will cause a wound if successful.
- **Bolt-** As per the power, with appropriate trapping.

- **Burst-** As per the power, with appropriate trapping.
- **Concealment-** +4 to Stealth rolls when attempting to hide.
- **Confusion-** As power
- **Engulf-** Spirit makes a fighting attack to grapple. Each round after, the character and spirit make opposed fighting checks, if the character wins, they escape, if the spirit wins, the engulfed character suffers Str+d4 Damage.
- **Entangle-** As per the spell, Causes the Spirit Drain
- **Fear-** as spell, but can focus on single target, in which case they suffer -2 to roll (which could mean a total of -4 if the Spirit gets a raise).
- **Guard-** the Spirit will guard the caster and if a hit is successful (not from area-effect spells) will take the damage instead.
- **Materialization-** Appear on the physical plane.
- **Movement-** Grant a character(s) a bonus to their pace while moving through their territory (double pace). It may also be used to decrease a characters movement. (Divide Pace in half). May also be used on vehicles as well.
- **Noxious Breath-** Cone Template, Characters must make a Vigor roll (-1 modifier) or be shaken. Respirators negate.
- **Search-** The spirit may make a Notice Check to find something within its terrain at a +4. This is opposed by character stealth checks, and the concealment power.

## ASSESSING

Magicians and Adepts can use their astral projection to try to gain information on living targets by sensing their aura. Once a caster is perceiving or projecting on the Astral Plane roll another casting check VS the Target's Spirit.

**Failure-** No information gained.

**Success-** You can tell the health of the target in general terms. You get an impression of the targets emotions and whether they are mundane or awakened.

**Raise-** You know if the target has cyberware implants and their locations. You also know what type of magical ability is being used. You also recognize the subjects aura if you have seen it before (regardless of disguises or surgeries).

**Two Raises-** You know whether their magical aptitude is lower, equal, or higher than yours. You can also gain a general knowledge of afflictions to the target (diseases, poisons, etc.).

**Three Raises-** You know if the target has any bioware implants and the actual skill level of their magical ability. You also gain acute knowledge of any sickness, disease, or poisons in the target.

## BINDING

A Magician or Shaman is able to bind a spirit to become their servant. They must make an opposed test of their magic skill VS the Elementals/Spirits Spirit die. If Magician wins, they can call on the Elemental/Spirit any time without needing to roll to see if it is successful. They can automatically give the Elemental/Spirit three jobs to do and it will carry those out and not disappear until complete (even if it is past the sunset/sunrise). Binding an Elemental/Spirit takes a number of hours equal to the max number on the creature's Spirit die and an amount of magical ingredients equal to 100 x the max number on the creature's Spirit die in Nuyen.

Elementals and Spirits do not like being bound in this form of servitude. Should the caster roll snake eyes during the attempt to bind, the Elemental/Spirit will attempt to kill them. In addition, if the

caster ever falls unconscious with their bound spirit out, the creature will immediately attempt to kill them to break the chains that bind them. The Shaman/Magician can only have one Spirit/Elemental active at a time. They can summon others as per the normal spell.

## STREET GRIMOIRE

This chapter details the magic of the sixth world.

### ADEPT POWERS

Adepts can gain the following powers, but are only able to use them on themselves, unless noted.

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#### NOVICE POWERS

**Mystic Armor:** Works as the Armor spell. See manipulation spells.

**Blinding Fist:** Works as the Blind power in the SWDX book. This power is delivered as part of an unarmed attack.

**Skill Boost:** Works as the Boost Trait spell, with the Skill Boost trapping. The adept selects which skill to increase with the power when he selects the power. Common boosts are fighting skills, although others are not uncommon.

**Detect Aura:** Works as the Detect spell (see detection spells), and allows the adept to instinctively know who in the near vicinity is awakened.

**Missile Parry:** "Deflection" power. Slow moving objects can be caught with an Agility Check. TN = opponents shooting/throwing.

