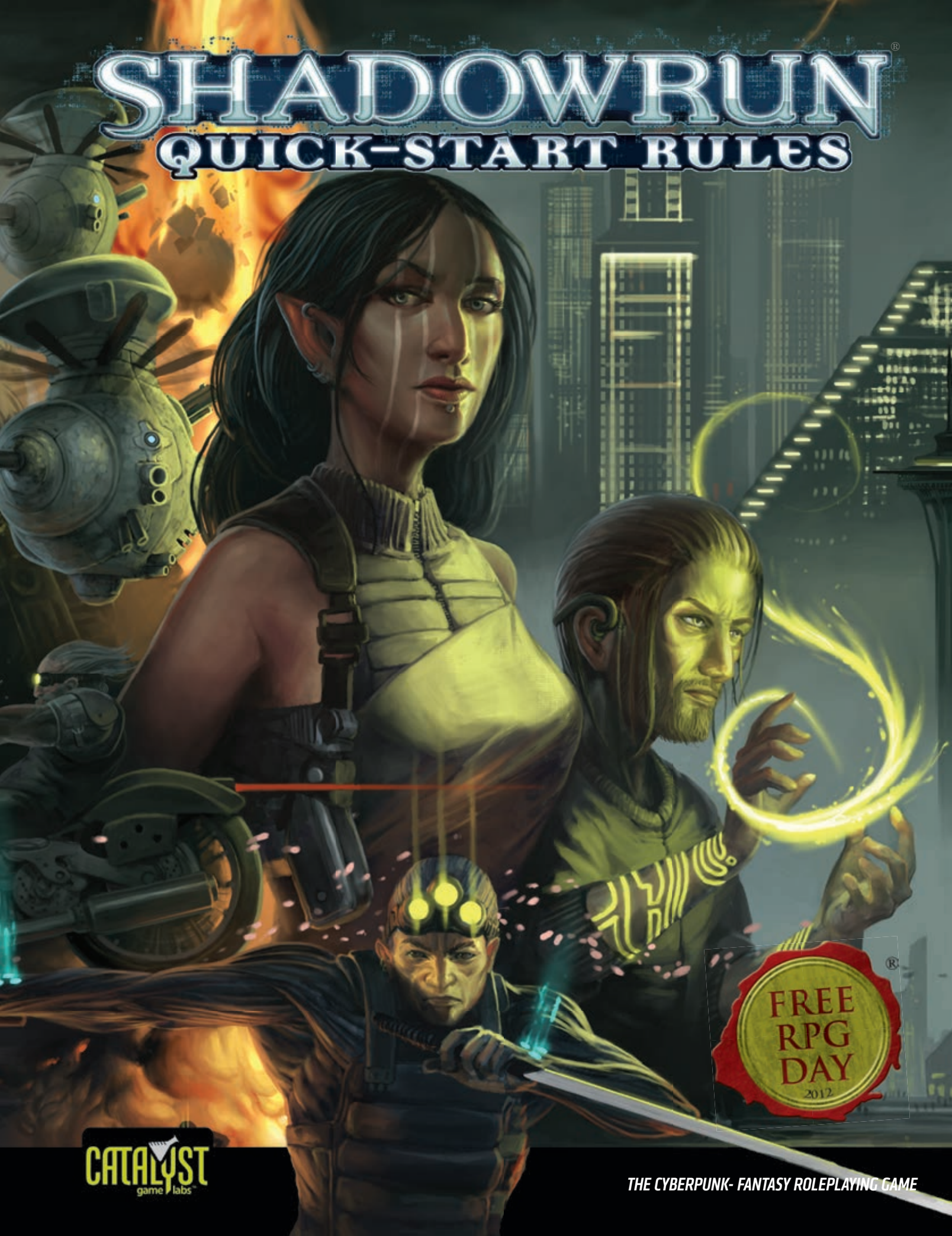


SHADOWRUN[®]

QUICK-START RULES



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THE CYBERPUNK- FANTASY ROLEPLAYING GAME



SHADOWRUN

You're a shadowrunner scratching out a living on the mean sprawl streets. You may be human, elf, dwarf, ork or troll, and your skills may make you a lethal street samurai, a jacked-in info broker, a spell-slinging mage or a code-cracking hacker. You may be a corporate pawn or a "deniable asset," but you always get the job done.

Shadowrun, Twentieth Anniversary Edition offers a rules system that is simple, integrated, and accessible. The state-of-the-art has also been advanced, introducing a new level of augmented reality, new gear, and new magical discoveries. This full-color rulebook contains all the rules gamemasters and players need to create characters and ongoing adventures set in the popular *Shadowrun* universe. *Shadowrun, Twentieth Anniversary Edition* is fully compatible with all *Shadowrun, Fourth Edition* books.



GETTING STARTED

Slip into *Shadowrun* with the following products that'll have you tossing dice and gunning in the shadows in no time!

PRODUCT

Shadowrun, Twentieth Anniversary Rulebook
Runner's Toolkit
Seattle: 2072
Sixth World Almanac
Runner's Companion

MSRP

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SHADOWRUN[®]

QUICK-START RULES

Some shadowrunners say that the scariest words in the English language are "Trust me." I don't buy it. Any runner worth the name doesn't have enough trust left in him to meet his grandmother for breakfast without legwork and backup. No—by my reckoning, the scariest words around are "It'll be easy."

That's what Frankie said just after his call interrupted me at a little club in Redmond, right in the middle of the first poker game in weeks where I actually had a chance to come out ahead. "Can't this wait, Frankie?" I asked, staring glumly through his translucent AR image at my ace-high two pair and cutting hurried glances over the cards at the three suspicious slots across the table. We hadn't been working with Frankie long, but he'd set us up with some decent jobs so it wasn't smart to blow him off.

"You tell me," the ork said cheerfully in his vaguely Noo Yawk accent. "You want the job or not? You guys ain't exactly been flush lately—"

"Yeah, yeah." I sighed. He was right. Me, I wasn't quite wondering if I was going to have to start selling cyberware pieces to make rent, but—

"Don't worry," Frankie soothed. "It'll be easy. In and out. But ya gotta make up yer mind now—the job's tonight and if you don't wanna meet with Johnson I gotta find somebody else."

The two pair beckoned me, and the bozos were making noises across the table. I held up a placating hand and sighed again. I noticed I'd been sighing a lot these days. "Okay, Frankie, okay. Send me the details and give me half an hour to get everybody together."

Frankie's tusks rose in a grin as he signed off. I looked at the cards again. Surely I had time to finish out the hand. "Okay, see and raise fifty," I said, tossing chips in the middle.

"Call," said one of the yahoos. With a smile that showed three kinds of teeth—bad, tobacco-stained, and missing—he dropped a full house on the table.

It was going to be one of those nights.



SHADOWRUN

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

CHARACTER RECORD SHEETS

These pages record important information about your character—sample characters with complete sheets are in the middle of this booklet for ease of removal and cutting up for use!

THE SHADOWS HAVE EVOLVED!

The year is 2072. The world is not only Awakened—it's wired. Cyber- and bioware implants make your meat body better-than-flesh, while the wireless Matrix enhances your perceptions with hyper-real senses. Deals are made in steel and lead more often than gold or nuyen; success and failure live only a razor's edge apart. Creatures of myth and legend walk the streets, while the arcane skills of spellslingers are in high demand. Above it all, monolithic megacorps bleed the world dry, sabotaging each other in covert cutthroat competition as they go to war over the bottom line.

You're a shadowrunner, a street operative, scratching out a living on the mean sprawl streets. You may be human, elf, dwarf, ork or troll. From lethal street samurai to well-connected info brokers, spell-slinging mages to code-cracking hackers; no matter what, you're a professional—corporate pawn or “deniable asset”—you get the job done.

WHAT'S A ROLEPLAYING GAME?

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

In *Shadowrun*, you roleplay within the dystopian near-future world of 2072, where your every action can earn you the street cred to turn you into a living legend...or leave you forgotten in a back alley.

QUICK-START RULES

We have specifically designed these quick-start rules (QSR) to drop you straight into the hyper-dangerous, shadowy streets of 2072 in minutes! Read through these quick-start rules, including the *A Night on the Town* encounter (p. 21), once ... it won't take long. Then jump right into playing *A Night on the Town*, which will have you practicing what you've just read, making the rules all the easier to understand and use.

Additional helpful information can be found along the sides of each page, pointing out useful tips and tricks for both players and gamemasters, as well as providing numerous examples—using the pre-generated characters found in these quick-start rules (see *Characters*, below)—of how the rules actually work in game play.

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

DICE

Shadowrun uses a number of six-sided dice to resolve actions—normally through **Tests** (p. 5). A typical player, even in these quick-start rules, may use up to a dozen dice at any one time, so having plenty on hand is a good idea.

For ease of reference, once players have read the rules, we've included a dice icon next to any rules that requires a dice roll.

CHARACTERS

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

Character Record Sheet

Character Record Sheets note the game statistics (numbers and information) that allow the personality that a player has interjected into his character to interact within the framework of *Shadowrun's* game system. In other words, as you move, interact with people and fight, all



SAMPLE CHARACTER EXAMPLES

What to look for ...

Throughout the QSR, we have placed special examples that refer to one of the four sample characters found in the middle of this booklet.

These examples will give you an idea as to how to use certain abilities a character possesses during game play. They also help to explain exactly how various rules work during actual game play.



the information you need to know for those actions is tracked on the Character Record Sheet. The Character Record Sheet also tracks damage done to your character during combat.