**Rapid Healing:** Works as the "Healing" or "Succor" power. Choose one when selecting power

**Killing Hands:** As the "Smite" power, but fist only. Lasts for one minute.

**Speed:** works as the power in SWDX.

**Stun:** Works as the Stun power in the SWDX. This power is delivered as part of an unarmed attack.

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#### SEASONED POWERS

**Havoc:** As spell, but only immediately around Adept and knocks back 1d6" instead of 2d6". The Adept does by this channeling all energy and concentration through body into the ground.

**Increased Reflexes:** When using this power, the Adept gains a second initiative pass for one minute.

**Slow:** Works as the power in the SWDX. However, this power is delivered through a touch attack.

**Warrior's Gift:** Works like the power in the SWDX



## COMBAT SPELLS

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### BOLT (NOVICE)

The following trappings for Bolt are available:

- **ACID STREAM:** A stream of burning acid covers a single target in Acid. 3D4 damage first round, 2D4 in the second, unless the target can somehow remove the acid.
- **CLOUT:** A bolt of psychokinetic force hits a single target. The target must roll a vigor (-2 on a raise) or be shaken
- **MANABOLT:** Magical energy manifested in destruction. Does 3D6 damage to a single living or magical target. Instead of being resisted by Toughness, a Manabolt is resisted by the target's Spirit /2 + 2
- **FLAMETHROWER:** Creates a magical flame right against the target which does 3D6 damage to a single target. If the spell hits with a raise, the target is set on fire
- **LIGHTNING BOLT:** A bolt of lightning strikes a single target for 3D6 damage. If the attack hits with a raise, the target experiences muscle spasms and must succeed a vigor roll or take -2 to parry for the next round.

---

### BLAST (SEASONED)

The following trappings for Blast are available:

- **BLAST:** A blast of psychokinetic force. The blast does 3D6 non-lethal damage to everyone in a medium blast radius.
- **MANABALL:** Magical energy manifested in destruction. The blast does 3D6 damage to every living or magic target in a medium blast radius. If the spell fails, the Manaball simply fails to materialize. Instead of being resisted by Toughness, a Manaball is resisted by the target's Spirit /2 + 2
- **FIREBALL:** A superheated ball of fire. The fireball does 3D6 damage to every target in a medium blast template. If the spell hits with a raise, the fire is especially powerful, and gains AP 2
- **BALL LIGHTNING:** A ball of lightning explodes and arcs to every target in a medium blast template, doing 3D6 damage. If the attack hits with a raise, every target is subject to muscle spasms, and must succeed a vigor roll or take -2 to parry for the next round.

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### SMITE (NOVICE)

The following trappings for Smite are available. These only work in melee weapons.

- **PUNCH:** Imbues the caster with psychokinetic force. Adds +2 to nonlethal damage (+4 on a raise)
- **DEATH TOUCH:** Imbues the caster with Magical energy. The caster gains a +2 (+4 on a raise) bonus on damage against living or magical targets

---

### BURST (NOVICE)

The following trappings for Burst are available:

- **TOXIC WAVE:** A stream of burning acid covers all targets in a cone shape in Acid. 2D8 damage first round, 1D8 in the second, unless the target can somehow remove the acid. The target can attempt an opposed Agility Roll to avoid the acid.

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#### STUN (NOVICE)

- **BLAST:** A blast of psychokinetic force pummels the targets in a medium burst template.

#### DETECTION SPELLS

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##### DETECT (NOVICE)

Works as Detect/Conceal Arcana power. Instead of arcane power, Detect can instead detect one of the following. This is chosen when the spell is selected, and cannot be changed. The caster can later select another detect spell.

- **ENEMIES:** All life forms with hostile intentions towards the caster.
- **INDIVIDUAL:** A single, specific individual. The caster must have met this individual before.
- **LIFE:** All living creatures, with no regard as to what it is.
- **LIFE FORM**
- **MAGIC:** (all foci, spells, wards, magical lodges, and spirits.
- **OBJECT**

Object and Life Form is selected at casting time. Objects can be things such as guns, vehicles, Explosives etc. Life Forms can include Elves, Orks, Dragons and so on.

---

#### MIND READING (NOVICE)

The following trappings are available.

- **MINDLINK:** Communicate freely with a voluntary creature, as long as the spell is sustained.
- **MINDPROBE:** As Mind Reading.