For these quick-start rules, pre-generated Character Record Sheets (in the middle of this booklet) have been provided, with all their game statistics already noted, so players can immediately jump into the action. The front of the Character Record Sheet includes an illustration and short description, while the back contains all the game statistics.

As players read through the various rules, they may find that glancing at one of the pre-generated Character Record Sheets after reading a particular section will enable them to better understand how a given rule—such as attributes, skills and so on—works.

METATYPES

Humans: Standard model!

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

Dwarfs: Short & stout with thermographic vision.

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

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

METATYPE

Characters may be of one of the five subgroups of Homo sapiens: human, elf, dwarf, ork, and troll. Non-humans are known as metahumans, while the five subgroups as a whole (including humans) are known as metahumanity. In the 2072s, humans are still the most numerous metatype.

ATTRIBUTES

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

PHYSICAL ATTRIBUTES

Agility represents fine motor control—manual dexterity, flexibility, balance, and coordination.

The **Body** attribute determines a character's resistance to outside forces: the character's cardiovascular fitness, immune system, how well she heals, and her muscle and bone structure.

A character's **Reaction** is her physical reflexes.

Strength denotes what a character's muscles can do, including things such as raw lifting power and running speed.

MENTAL ATTRIBUTES

More than just looks, **Charisma** represents a character's personal aura, self-image, ego, willingness to find out what people want, and ability to recognize what she can and can't get out of people.

Intuition covers "mental alertness"—the ability to take in and process information, to read a crowd, to assess a situation for danger or opportunity.

Logic represents memorizing ability and raw brainpower.

Willpower keeps a character going when she wants to give up, or enables her to control her habits and emotions.

SPECIAL ATTRIBUTES

A derived attribute, **Initiative** is the sum of Reaction and Intuition, plus any additional dice from implanted or magical reflex enhancers. As it implies, Initiative is used to make Initiative Tests (see *Tests*, p. 5), which determines the character's Initiative Score for a Combat Turn.

Only magically-active characters (such as the Combat Mage) have **Magic**, the measure of the ability to use magic and of the body's attunement to mana (the magic energy) that flows through our physical plane (see *The Awakened World*, p. 13).

ATTRIBUTES

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

INITIATIVE

Reaction + Intuition
+ Implant & Magic
modifiers +/- = **Initiative**

AUGMENTED ATTRIBUTED

In the Quick Start Rules, all modifiers from implants or magic are pre-calculated into your character's record sheet—just take the Initiative score and run with it!



CONDITION MONITORS

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

QUALITIES

Until you move to *Shadowrun*, *Twentieth Anniversary Edition*, take Qualities as guidelines as to how the character should be portrayed. If you don't like them, ignore them—when you get to build your own character, you'll be able to choose them yourself.

CONTACTS

The Character Record Sheets list a few **Contacts** for each Player Character. These are people that the character can call on for help—intel, equipment, backup, or just a shoulder to cry on.

SKILL EXAMPLES

Here's some examples of Skill and Attribute combinations:

- Firing a gun: **Firearms + Agility**
- Smack someone upside the head with a baseball bat: **Clubs + Agility**
- Reading a hastily scrawled note in Japanese: **Japanese + Intuition**
- Attempting to negotiate a better deal for a job: **Negotiation + Charisma**
- Casting a spell to heal an ally's wounds: **Spellcasting + Magic**

ATTRIBUTE RATINGS

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

CONDITION MONITORS

The **Condition Monitor** consists of two tracks. The **Physical Damage Track** displays wound damage and indicates when the character dies. The **Stun Damage Track** shows fatigue and stun damage and indicates when a character falls unconscious. (See *Resolving Damage*, p. 11, for more information.)

QUALITIES

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

SKILLS

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

ACTIVE SKILLS

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

SKILL RATINGS

Skill ratings are the numerical values assigned to skills and are written as the name of the skill, followed by the rating. For example, Infiltration 3 means the character has the Infiltration Skill at a rating of 3. The skill rating is added to the linked attribute to determine the number of dice rolled when that skill is used. For example, if the character with Infiltration 3 also had Intuition 4 she would roll 7 dice when making an Infiltration Test.

In these quick-start rules, the pre-generated Character Record sheets already note the total dice pool of a skill (see *Dice Pools*, below).

USING SKILLS

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



TESTS

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

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

DICE POOLS

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

When a player makes a test, she rolls a number of dice equal to her dice pool. The **dice pool** is the sum of the relevant skill plus its linked attribute. For these quick-start rules, on the pre-generated Character Record Sheets, the number in brackets following each skill is the total dice pool; i.e. the sum of the skill rating and the linked attribute value

To this dice pool, based upon circumstances—the character is injured, fighting at night without proper vision equipment, the attempted task is extremely difficult, and so on—the gamemaster will then assign additional plus or minus modifiers (bonus or penalty dice) to determine the final dice pool. *The Gamemaster's Screen* (p. 35) contains several tables that a gamemaster can use during the adventure to determine which modifiers may apply in a given situation. If the players find themselves in a situation not covered by any of the modifiers on the table, and yet the gamemaster feels that additional modifiers are needed, the gamemaster can also use those tables as guidelines to quickly create appropriate modifiers.

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

Defaulting

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

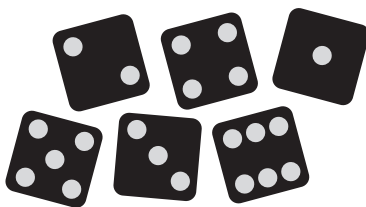
TARGET NUMBER AND HITS

When you roll the dice in *Shadowrun*, you do not add them together. Instead, you compare each individual die to the standard target number of 5. This target number never changes. Instead, as noted above, all modifiers—whether positive or negative—are applied to the dice pool (the number of dice rolled).

Each die that is equal to or greater than 5 (a 5 or 6) is considered a **hit**. The more hits, the better the result. Players should count the number of hits they score on each test and tell the gamemaster. Note that scoring one or more hits does not necessarily equal success—it is possible to score hits but still fail a test, if you don't score enough (see *Thresholds*, p. 6).

GLITCHES

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



DICE POOL

Skill + Attribute +/-
modifiers = **Dice Pool**

GAMEMASTER'S SCREEN

The Gamemaster's Screen on the inside back cover will be handy for players, too—you should print out extra copies or photocopy it, so you have a couple extra at the table!

TARGET NUMBER (TN)

Your target number is always 5. If you roll a 5 or a 6, that is a hit.

SAMPLE CHARACTER EXAMPLE

The Hacker: Success Test

The Hacker is trying to bypass an old maglock on a security door. The Hacker has a Hardware skill rating (part of the Electronics skill group) of 4. The linked Logic skill of 7 will provide a dice pool of 11. Now the gamemaster looks on the *Gamemaster's Screen* and doesn't see a modifier that applies in this case. Thinking on the fly (a very useful skill for a gamemaster), he determines that since the maglock is old, he applies a +2 dice pool modifier. This provides a final dice pool for the Hacker to make his Success Test of 13 dice:

7 (Logic attribute rating)
+ 4 (Hardware skill rating)
+ 2 (modifier for old maglock)
= 13

However, if the Hacker didn't have the Hardware skill, he would have to default to the linked attribute of Logic. This means that his dice pool for making the test would only be 8:

7 (Logic attribute rating)
+ 2 (modifier for old maglock)
- 1 (defaulting modifier)
= 8



NATURE OF GLITCHES

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

SUCCESS TESTS

Roll your dice pool—every 5 and 6 you get is a **hit**. The more hits, the better! Tell your GM how many hits you got, and your GM will tell you the results of your character's actions.

TELLING PLAYERS ABOUT THRESHOLDS

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

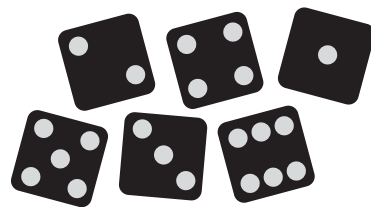
If a character rolls a glitch and scores zero hits, then she has made a critical glitch. Critical glitches are far worse than regular glitches—they may cause serious injury or even threaten the character's life.

DIFFERENT TYPES OF TESTS

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

SUCCESS TESTS

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



Thresholds

Hits represent a measure of achievement on a test. In order to succeed completely on a Success Test, you must meet or exceed a gamemaster-determined threshold with your hits. The higher the threshold, the more difficult the action. The average threshold is 2 (so 2 hits is necessary to succeed), though other tests may have a threshold as high as 4. If the threshold is larger than the character's dice pool, then there is simply no way the character can succeed.

The Difficulty Table on the *Gamemaster's Screen* (p. 35) provides an easy-to-use formula to determine thresholds, based upon the difficulty of the task.

Notation

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

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

The standard notation for a Success Test uses the skill called for by the test plus the skill's linked attribute, followed by the number indicating the threshold in parentheses. For example, the Success Test for using the Hardware skill with a threshold of 2 would be written as: "Hardware + Logic (2) Test." Note that additional modifiers the gamemaster may apply are not included in this standard notation as they can change from situation to situation.

If no threshold is listed, then the threshold for the test is 1.

OPPOSED TESTS

An Opposed Test occurs when two characters are in direct conflict with one another. In this case, the chance of success is based more on the opponent than the situation. When making an Opposed Test, both characters roll their dice pools and compare the number of hits. The character generating the greater number of hits achieves her goal.

In the event of a tie, the action is typically a stalemate, and the characters have to choose between continuing with another test or withdrawing. If the gamemaster needs a result on a tie, then rule in favor of the defending character.

Opposed Test Modifiers

Situational modifiers that affect both sides of an Opposed Test in an equal fashion are applied to both dice pools. Situational modifiers that give an advantage to one character

SAMPLE CHARACTER EXAMPLE

The Hacker: Rolling the Dice

In the Hacker attempting to bypass the Maglock example from the previous page, the Hacker has a dice pool of 13. Even though the gamemaster already applied a modifier to the dice pool for the age of the Maglock, after looking at the Difficulty Table (p. 19), he determines that it's an Average task and so only assigns a Threshold of 2.

The player rolls his 13 dice for a result of 1, 1, 1, 1, 1, 1, 2, 3, 3, 4, 4, 5 and 6. He's got 2 hits so he's opened the door! However, the player breathes a sigh of relief, because if he'd rolled just one more 1, he'd still have succeeded in opening the door, but he would've gotten a glitch in the process because half of his dice would've been 1s (and knowing the gamemaster, it would've been real good, like the old maglock short-circuiting as it was bypassed, giving the Hacker an electrical jolt of Stun Damage).



in an Opposed Test over another are only applied to the one initiating the action. Thresholds are never applied to Opposed Tests.

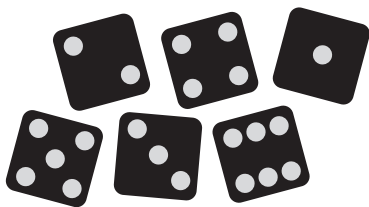
Opposed Test vs. a Group

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

Opposed Test Notation

When an Opposed Test is called for, write it out (as with the Success Test, it will make it easier to understand and train you how to quickly determine such tests for future games) using the skill + attribute for each side of the test: "Athletics + Strength Opposed Test." Many Opposed Tests, however, call for two different skills to be used against each other. For example, if a character is trying to sneak past a guard, the gamemaster would call for an "Opposed Test between the character's Infiltration + Agility and the guard's Perception + Intuition."

If the Opposed Test is between attributes, use the attribute in place of the skill: "Agility + Body Opposed Test."



COMBAT

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

THE COMBAT TURN

Combat proceeds in a sequence known as the **Combat Turn**. Each Combat Turn is 3 seconds long (20 per minute). The Combat Turn attempts to mimic real combat, resolving issues such as who acts first, who is faster on the draw, what happens when one character punches another, and so on. During the Combat Turn, each player—starting with the player whose character is the fastest—takes turns describing his character's action and rolls dice to see how well he performs it.

The gamemaster describes the actions and reactions of the non-player characters (NPCs), as well as the final outcome of all actions. Combat Turns may be broken up into a series of **Initiative Passes** if any characters have the ability to take extra actions in a Combat Turn. The point during each Combat Turn when a specific character can act is called an **Action Phase**.

For ease of reference during game play, gamemasters can refer to the Combat Turn Sequence Table (p. 35).

1. ROLL INITIATIVE

Determine Initiative for all the characters, and anything else that has an Initiative attribute involved in the fight. To determine a character's **Initiative Score**, make an **Initiative Test** using his Initiative attribute. Add the hits to your Initiative attribute—this total is your Initiative Score. The order of Initiative Scores from high to low determines the order in which the action will take place. The gamemaster should roll for and record the Initiative of all non-player characters.

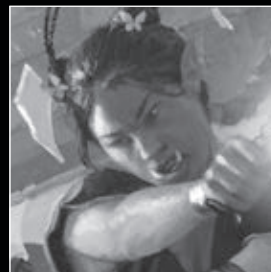
2. BEGIN FIRST INITIATIVE PASS

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

SAMPLE CHARACTER EXAMPLE

Combat Adept: Opposed Test

The Combat Adept is holding a door shut while a security guard tries to push it open. This test has no appropriate skill, so the gamemaster calls for a Strength + Body Opposed Test. The Combat Adept rolls eight dice [4 (Strength attribute rating) + 4 (Body attribute rating) = 8] and gets a 1, 2, 4, 4, 5, 5, 6, 6—four hits! The guard rolls nine dice [5 (Strength attribute rating) + 4 (Body attribute rating) = 9] and gets 1, 2, 3, 3, 3, 4, 5, 5, 6—only 3 hits; a net success of 1 hit for the Combat Adept. The Combat Adept gets lucky, and the door remains shut while his team escapes.



"When you cut someone nowadays, you don't know if they'll bleed or leak hydraulic fluid."
—Evil Eye, Tiger gang member

INITIATIVE

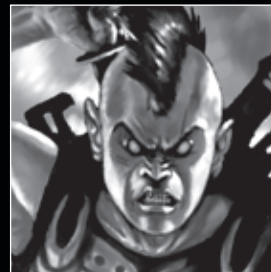
Reaction + Intuition +/-
Implant & Magic mods
= **Initiative**

SAMPLE CHARACTER EXAMPLE

The Street Samurai: Initiative

The Street Samurai has an Initiative attribute of 10 [5 (Reaction attribute rating) + 5 (Intuition attribute rating) = 10], so he rolls 10 dice on his Initiative Test. He rolls 1, 2, 2, 3, 3, 4, 5, 5, 6, 6 for a total of 4 hits.

That makes his Initiative Score 14 [10 (Initiative attribute rating) + 4 (Initiative Test hits) = 14]. The street ganger running his way with a baseball bat has an Initiative Score of 12, so the Street Samurai will go first.



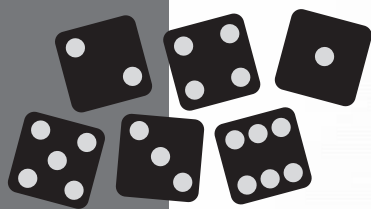


NUMBER OF ACTIONS

In the quick-start rules, the only character with multiple Initiative Passes is the Street Samurai—he has 3!

MOVEMENT RATES

Walking: 10m per Combat Turn
Running: 25m per Combat Turn



3. BEGIN ACTION PHASE

The acting character now declares and takes his actions.

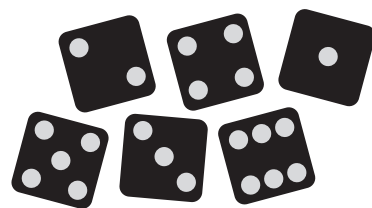
A. Declare Actions

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

The Combat Actions table found on each pre-generated Character Record Sheet describe which actions fall into the Free, Simple and Complex categories.

B. Resolve Actions

Resolve the actions of the acting character.



4. DECLARE AND RESOLVE ACTIONS OF REMAINING CHARACTERS

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

5. BEGIN NEXT INITIATIVE PASS

Once all of the characters have acted and all of the actions have been resolved for the first Initiative Pass, Steps 2 through 4 are then repeated for characters who get a second Initiative Pass due to implants, magic, or other abilities. This cycle is repeated in full for characters who get a third pass (if any), and then for those who get a fourth pass (if any).

6. BEGIN A NEW COMBAT TURN

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

MOVEMENT

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

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

Sprinting

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

COMBAT TESTS

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

Combat is handled as an Opposed Test between the attacker and defender.

The exact skills and attributes used depend on the type of combat, method of attack, and style of defense, as described in each section. Various modifiers may also apply. If the attacker scores more hits than the defender (the defender wins on ties), the attack hits the target. Otherwise, the attack misses.

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



THE COMBAT SEQUENCE

1. Declare Attack

The attacker declares an attack as part of the Declare Actions part of his Action Phase and spends an appropriate action depending on the type of attack. The defender also declares what method he is using to defend (see *Defending Against Ranged Combat*, p. 9 and *Defending Against Melee Attacks*, p. 11).

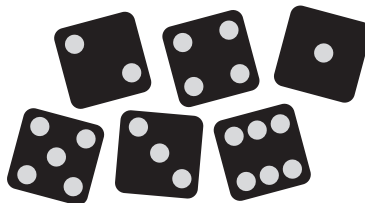
2. Apply Situational Modifiers

Apply appropriate situation dice pool modifiers to the attacker according to the specific attack (see the various tables on the *Gamemaster's Screen*, p. 35). Modifiers may also apply to the defender's dice pool depending on his method of defense.

3. Make the Opposed Test

The attacker rolls attack skill + attribute +/- modifiers. The defender rolls defending skill + attribute +/- modifiers.

If the attacker scores more hits than the defender (the defender wins on ties), the attack hits the target. Otherwise, the attack misses. If the attack hits the target, note the net hits (the number of the attacker's hits that exceed the defender's hits), as this is important.



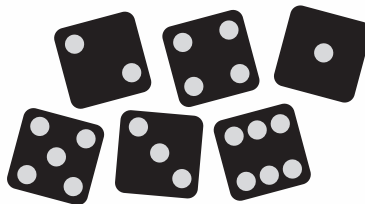
4. Compare Armor

Add the net hits scored to the base **Damage Value** of the attack (p. 12); this is the modified Damage Value. Determine the type of armor used to defend against the specific attack, and apply the attack's **Armor Penetration** modifier; this is the modified Armor Value.

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

5. Damage Resistance Test

The defender rolls Body + modified Armor Value to resist damage. Each hit scored reduces the modified Damage Value by 1. If the DV is reduced to 0 or less, no damage is inflicted.



6. Apply Damage

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

RANGED COMBAT

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

RANGED ATTACK MODIFIERS

Using a weapon is not always as easy as it might seem. Weapon accessories, range, intervening terrain, atmospheric conditions, and the movement of the attacker and the target can apply dice pool modifiers. The Ranged Combat Modifiers Table on the *Gamemaster's Screen* (p. 35) includes a list of such modifiers.

To determine the attacker's final dice pool for a ranged attack, add up all the applicable modifiers and apply that sum to the character's Agility + appropriate combat skill. The result is the final, adjusted dice pool. If the dice pool is reduced to 0 or less, the attack automatically fails.