#### HEALTH SPELLS

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##### BOOST TRAIT (NOVICE)

The following trappings are available. The player must pick one when this spell is taken.

- **INCREASE SKILL:** increases a given skill, chosen at casting time.
- **INCREASE ATTRIBUTE:** Increases an attribute, chosen at casting time.

---

##### LOWER TRAIT (NOVICE)

The following trappings are available. The player must pick one when this spell is taken.

- **DECREASE SKILL:** Decreases a specific skill, chosen at casting time.
- **DECREASE ATTRIBUTE:** Decreases an attribute, chosen at casting time.

---

#### HEALING (NOVICE)

Works as normal, except that targets with Cyberware add +1 to the target number for each lost point of essence. Note that healing only heals wounds that are less than an hour old.

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#### SUCCOR (NOVICE)

Works as normal, except that targets with Cyberware add +1 to the target number for each lost point of essence. Note that succor only heals fatigue.

---

#### GREATER HEALING (VETERAN)

Works as normal, except that targets with Cyberware add +1 to the target number for each point of lost essence. Note that Greater Healing is required to neutralize poisons and diseases. Cannot heal permanent injuries.

---

#### INCREASED REFLEXES (SEASONED)

Gives the target an extra initiative pass through magically enhanced reflexes. This power lasts for one minute per casting

---

#### RESIST PAIN (SEASONED)

Works as Warriors Gift, giving use of the "Nerves of Steel" edge, ignoring 1 wound penalty for one hour. If the target already has the "Nerves of Steel" edge, the target is instead granted the improved version.

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### ILLUSION SPELLS

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#### CONFUSION (NOVICE OR SEASONED)

When confusion is learned, the caster selects one of the following trappings:

- **CONFUSION:** Mana illusion. Can effect living creatures, and creatures in astral space. Has no effect on electronics, such as cameras
- **CHAOS:** Physical illusion. Physically manifests in the mundane world, and effects creatures and equipment there. No effect on astral creatures.

If the spell is only targeting and individual, it counts as novice. If the spell is to affect several individuals, it counts as Seasoned. Up to five creatures can be affected at a time.

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#### INVISIBILITY (SEASONED)

Works as normal. Only a single target can be affected per casting.

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#### MASK (SEASONED)

Works as Disguise, except that the caster can only change into someone of roughly the same size.

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#### STEALTH (NOVICE)

This spell makes the subject less audible in every way. All movements by the target is silenced (Indirect noises are not silenced. If the subject kicks a ball, the kicking makes no sound. The ball still makes noise when it hits the ground). This grants the target at +2 on stealth rolls.

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#### SILENCE (SEASONED)

Works as Stealth, except that an area is silenced instead. No sounds can be emitted from the area, such as alarm noises, sonic attacks and such. The area is the size of a medium blast template.

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### MANIPULATION SPELLS

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#### ARMOR (NOVICE)

Available as normal.

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#### CONTROL (VETERAN)

Works as the puppet power. When the spell caster selects this spell, he must choose one of the following trappings:

- **CONTROL ACTIONS:** The spell takes complete control of the subject, making the caster in control of their every movement. The target is conscious and aware, but unable to control its movements. This spell must be maintained with an action each round. Due to being conscious and aware, the subject takes a -2 penalty on all skill checks while in this state.
- **CONTROL EMOTIONS:** The subject feels an overwhelming emotion under the casters control. Otherwise, the subject is in complete control of itself. If the subjects attempt to do something under conflicting emotions, such as fight while laughing hysterically, the target suffer a -2 to the skill roll
- **CONTROL THOUGHTS:** The spell takes complete control of the subjects thoughts, making the caster in control of their every movement. The target is conscious, but unable to resist the thoughts in any way. Due to the strain of controlling a targets thoughts rather than actions, the spellcasting roll takes a -2 modifier. This spell must be maintained with a spellcasting check every round.

---

#### ICE SHEET (NOVICE)

This spell works like Entangle. However, instead of restraining the target, the spell makes the ground underneath them slippery with ice. A raise means that the creature has fallen prone. After the initial casting, anyone inside the area is treated as partially constrained.

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#### IGNITE (NOVICE)

By making the targets molecular structure vibrate with increasing intensity, the spell caster can set objects and living targets on fire. Against living targets, a Vigor roll opposes the spellcasting roll.

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#### INFLUENCE (VETERAN)

Works as the puppet power. However, the caster implants a single suggestion into the head of the target, which it will carry out as if it was its own idea. No one can tell that the individual has been influenced. The target gets no opposed roll to resist the spell unless it is confronted with the wrongness of its actions.

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#### LEVITATE (SEASONED)

Works as Telekinesis, except weapons cannot be used. In return, up to 50 X spirit die in kilograms. These creatures or objects may be smashed into walls or dropped, dealing spirit + D6 damage.

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#### LIGHT (NOVICE)

Works as the Light spell.

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#### MAGIC FINGERS (SEASONED)

Works as Telekinesis, however the amount lifted may not exceed spirit die in kilograms. In addition, the spell allows the caster to perform any action they can normally do at range, such as picking locks or peeling bananas. Any tricks are opposed as normal.

---

#### BARRIER (SEASONED)

When the caster creates a barrier, she must choose between one of the following:

- Mana Barrier (Blocks astral travelers and magical energy. Spirits, Foci and dual beings cannot enter through the barrier. Vision on the astral plane is blocked. Everyone inside the barrier receives a +2 bonus to toughness against spells (+4 with a raise). The barrier has no effect on physical or living objects such as metahumans and bullets. )
- Physical barrier (Translucent blue force field which blocks everything physical larger than a molecule. If the barrier is left unmaintained, it has a toughness equal to the spell casters roll. If more than this amount of damage is dealt to the wall, it collapses. If the caster instead chooses to maintain the wall, a spellcasting roll opposes every attack. If the spell caster wins, the wall is sustained. Otherwise, it collapses. Maintaining the barrier is an action each round.

---

#### POLTERGEIST (SEASONED)

Works as Damage Field, except that the effect is stationary and has the size of a small blast template.

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#### SHADOW (NOVICE)

Works as the Obscure spell.

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#### SHAPE CHANGE (VARIES)

Works as normal. The rank (and difficulty) determines what mundane critters the spell caster can turn into.

- **Novice:** Hawk, rabbit, cat

- **Seasoned:** Dog, wolf, deer
- **Veteran:** Lion, tiger
- **Heroic:** Bear, shark
- **Legendary:** Great white shark

## SUMMON ELEMENTAL/SPIRIT

**Rank:** Veteran

**Power Points:** 5

**Range:** Smarts

**Duration:** Until two jobs given are accomplished or Sunset /Sunrise (whichever comes first). With a raise three jobs can be given. The creature must remain within 200 ft. of you or it goes back to its native plane.

**Trappings:** Choose an Elemental for a Magician and a Spirit for the Shaman. A Magician must have some of that element handy to do the summoning. The element or natural surrounding must be present for the Shaman to summon a Spirit. The Spirit will not leave that particular area (IE- A forest spirit will not leave a park, etc.).

**Send Away on Mission-** You can sacrifice the remainder of the jobs your creature owes you to send them on a mission outside of the normal range. The creature will single-mindedly attempt to accomplish this job until sunset/sunrise. It can go on the Astral and Physical planes to accomplish this.

## RITUAL CASTING

Takes 1 hour, but can affect anyone anywhere. The caster just has to know about the targets position. Note that this form of magic ceased to function during the 2060's.

TN is per spell +2 to casting and drain as it is more taxing to cast each spell.

## APPENDICES

### CONVERTING FROM SHADOWRUN

**NOTE: THIS SECTION IS SPECIFIC TO 4TH EDITION SHADOWRUN ONLY.**

Converting stats from one system to another is always more of an art than a science. However, most art has certain guidelines, and I have found the following works the best for me.