In these quick-start rules, each weapon type has specified Short (S) and Long (L) ranges, along with range modifiers, listed directly on the Character Record Sheets. Distances are measured in meters.

DEFENDING AGAINST RANGED COMBAT

There is no skill that applies to defending against ranged attacks—defending characters simply roll Reaction (the defaulting modifier does not apply, however; see p. 3).



ACTION PHASE

See 3, p. 8

DECLARE ACTIONS

See 3A, p. 8

DAMAGE VALUE

The Damage Value of every weapon is listed after its name, in brackets, like this:
[Damage: 5P]





SAMPLE CHARACTER EXAMPLE

The Street Samurai: Combat

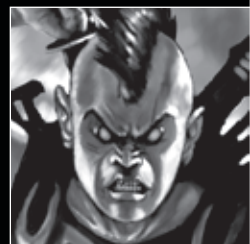
The player controlling the Street Samurai isn't about to let a punk street ganger hit him with a baseball bat. When it is his Action Phase, the player declares one Simple Action to ready his Ceska Black Scorpion (after checking the Gear & Lifestyle section of his character's sheet, the player thinks the Remington Roomsweeper and Ruger 100 aren't right for the situation). For his next Simple Action, he declares he will fire his weapon in semi-automatic mode. Finally, just to be on the safe side (the Street Samurai is not scared, he's smart), he uses his free action to run backwards; put some distance between him and the attacker ... a baseball bat could hurt.

Normally during this first stage of the Combat Sequence (see 1. Declare Attack, p. 7), once a character declares an attack, the defending character declares what method he will use to defend. However, for ranged combat, there are no additional defensive methods; the defender simply uses his Reaction rating as the total dice pool for the Opposed Test.

The controlling player of the Street Samurai adds up all applicable modifiers for ranged combat. First, as the ganger is running at him—as described by the gamemaster in the set-up of the situation—he is within ten meters, and so the range is short: after looking at the information in the brackets following the Ceska Black Scorpion on the Character Record Sheet, the controlling player notes there are no range modifiers. Next, the player checks the Ranged Combat Modifiers Table on the Gamemaster's Screen (p. 19) and finds two modifiers that apply: -2 modifier for attacker running, and +2 modifier for his smartlinked weapon (after checking his Character Record Sheet to make sure he's got Smartlink cyberware).

Since both modifiers cancel each other out, the controlling player simply adds the Street Samurai's Agility rating to the character's Automatics skill (taking into account his Machine Pistol specialization): he remembers that all he has to do is look at the brackets after the skill rating on the Character Record Sheet to find the sum of both ratings: his final dice pool for this Opposed Test is 12 [5 (Agility attribute rating) + 7 (Automatics skill rating) = 12]. He rolls 1, 1, 2, 3, 3, 3, 4, 4, 4, 5, 6, 6—only a total of 3 hits. Ouch.

The gamemaster, controlling the non-player character of the street ganger, rolls the NPC's Reaction, which is 4. He rolls a 1, 2, 5, 5—for 2 hits. A great roll for only 4 dice, but not good enough. The Street Samurai wins the Opposed Test (he notes the 1 net hit) and strikes the ganger!



FIRING MODES

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

Single Shot Mode

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

Semi-Automatic Mode

Guns that fire in semi-automatic mode can be fired twice in the same Action Phase. Each shot requires a Simple Action and a separate attack test. The first shot is unmodified; the second shot, if fired in that same Action Phase, incurs a -1 recoil dice pool modifier.

MELEE COMBAT

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

MELEE MODIFIERS

Various factors may affect a character's ability to attack, parry, or dodge in melee combat. The Melee Modifiers Table (p. 35) includes a list of such modifiers.

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

DEFENDING AGAINST MELEE ATTACKS

Defenders have three choices for defending against unarmed attacks.

Melee Weapon in Hand: If they have a melee weapon in hand, they can parry the attack by rolling Reaction + the appropriate weapon skill.

Use Unarmed Combat Skill: If they have Unarmed Combat skill, they can choose to block by rolling Reaction + Unarmed Combat.

Dodge: Or they can simply dodge out of the way using Reaction + Dodge.



RESOLVING DAMAGE

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

TYPES OF DAMAGE

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

Physical Damage

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

Stun Damage

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

FREE ACTIONS

- Counterspelling
- Drop Object
- Drop Prone
- Eject Smartgun Clip
- Gesture
- Speak/Text Phrase
- Run

SIMPLE ACTIONS

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

COMPLEX ACTIONS

- Melee/Unarmed Attack
- Reload Firearm
- Spellcasting
- Use Skill

SAMPLE CHARACTER EXAMPLE

The Street Samurai: Combat

Continuing with the Street Ganger and Street Samurai combat sequence example from the previous page, during the ganger's Action Phase, the gamemaster expends the NPC's free action to continue running. He also determines that the Street Samurai, while running backwards, simply cannot move as fast as the running ganger, who began the entire Combat Sequence already running, so he catches up to the Street Samurai.

Next, the gamemaster declares that the Street Ganger will expend a single Complex Action to initiate a Melee attack against the Street Samurai.

At this stage, the controlling player of the Street Samurai announces which defensive mode he will use. After looking at the three options under *Defending Against Melee Attacks*, he decides to use his character's Unarmed Combat skill.

The gamemaster looks at the Melee Modifiers Table to find which modifiers apply. Since the ganger is running and attacking, he receives a +2 modifier for making a charging attack. No other modifiers apply. The gamemaster adds that +2 modifier to the sum of the Street Ganger's Agility rating plus Club skill: his final dice pool for this Opposed Test is 8 [4 (Agility attribute rating) + 4 (Club skill rating) + 2 (charging modifier) - 2 (Injury modifier—see *Damage* example on p. 10) = 8]. He rolls 2, 3, 4, 5, 5, 6, 6—a total of 5 hits. Nice roll!

The controlling player for the Street Samurai rolls his Reaction plus Unarmed Combat skill, which provides a total dice pool of 8 [5 (Reaction attribute rating) + 3 (Unarmed Combat skill rating) = 8]. He rolls very well—1, 1, 2, 5, 5, 6, 6—a total of 5 hits! It's a tie, and ties always go to the defender, so the Street Ganger fails to strike the Street Samurai with his baseball bat.



DAMAGE CODES

All weapons have Damage Codes that indicate how difficult it is to avoid or resist the damage, and how serious the actual wounds are that the weapon causes. A weapon's Damage Code consists of two numbers representing Damage Value (DV) and Armor Penetration (AP). These are separated with a slash, with DV to the left and AP to the right of the slash. So a weapon with a Damage Code 7/-1 has a Damage Value 7 and an Armor Penetration of -1.

Damage Value (DV)

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

Armor Penetration (AP)

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

ARMOR

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

Ballistic and Impact armor ratings are noted as (B/I), with Ballistic armor to the left of the slash and Impact armor to the right.

Ballistic Armor

Ballistic armor protects against projectiles that deliver large amounts of kinetic energy to a small area in short amounts of time, such as bullets, bolts, and arrows.

Impact Armor

Impact armor protects against attacks with lesser kinetic transfer: blunt projectile weapons, explosives, melee weapons, and stun ammunition.

HIDDEN ARMOR

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

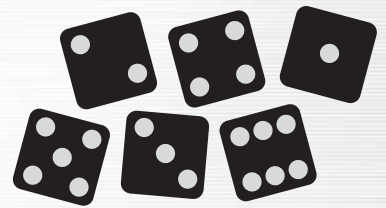
DAMAGE RESISTANCE TESTS

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

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

APPLYING DAMAGE

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



Wound Modifiers

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

Condition Monitor Tracks

The Physical Damage Track has a number of boxes equal to 8 plus half a character's Body attribute (round up). The Stun Damage Track has a number of boxes equal to 8 plus half a character's Willpower attribute (round up). For these quick-start rules, all four Character Record Sheets have a pre-calculated Condition Monitor.

Unconsciousness

When all of the available boxes in a track (Physical or Stun) are filled in, the character immediately falls unconscious and drops to the ground. If the Stun track is filled in, the character is merely knocked out. If the Physical track is filled in, however, the character is near death and will die unless stabilized.

Exceeding the Condition Monitor

When the total number of boxes in a column (Physical or Stun) are filled in, and damage still remains to be applied, one of two things happens: If the damage is Stun, it carries over into the Physical column. When Stun damage overflows in this manner, the character also falls unconscious; he or she does not regain consciousness until some of the Stun damage is healed and removed from the Stun column.

If a character takes more Physical damage than he has boxes in the Physical column, the character is in trouble. Overflowing the Physical column means the character is near death. Instant death occurs only if damage overflows the Physical column by more than the character's Body attribute. Characters whose Physical damage has overflowed the Physical column by less than their Body attribute can survive if they receive prompt medical attention. If left unattended, such a character takes an additional box of damage every (Body) Combat Turns for blood loss, and shock. If this damage exceeds the character's Body attribute before medical help arrives, the character dies.

THE AWAKENED WORLD

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

Some people in *Shadowrun* have the rare gift to use the power of magic. They are the Awakened: magicians. By using their gift to manipulate mana, magicians cast spells (the art of Sorcery). An Awakened character has a Magic attribute of 1 or greater.

Magicians follow many different traditions. A tradition is a set of beliefs and techniques for using magic. It colors the magician's outlook and affects how the magician learns and uses magic. The most common traditions are hermetic and shamanic; the only pre-generated character in these quick-start rules with the ability to use magic follows a hermetic tradition (see *Combat Mage*, at the center of the booklet).