In general, I have found it easier to base the statistics on the Savage Worlds rules, by finding an equivalent item/npc/vehicle/power in the rules. Savage Worlds is generally a very homebrew-friendly system to work with, and I have not run into any major issues. (Except balance of course)

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### WEAPONS AND EQUIPMENT

General rules for converting equipment include:

- Armor Penetration is converted 1-for-1. Negative armor penetration is equal to no armor penetration
- Damage is converted from a similar weapon in SWDX
- Special abilities (smartlink, fire modes, etc.) are preserved from the weapons.

---

### MELEE WEAPONS

For melee weapons, find a weapon in the Savage Worlds deluxe Edition that sort of, kind of, has the same shape and size. Base it on that, and add a bit of AP, if it is present in Shadowrun. For example, the Combat Axe from the 20<sup>th</sup> anniversary edition of Shadowrun is based on the Battle-axe stats found in the SWDX. As for AP, I generally trade it 1-for-1, meaning that if the weapon has a -1 AP in Shadowrun, it has AP 1 in Savage Worlds. The Combat Axe then ends up at being a str+D8, AP1 weapon. Reach in savage worlds is reserved for weapons such as spears and halberds, and is therefore not factored in the axe.

---

### FIREARMS

For firearms, I saw a pattern emerge at one point. While I still compared them to similar guns in the SWDX, I noticed that the following DVs correspond to the following damages:

Shadowrun DV	Savage Worlds Damage
4	2D6
5	2D6+1
6	2D8
7	2D8+1
8	2D10

Everything above DV 8 requires special consideration. This includes stuff such as Shotguns and Autocannons. Shotguns always behave like the shotgun in the core rules. This includes shotgun pistols such as the Roomsweeper. Recoil is handled differently in Savage Worlds, so ignore that part. Availability is up to the GM and is handled primarily through roleplaying.

---

## ARMOR

Armor is a bit more complicated to convert to Savage Worlds. For one, Shadowrun has two different armor values, where Savage Worlds only has one. What I did was I took the riot gear from the Shadowrun rulebook, replaced those stats with the stats for the full body armor in Savage Worlds, and then I estimated the rest of the stats on the spectrum between no armor value, and +6 armor. Pay attention to what parts the armor would cover, since this is important in Savage Worlds, and not so much in Shadowrun. Common sense applies here.

---

## NPC'S

The easiest way to convert NPC's is to rebuild them using the Savage Worlds rules. If you are dealing with extras, such as corp-sec guard no. 26, simply give them a D6 in everything, and basic body armor, giving them a toughness around 7-ish. Remember that extras do NOT follow the rules for Player Characters and other wild cards, so there is no need to get fancy with complete stat blocks.

Important characters are made as Wild Cards using the standard rules in one of two ways. Either you rebuild it completely, or you use a handy chart and tweak the resulting character. I personally find the second method to be more trouble than its worth, but I like using the chart to estimate the NPC's level of expertise. The charts I talk of can be found in the Savage Worlds Conversion Data PDF, found here:

<https://www.dropbox.com/s/4vc9v9sux9uy13b/Savage%20Worlds%20Conversion%20Data.pdf>

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## VEHICLES AND DRONES

Vehicle conversion is relatively easy. The SWDX has stats on a number of different vehicles, and you just find a vehicle that resembles whatever vehicle you are trying to convert. There really is not a lot to go with on this one, just follow your gut.

Drones are treated as Extras, and when a Rigger jacks into one, he simply uses the extras stats (With a wild die, of course). Use the Body stat in Shadowrun to determine the drone's toughness via determining Vigor. (Ex. body 4 corresponds to vigor D10, which gives base toughness of 5) Then add Armor, by finding a piece of character armor with the same stats, and look up the armor value in this document. Lastly, add any Autosofts the drone has as Skills, and any armaments. Do not worry about basic attributes such as Smarts and Strength. For regular play, they are unimportant, and the GM would rule on any specific cases.

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## SPELLS

Savage Worlds is wonderful for converting spells. The generic powers can work for any spell, if combined with the right trapping. My advice would be to recreate the effect of the spell, rather than the spell itself. I also recommend merging a few very specific spells into a single spell, as I have done with the Detect spell. Due to the limited amount of powers a Savage Worlds character would normally get, it only makes sense to make as much functionality available to the players as possible.