SAMPLE CHARACTER EXAMPLE

The Street Samurai: Damage

In the Street Samurai successfully shooting the Street Ganger example from the previous page, the controlling player of the Street Samurai looks at his Character Record Sheet. He informs the gamemaster that the Ceska Black Scorpion has a Damage Value of 4P, increased to 5P for the 1 net hit. The gamemaster then looks at the NPC game stats for the Street Ganger and notes he has Body 3 and is wearing 4 points of armor. The gamemaster rolls his 7 dice pool [3 (Body attribute rating) + 4 (points of armor) = 7] for the Damage Resistance Test. He rolls a 1, 1, 2, 2, 3, 3, 6—only 1 hit! This reduces the 5P Damage Value from 5 to 4 (5 - 1 = 4).

The controlling player of the Street Samurai notes that if he'd used the Remington Roomsweeper with its -1 Armor Piercing modifier, that would've forced the Street Ganger to roll with one less dice on the Damage Resistance Test, which might have meant even one more point of damage! Maybe he'll switch guns on the next Initiative Pass.



SAMPLE CHARACTER EXAMPLE

The Street Samurai: Damage Continued

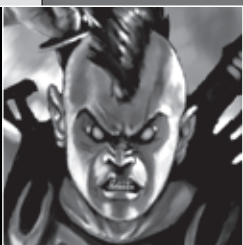
The gamemaster notes the 4 points of damage on the Street Ganger's Physical Damage Track, marking off the first three squares from left to right on the first row, and then moving to the first square on the far left of the second row on the Physical Damage Track and marking off one more square. The gamemaster notes that while the first row of the condition monitor is full, the second is not yet filled up, so the Street Ganger will now incur a -1 modifier to almost any test he makes in the future. If the Street Ganger takes 6 more points of Physical Damage, he'll fall unconscious immediately.



SAMPLE CHARACTER EXAMPLE

The Street Samurai: Excessive Damage

In another Combat Sequence, yet another poor Street Ganger gets hit and hit hard: 12 boxes of damage. His Physical Condition Monitor has 10 boxes, so the damage overflows. His Body attribute is 3 and he took 2 extra boxes of damage. The Street Ganger's teammates are trapped and can't get to him, so on the 3rd Combat Turn after taking that damage, the Street Ganger loses another box—the third overflow box, the maximum he can take. Now he only has 3 Combat Turns for his friends to reach him before it's too late. If they don't reach him, may as well feed his corpse to the Devil Rats.



SIXTH WORLD

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

SPELL TYPES

Physical: Resisted by Body

Mana: Resisted by Willpower

MAGIC ACTIONS

Spellcasting: Complex

Counterspelling: Free

SPELL DESCRIPTIONS

To try and make them as easy as possible to use in these quick-start rules, spells are written out using the following format:

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

NAME: Name of the spell

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

W: Either “Touch,” “LOS” or “LOS (Area).”

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

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

Z: If additional effects apply, they are explained here.

AWAKENED ATTRIBUTES

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

MAGIC

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

FORCE

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

MAGIC USE

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

SORCERY

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

Spellcasting

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

All spells fall into two categories: **Physical** (P) and **Mana** (M); the Combat Mage’s spells note their type directly on his Character Record Sheet (in the middle of the booklet). A target resists a Physical spell using the Body attribute and a Mana spell using the Willpower attribute (see *Opposed Tests*, p. 6).

Using Spellcasting requires a complex action.

Counterspelling

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

Using counterspelling is a free action.

CASTING A SPELL

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

STEP 1: CHOOSE A SPELL

The character chooses the spell she wants to cast. She can cast any spell she knows. If the magician has any other spells currently active, called **sustained spells**, she must choose whether to drop them or keep them active while she casts the new spell. The Combat Mage’s spells and descriptions are listed directly on the Character Record Sheet (in the middle of the booklet).

STEP 2: DETERMINE THE FORCE

The Force for a spell equals the spellcaster’s Magic rating.

STEP 3: CHOOSE THE TARGET(S)

A spellcaster can target anyone or anything she can see directly with her natural vision. This is known as Line of Sight, or LOS. Some spells can only be cast on targets the caster touches—these targets do not need to be seen, but the caster must succeed in an unarmed attack (see *Melee Combat*, p. 11) to touch an unwilling target of such a spell.



Note that ranged combat visibility modifiers (see Ranged Combat Modifiers Table, p. 35) also reduce the magician's Magic + Spellcasting dice pool when casting spells.

Area Spells

Some spells target areas or points in space; in this case the caster must be able to see the center of the area affected. The base radius for all area spells is the Force in meters.

Area spells affect all valid targets within the radius of effect, friend and foe alike (including the caster); this applies whether the caster saw all valid targets or not.

STEP 4: MAKE SPELLCASTING TEST

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

STEP 5: DETERMINE EFFECT

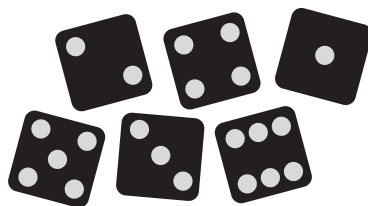
Some spells simply require a Success Test, with hits determining the level of success (as noted in the spell description). The Magic + Spellcasting test must generate at least one net hit to succeed and may need more if the effect has a threshold for success.

Opposed Tests

Spells cast on living or magic targets are often resisted, and an Opposed Test is required. For area spells, the magician rolls only once, and each target resists the spell separately. As previously noted, the target resists physical spells with the Body attribute and mana spells with the Willpower attribute. If the target is also protected by Counterspelling, she may add Counterspelling dice to this Resistance Test. A spell cast on a non-living, non-magic target is not resisted, as the object has no life force and thus no connection to mana with which to oppose the casting of the spell.

Glitches

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



SAMPLE CHARACTER EXAMPLE

Street Shaman: Spellcasting & Counterspelling

The gamemaster has a Radical Eco-Shaman NPC. During the NPC's Action Phase of a combat turn, the gamemaster decides to fire a Manaball (mana) spell at the Street Shaman. It's an area affect spell and since the Street Samurai, Hacker, and Combat Adept (see character sheets at the end of the booklet) are standing right beside her, the spell will potentially affect all four characters.

The Force of the spell is automatically 5, as the Radical Eco-Shaman's Magic attribute rating is 5. To that dice pool he adds the NPC's Spellcasting skill rating of 3. Next, the gamemaster looks at the Visibility Modifiers Table (p. 19) and notes that since there is a light rain, an additional -2 modifier applies. Finally, the Radical Eco-Shaman NPC has taken 3 boxes of Physical Damage, which applies a -1 modifier as well. The total dice pool is 5 [5 (Magic attribute rating) + 3 (Spellcasting skill rating) - 2 (rain visibility modifier) - 1 (3 boxes of Physical damage) = 5].

The gamemaster rolls the 5 dice—2, 5, 5, 5, 6. A result of 4 hits! As noted under Opposed Tests (p. 5), even though the spell is targeting four characters, the gamemaster only makes the one roll and the character's each make their own resistance test and compare that to the single roll. The Street Samurai rolls 3 dice (Willpower attribute rating)—2, 5, 5. A result of 2 hits. The Hacker rolls 3 dice (Willpower attribute rating)—2, 3, 4. Zero hits, ouch! The Combat Adept rolls 2 dice (Willpower attribute rating)—5 and 6. A result of 2 hits.

Finally, the Street Shaman doesn't simply make a Willpower Test. As he has the Counterspelling skill (part of the Sorcery skill group) that allows him to defend against spells, he rolls a Willpower + Counterspelling Test. The total dice pool is 9 [5 (Willpower attribute rating) + 4 (Counterspelling skill rating) = 9]. However, as he's also defending the other three characters, before the player rolls the dice, he must separate the Counterspelling dice (to be used for the spell defense) from his Willpower dice, as only hits from the Counterspelling dice can be applied to the other character's Willpower Test. He first rolls his 5 Willpower dice—2, 3, 3, 4, 5. One hit. He then rolls his 4 Counterspelling dice—1, 5, 5, 6. Three hits! Those three hits can now be added to the Willpower Tests of the other characters. To resist the manaball spell now, the Street Samurai has a result of 5 hits [2 (Street Samurai's Willpower hits) + 3 (Combat Mage's spell defense hits) = 5], the Hacker a result of 3 hits [0 (Hacker's Willpower hits) + 3 (Combat Mage's spell defense hits) = 3] and the Combat Adept a result of 5 hits [2 (Combat Adept's Willpower hits) + 3 (Combat Mage's spell defense hits) = 5]. Finally, for the Street Shaman himself, he has a result of 4 hits [1 (Street Shaman's Willpower hits) + 3 (Street Shaman's spell defense hits) = 4].

Finally the gamemaster compares the number of hits from the spell cast by his Radical Eco-Shaman to the resistance tests of all four characters to determine which has the higher numbers of hits. He quickly finds that due to the excellent spell defense of the Street Shaman, three of the four characters escape without any damage. The Hacker, however, takes the full brunt of the Manaball spell.



"Magic is a gift. It's a way to be closer to the natural forces around us—to work in harmony with them to bring about beneficial change. Magic is not a thing to fear, but to embrace."

—Li,
Magical Consultant

"Magic is power—the ultimate rush, ultimate control—kicking butt and taking names."

—Sandra T,
Student, Massachusetts
Institute of Technology and
Thaumaturgy (MIT&T)

COUNTERSPELLING

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

SPELL DEFENSE

A magician can use Counterspelling to defend herself and others against a spell being cast. To do this, the magician must spend a Free Action and declare who she is protecting.

If Counterspelling was not declared in advance, it may not be used to defend others. A protected character must also stay within the magician's line of sight in order for Counterspelling to be used. Note that a magician can always use Counterspelling to defend herself.

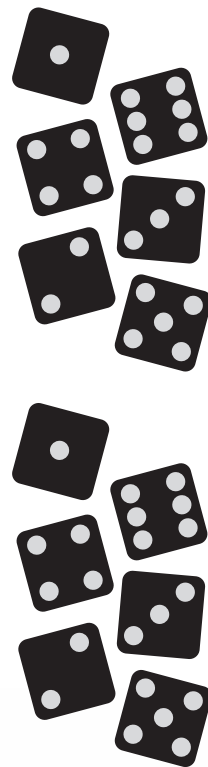
When a protected character is targeted with a spell, the magician rolls Counterspelling dice in addition to the appropriate attribute (Body or Willpower) for the resistance test. Hits generated on this test reduce the net hits of the spell's caster. If multiple protected characters are targeted by the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

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

DISPELLING SUSTAINED SPELLS

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

The dispelling magician makes a Counterspelling + Magic Opposed Test against the spell's Force + caster's Magic. Each net hit scored on this test reduces the hits from the original test to cast the spell. If a spell's hits are reduced, any effects the spell applies are also reduced accordingly. If the spell's hits are reduced to 0, the spell immediately ends.



THE WIRELESS WORLD

In 2072, a world of augmented perceptions and wireless connections exists: the Matrix. It is built to ensure that it is omnipresent, accessible from all locations, and integrated into daily life. Nearly everyone is part of this interlinked electronic world, whether they will it or not. Your personal **commlink** allows you to be online wherever you go, 24-7-365.

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

AUGMENTED REALITY

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

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

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

HOW THE MATRIX WORKS

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

Every character possesses basic computer and electronics skills. Standard denizens of the Sixth World use their commlinks/PANs on a constant basis to make telecom calls, experience augmented reality, search for data, keep in touch with teammates, and manage their finances.

Commlinks are the ultimate personal networking tool. They are a combination wireless router, cellphone, vidcam, PDA, GPS unit, chip reader, wallet/credstick, and mobile gaming device—all in one easy-to-carry package that can fit inside your pocket.

Commlinks serve as the primary hub for your PAN, allowing you to access and manipulate all of your PAN-connected electronics through your commlink.



Arrow (from ARO, or Augmented Reality Object)—Virtual representations (usually visual graphics) used to represent things in augmented reality.

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

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

Better-Than-Life (BTL)—Hyper-real levels of simsense that are potentially dangerous and addictive.

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

Dead Zone—A location with no wireless networks.

Dot (from DOT, or Digital Object Tag)—Data attached to AROs/icons within augmented reality.

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

Firewall—A program that guards a node from intrusion.

Grid—A series of interlocking networks.

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

Icon—The virtual representation of a program in the Matrix.

Commlinks also provide you with instant wireless access to the world around you. Not only can you access data via the Matrix, but you can access the wireless devices and networks in your vicinity.

COMMCODES AND ACCOUNTS

Everyone who uses the Matrix has an access code. Your access code is like a phone number; it's how others know where to reach you online. It's also a way in which you may be tracked. Many parts of the Matrix are open to public access, just like a web page—anyone can go there and view the contents.

In order to enter some **nodes** (devices or networks), however—especially private ones—you must actually log in to an account. The type of account you have determines what actions you can legitimately take on that particular node.

MATRIX PERCEPTION

As already noted, with augmented reality, you do not perceive yourself as "within" the Matrix—you see aspects of the Matrix digitally overlaid upon the real world around you. As such, when you access a node, you do not "go there," but you see an icon of that node "projected" in your vision. In digital terms, your connection is passed from node to node until you reach your destination.

HACKING

While there are legions of important nodes that the public can easily access, for shadowrunners, the nodes they usually need to access the most will be illegal. As such, no shadowrunning team can expect to get by for long without a hacker on their side. Hacking is called for whenever you wish to manipulate the programming of computers and electronics—especially Matrix nodes—in ways that are not authorized.

Hacking is centered around defeating a node's firewall and breaking in. If you successfully hack into the node (a device or network), you'll be able to then attempt to manipulate that computer device or network.

PROGRAMS

Programs are the software tools that you use to make things happen in the Matrix. Programs come in many types. For these quick-start rules, only the Exploit program (to hack in to a protected node) and Attack program (for crashing/controlling an active program once you're inside a node) are used.

Programs have variable ratings, normally in the range of 1 to 6. A program's rating is the number of dice added to the dice pool when that program is used in a test.

MATRIX TESTS

Matrix skill tests use the same skill + attribute dice pool as other tests, except that since you are interfacing with the machine world, you use an appropriate program attribute in place of your character's attribute.

Hacking In

To hack into a specific node, you make a Hacking + Exploit Test. The Threshold for the test depends upon the node in question. For example, the Threshold for the Stuffer Shack in the adventure (p. 15) would likely only be a 2 (though the gamemaster can increase this value if he feels it appropriate).

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

Hacking into a node requires a Complex Action.

Once You Are In

Once you're inside the node, you then make a Hacking + Attack Test to attack an active program icon, which will crash that program. The Threshold for the test depends upon the active program in question. For example, to stop the cleaning robot working on that spill in aisle 2 in its tracks would only be a Threshold of 1. However, to crash the security cameras (even at a Stuffer Shack) would likely be a Threshold 3. It is up to the gamemaster to determine the exact Threshold based upon what active program is being attacked.

The number of successful hits determines what a player can ultimately accomplish. For example, if a player attempts to crash the security cameras and only nets one success, the cameras simply cease to function. However, if he nets two success, he might be able to loop the image so that the same scene

appears over and over again; if someone views the images, they will not notice right away that it's being manipulated. If he nets four success, he can insert a manufactured image that places four other characters in the Stuffer Shack, and so on. Again, the only limitations are the player's imagination and the gamemaster's guidelines of what can be accomplished and how difficult it is to achieve.

Crashing a program requires a Complex Action

MATRIX ROLEPLAYING

It should be noted that compared to the rest of these quick-start rules, the rules for how to use the Matrix are lightly covered. This has been done on purpose, not only to accentuate the roleplaying nature of the Matrix, but also to allow both the players' and gamemaster's imaginations to fly during the adventure!

Once players dive into the more fully-fleshed out rules of the Matrix found in *Shadowrun, Twentieth Anniversary Edition*, they'll find a host of exciting additional rules. For example, in these quick-start rules, players are able to hack into the node of the Stuffer Shack and then manipulate to their heart's desire, dice rolls allowing. However, the owners of such nodes don't like hackers manipulating their systems and have security; a node can bite back with just as much deadly power as a manaball spell or high-powered weapon!

SAMPLE CHARACTER EXAMPLE

The Hacker: At Aces

Upon entering Aces the gamemaster decides to throw the player characters right into the fire and a gun battle erupts. While the other three characters move to deal directly with the threat, the Hacker does what he does best and hides behind a pool table while he hacks into the club's node (as it's all a wireless network, he doesn't have to plug in anywhere, but simply uses his commlink to get to work).

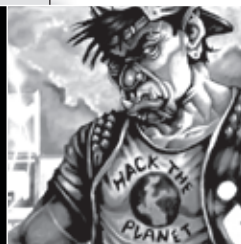
During the Hacker's Action Phase of the first Initiative Pass, the controlling player needs to make a Hacking + Exploit Test. The gamemaster tosses in a -1 modifier for the distraction of the firefight; the Hacker is in the back of the action and not directly targeted, so it's only a -1. Finally, the gamemaster tells the player that since it's only a simple club node, the Threshold is 2.

The player's final dice pool is 7 [4 (Hacking skill rating) + 4 (Exploit program rating) -1 (situation modifier for gun fight) = 7]. He rolls 1, 1, 3, 4, 5, 5, 6. With three successes, the Hacker beats the Threshold and hacks into the node.

Now it's really time to down get to business. He's got to wait until the next Combat Turn when he's got an Action Phase again (as hacking in required a Complex Action). When it's his turn, the controlling player decides to crash the lights to give his side an advantage; the Street Samurai and Combat Adept both have gear with low-light vision and the dwarf Street Shaman has natural thermographic vision.

The player needs to make a Hacking + Attack Test. This time, however, one of the NPCs is starting to target the Hacker directly and so the gamemaster ups the situation modifier to -2. However, since it's only the lights—and not something more important, like the security cameras—the gamemaster leaves the Threshold at 2. The player's final dice pool is 6 [4 (Hacking skill rating) + 4 (Attack program rating) -2 (situation modifier for gun fight) = 6]. He spends the complex action and rolls 1, 2, 5, 5, 6, 6. Four hits! This easily crashes the lights and they go out. However, due to the net success of 2 hits [4 (total hits) - 2 (Threshold) = 2] the gamemaster allows the player control of the lights. For example, the Hacker might leave the lights off on his team's side of the store, while turning the lights on the far side of the store where their attackers are located into a strobe (flashing on and off to distract).

On subsequent Combat Turns, the Hacker can actively engage in combat, or he can continue to find ways to help his team in his own unique fashion. Perhaps he'll turn on the taps at the bar, making parts of the floor wet and slick for additional distractions, or, after a teammate slides a home-made explosive into the microwave behind the bar, he'll turn it on and over-power the setting to blow it and the explosive right as an enemy passes by. The only limits are the player's imagination!



Intrusion Countermeasures (IC)—Any software program installed in a computer system (host) with the express purpose of protecting that system from unauthorized users. Pronounced “ice.”

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

Matrix—The worldwide telecommunications network.

Meshed—Slang for online, connected to the Matrix.

Mesh Network—

A network in which every device on the network is connected to every other device.

Networks—Interacting groups of computerized devices.

Node—Any device or network that can be accessed.

Operating System (OS)—The master program that controls a specific device.

Personal Area Network (PAN)—The network created by all of the wirelessly-linked electronic devices carried on (or within) a person. The commlink is usually the primary hub of this network.

Persona—The “shell” program that represents a user in the Matrix; the user's icon.

Simsense (aka sim, simstime)—

Hardware and programs that enable a person to experience the recorded experiences of someone else.



... A NIGHT ON THE TOWN ...

A **Night on the Town** is a short scenario to get players into the action in the Sixth World. It's a simple scenario where the players find themselves in the middle of a desperate situation in a run-down bar, leaving them to figure out how they can save the man who planned to hire them—while also getting out with their own skins intact.

Gamemasters should review this brief scenario so they're familiar with the basic plotline and characters before running it. The scenario contains the following sections:

- **What's Up, Chummer?** A summary of the set up for the scenario.
- **Tell It to Them Straight.** Text that is meant to be read aloud to players to introduce them to the scenario.
- **Behind the Scenes.** Info about the location and people involved in the scenario.
- **Lights, Camera, Action!** A description of how characters act and react once the action gets going.
- **Pushing the Envelope.** A suggestion for adding an extra twist to the scenario to keep the runners on their toes.
- **The Cost of Battle.** Information on a way to add descriptions of the toll of the ongoing chaos.
- **Character Statistics.** Game statistics for player and non-player characters.

WHAT'S UP, CHUMMER?

It was a dark and stormy night. Yes, really. A thunderstorm rolled into Seattle shortly before our intrepid band of shadowrunners are due to meet their Mr. Johnson at a seedy dive at the edge of the Redmond Barrens. Aces, better known to regulars as "The Scumpit," is a dive in every sense of the word. A broken-down, festering pit filled with peeling paint, cracked and splintered furniture, cheap soy-food, cheaper booze that's more water than alcohol, and the type of clientele that is angry at the world and looking to take it out on the person sitting on the stool next to them. Our runners know the bar by reputation only, usually as a comparison that made every other bar and club look better. "At least it's not Aces!" is something many runners have been known to say.

The rain coming down as the runners arrive is a hard, driving rain that is almost painful to stand out in, and it's so thick and heavy that they can barely see more than a couple meters in front

of their face. Lightning flashes, lighting up the sky at frequent but irregular intervals, followed almost immediately by a deafening crack of thunder. Power outages have been reported in various locations around the city. It's a miserable night to be out, and by the time the runners reach the door to the bar, they are soaked through and chilled to the bone.

Once inside the bar, the dim overhead lighting accentuated by flickering, half-working neon signs advertising beers that are a half-century old allows them to see the bar's occupants. A tired, worn-out male elf is behind the bar pouring a beer from a tap. A young, harried human waitress, pretty but already showing the signs of world-weariness and cynicism that working in bars will give you, delivers drinks to a table of young male orks wearing gang colors. A middle-aged couple sits at one of the booths, a large number of empty beer bottles cluttering the table between them. Finally, a female dwarf and a male elf are playing pool on a ratty old table in the corner.

At a booth at the far end of the bar sits a lone human male wearing a dark, plain suit and looking incredibly out of place. As the runners approach Mr. Johnson, one of the gangers stands up and strides toward him, pulling out a battered old Colt heavy pistol.

TELL IT TO THEM STRAIGHT

You've been in some dumps before, but you're hard pressed to remember the last time you were in a building that was this bad and nasty that didn't have a condemned sign on the front door. The walls are cracked, most of the windows are missing and have been boarded up, what little paint is still on the walls is curled up and ready to come loose. The floor feels wet and sticky, and thankfully in the dim lighting you can't tell if the occasional crunching noise comes from dropped soychips, discarded trash, or a cockroach that didn't scurry fast enough.

Old synth music pumps from ancient speakers whose warranties ran out long before most of you were even born, the sound warped, distorted, and tinny. The place is easily large enough to hold at least forty or fifty people, but tonight there are less than a dozen, including the elf behind the bar and the tired-looking waitress serving drinks. Peering through the dim lighting, you can see a man in a dark suit sitting by himself in one of the back booths. He looks uncomfortable and out of place, and everything about

him screams “corp.” You can safely assume this is Mr. Johnson, and you head back toward him.

You are halfway to the bar when a young ork sitting at a table with some other orks stands up. He looks like he’s about to head to the bar, then he pulls out an old Colt Manhunter and swings it toward Mr. Johnson.

“C-C-Cooper!” he yells with a nervous stutter. His hand is shaking so badly he nearly drops his pistol. “You c-c-c-c-crossed the wrong p-p-people. Now you gotta pay!” The gun goes off with a flash that is nearly blinding in the dim bar.

BEHIND THE SCENES

Aces

As described above, Aces is a dump, and the runners should feel like they need a long, hot shower and some antibiotics when they leave the place. The bar is built into the first floor of a small ten-story apartment building. Most of the windows are boarded up, and the few that still have glass are so filthy that no light escapes them. The simple brick exterior has decades of filth accumulated on it, and the main door is a single reinforced-steel door with no window that may have once been painted but is now simply dull and covered with rust and grey-brown grime. A sign hangs above the door that has the word “Aces” stenciled on it. If there was ever a logo or other design on the sign, it’s long since faded.

Inside a single bar dominates one wall, scraped, chipped, and worn smooth from decades of use and polishing. Booths line the opposing wall, their surfaces showing uncountable years of stains and abuse, while their vinyl seats are ripped and torn, with the occasional mismatched patch attempting to repair it in vain. Tables fill the center, no two alike, and in one corner an antique jukebox and a pair of dilapidated pool tables provide some modicum of entertainment for the customers. At least half of the fluorescent lights set into the ceiling are missing, and a couple of the remaining ones flicker occasionally. Signs promoting various beers and hard liquors line the walls, a few lit up in neon. A permanent haze of smoke hangs in the air, and the walls are all stained dark with smoke, age, and mold.

Mr. Johnson

Mr. Johnson is in reality Mr. Wes Cooper, a mid-level research and development manager for Horizon. He’s trying to get ahead in the company, and he’s taking a few off-the-books shortcuts to do so. He’s currently overseeing development of a new type of commlink, something much faster than the current generation, and he knows that Renraku Seattle is working on a similar project. Rumor has it that Renraku is further ahead than his department, and if they get their new commlink to market first, Wes Cooper feels he will have wasted the last two years of his life. He will be stuck as a middle manager, at best, for the rest of his life.

That’s where the runners come in. Cooper has arranged a meet through the runners’ fixer to hire them to sabotage Renraku. All they have to do is break into a small Renraku facility and upload a virus program into Renraku’s main system. It should be a piece of cake.

Unfortunately Cooper hasn’t counted on two factors. The first is that John McNamara, another of Horizon’s managers, has been spying on him and is interested in a “hostile takeover” of

Cooper’s project. The second is that McNamara has contacts within the Crimson Crush street gang who just so happen to count Aces as one of their regular hangouts. He’s cut a deal with Redflame, the leader of the local Crush, to take out Cooper. This will leave the way open for McNamara to “inherit” his projects. McNamara doesn’t know that Cooper is meeting the runners at Aces; all he knows is that he is going to be there at 9:00. He assumes that Cooper is cheating on his wife and meeting at a dump like Aces so that he won’t be spotted by someone he knows.

Who’s Who

Redflame is a brutal, thuggish ork who enjoys inflicting harm and damage. He’s a regular at Aces and is responsible for many of the frequent fights that break out in the place. Since the Crimson Crush also provides “protection” for Aces, Redflame just waves the bar’s weekly dues whenever he causes too much collateral damage, and the owner is smart enough not to complain. He’s bringing four of his boys with him tonight. **Frozz**, **Monkey**, and **Tank** are all Crush vets and have seen their share of action. **Rookie**, on the other hand, is just that: a rookie to the gang. He’s just joined and has yet to earn his gang patch. Tonight is his initiation, and he’s expected to be the one to pull the trigger on Cooper. Rookie is nervous and not really sure that he wants to join the Crush, but his older brother Chot is a member and it’s this or be just another SINless slot living on the streets of the Redmond Barrens.

Redflame and his boys are already in the bar when the runners arrive. They showed up ten minutes earlier and have been scoping the place out. The place is fairly empty tonight, so there are only two employees on duty and only four other patrons in the bar, none of them regulars.

Mike has been the bartender at Aces for the last six months, and he likes the job well enough. He has a crush on the new waitress, Sally, but hasn’t mustered up the courage to ask her out yet. He knows to expect trouble when the Crush are in the bar. Usually it’s just a brawl, and Mike keeps his head down and out of their fights.

Sally is a struggling single young mother trying desperately to care for her daughter, **Rose**. She’s been working at Aces for the last two months and hates it, but she lacks any real education or a corporate sponsor so finding a decent job is nigh impossible. She’s halfway through a double shift, and the other waitress who was supposed to be working tonight never showed up. When the drek hits the fan she has only one thought: staying alive so that she doesn’t orphan her daughter.

Vern and **Nita** are a pair of street-smart grifters who are enjoying some downtime. They sell cheap knockoff simchips, BTLs, commlinks, watches, and jewelry, and they regularly move around the city to avoid getting caught. The two are enjoying a relaxing date night, having a few drinks and playing some pool.

June and **Ward** are a married couple in their early sixties. They’ve lived in this neighborhood for forty years and can remember when it was a nice place to live. They went on their first date to Aces, and are celebrating their fortieth wedding anniversary here. They know the neighborhood has fallen apart around them, and that Aces should have been condemned a decade ago, but when they’re together all they can see is how it used to be.

Mr. Johnson, a.k.a. **Wes Cooper**, was not anticipating any trouble. He’s acted as a Mr. Johnson twice before in service to

Horizon, but this is his first time operating completely solo. He's truly middle management, so when trouble starts, he's going to do whatever he can to get out of it. Fortunately for Cooper, Rookie is nervous. He didn't intend to fire his gun and wasn't quite aiming at Cooper yet, so the shot embeds itself in the wall a half-meter above Cooper's head. Cooper immediately ducks down and calls out to the runners, using the street name or handle of one of the runners chosen at random. "<Runner's Name>! Help! I'll pay you each 2,000 nuyen to deal with this situation and get me out of here safely!"

LIGHTS, CAMERA, ACTION!

The runners are midway across the bar when the action starts, so they're too far away to really act yet. They are also caught flat-footed, since the action doesn't start in earnest until after they accept a job from Mr. Johnson. Once Rookie fires, it's up to the players to decide how their characters act, but if they decide to just leave the gamemaster should remind them that it's bad form to let your Mr. Johnson get geeked at the meeting. Besides, the Crimson Crush gangsters hear Mr. Johnson's offer to the runners, and they're eager to eliminate any potential opposition before the runners establish decent defensive positions.

At this point, the players should roll for initiative (with the gamemaster rolling for the non-player characters). Once combat is initiated, the Crimson Crush gangsters tip over a couple tables to use as Partial Cover. Frozz immediately grabs Sally and uses her as a human shield. Sally screams and struggles but is unable to break free, so she begins begging the other bar patrons and the other runners for help, screaming that she has a daughter and offering them her life savings if they save her. Redflame tells the others to let Rookie kill Cooper, but they will focus their attacks on him if Rookie is disabled.

Mike expects trouble since the Crush are in the bar, but he was letting his guard down since there were so few patrons tonight. Once he realizes that this is more serious and that guns are in play, he hides under the bar and hits the PANICBUTTON!™, summoning the cops to break things up. Knight Errant arrives in 2d6+5 minutes, likely long after the fight is over. He has an old Ares Predator behind the bar, but he ignores it and simply stays down after hitting the PANICBUTTON!™. He might get drawn into the combat if he is personally threatened or if Sally is hurt, but otherwise he just tries to stay out of it.

The grifters, Vern and 'Nita, fight if cornered or if either is seriously injured, but otherwise they keep their heads down or try to get into the good graces of whoever seems to have the upper hand, offering some of their "fine goods" or their expertise as black market brokers. They're lying about whatever they offer—they vanish as soon as the fight is over, they just want protection and to cozy up to whoever they think will come out on top of the fight. They will also change sides in a heartbeat if the momentum of the combat seems to be shifting.

When Rookie's gun goes off, June appears to faint, and Ward ducks down under the booth to hold and protect her. It's more serious than it seems—June has had a heart attack. Ward realizes this on the third round of combat and starts calling out for help because his "love is dying." She has a DocWagon™ bracelet that activates immediately, but it takes DocWagon five minutes to arrive on the scene (100 Combat Turns). June will die by round

twenty if she does not get some kind of medical treatment (a First Aid or Medicine + Logic (2) Test or a Heal spell at Force 3 would suffice to keep her alive until the medics arrive).

Rookie is scared and doesn't want to be here, but he feels that he has to follow through with his orders. He is startled when his gun goes off and automatically acts last in the initiative order for the first round of combat. If the runners notice that he seems scared and hesitant, they can attempt to talk him out of the fight. A successful Negotiate + Charisma (2) or a Con + Charisma (3) Test convinces him to drop his gun. He ducks for cover and stays there the rest of the fight, hoping that the runners win the combat because if they don't, Redflame is sure to kill him.

PUSHING THE ENVELOPE

If the gamemaster wants to add another variable to the mix, the power flow at Aces could be questionable thanks to the ongoing storm. At the beginning of each combat turn, the gamemaster should roll a single die; on a result of 1, the power goes off (or, if it was already off, it comes back on). If the lights go off, the bar does not go totally dark—there is ambient light in the city—but the partial light provides modifiers to Perception Tests using vision as well as ranged combat tests and spellcasting. The gamemaster should apply the modifiers as shown in the Visibility Modifiers Table on p. 35.

THE COST OF BATTLE

A firefight in a small bar is going to take its toll on the joint. For some added flavor, the gamemaster can roll 2d6 after each missed attack (either ranged or melee) and describe the indicated result as the fight gradually reduces the bar to rubble.

As the damage persists, the gamemaster may also throw in added challenges for the players. Liquor on the floor could make areas difficult to cross, making people running in the bar make Gymnastics + Agility Test; a glitch means they fall, while a critical glitch means they fall and take a point of stun damage.

Urgent Message

Die Roll	Effect
2-6	Nothing is broken by the missed attack
7	The missed attack sends a glass to the floor, where it shatters
8	The missed attack takes the leg off a chair (the leg could be used as a club by anyone involved in the fight)
9	The missed attack shatters a bottle of liquor.
10	The missed attack breaks an expensive bottle of liquor, which distracts Mike the bartender
11	The missed attack breaks a picture on the wall.
12	The missed attack shatters one of the bar's grimy windows.

CHARACTER STATISTICS

Wes "Mr. Johnson" Cooper

Male human

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
3	3	4	3	5	4	5	4	2	5.25	8	1

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 4/0

Skills [Dice Pools]: Computer 3 [8], Data Search 3 [8], Dodge 2 [5], First Aid 2 [7], Leadership 3 [8], Negotiation 4 [9], Pilot Ground Craft 2 [6], Pistols 2 [5]

Qualities: Resistance to Toxins

Augmentations: Cerebral booster 2, cybereyes [Rating 2, w/ vision enhancement 3, vision magnification], mnemonic enhancer 2

Gear: Armor clothing, commlink (Device Rating 3), white noise generator (Rating 4)

Weapons:

Fichetti Security 600 [Light Pistol, DV 4P, AP —, SA, RC (1), 30 (c), w/ detachable folding stock, laser sight]

Redflame

Male ork

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
6	4	3	5 (7)	3	3	2	4	2	5.6	7	1

Condition Monitor Boxes (P/S): 11/10

Armor (B/I): 6/4

Skills [Dice Pools]: Clubs 2 [6], First Aid 2 [4], Intimidation 3 [6], Leadership 1 [4], Perception 2 [5], Pistols 2 [6], Running 1 [6 (8)]

Qualities: Guts

Augmentations: Muscle augmentation 2

Gear: Armor vest, commlink (Device Rating 2)

Weapons:

Club [Club, Reach 1, DV 4P (5P), AP —]

Ruger Super Warhawk [Heavy Pistol, DV DV 6P, AP -2, SS, RC —, 6 (cy)]

Frozz

Male elf

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
2	4	3 (5)	2	4	4	3	2	2	5.1	7 (9)	1

Condition Monitor Boxes (P/S): 9/9

Armor (B/I): 8/6

Skills [Dice Pools]: Blades 2 [6], Con 2 [6], Dodge 3 [6 (8)], Pilot Ground Craft 1 [4 (6)], Pistols 3 [7], Running 2 [4], Shadowing 3 [7], Throwing Weapons 2 [6]

Qualities: Addiction (Moderate, novacoke)

Augmentations: Cybereyes [Rating 2, w/ eye recording unit, image link, low-light vision, smartlink, thermographic vision], reaction enhancers 2

Gear: Armor jacket, commlink (Device Rating 2), 2x doses novacoke

Weapons:

Colt America L36 [Light Pistol, DV 4P, AP —, SA, RC —, 11 (c), w/ smartlink]

Survival Knife [Blade, Reach —, DV 2P, AP -1]

Throwing knife [Throwing Weapon, DV 2P, AP —]

Monkey

Male dwarf

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
4	2	3 (5)	5	2	2	2	4	2	6	3	5 (7)	1

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 8/6

Skills [Dice Pools]: Arcana 2 [4], Blades 2 [4], Dodge 2 [5 (7)], Infiltration 2 [4], Perception 3 [5], Pistols 3 (4) [5 (6)]

Qualities: Adept

Adept Powers: Improved Ability (Pistols) 1 (0.5), Improved Reflexes 2 (2.5)

Gear: Armor jacket, commlink (Device Rating 2)

Weapons:

Colt Manhunter [Heavy Pistol, DV 5P, AP -1, SA, RC —, 16(c), w/ laser sight]

Tank

Male troll

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
7	3	2 (3)	6	2	2	2	4	2	4.0	4 (5)	1 (2)

Condition Monitor Boxes (P/S): 12/10

Armor (B/I): 8/6

Skills [Dice Pools]: Clubs 2 [5], Dodge 3 [5 (6)], Intimidation 3 [5], Perception 1 [3], Pistols 2 [5], Throwing Weapons 2 [5], Unarmed Combat 4 [7]

Qualities: Toughness, Uncouth

Augmentations: Wired reflexes 1

Gear: Armor jacket, commlink (Device Rating 2)

Weapons:

Ruger Super Warhawk [Heavy Pistol, DV 6P, AP -2, RC —, 6(cy)]

Sap [Club, Reach —, DV 4P, AP —]

Rookie

Male human

B	A	R	S	C	I	L	W	Ess	Init	IP
2	4	2 (3)	3	2	3	3	2	5.7	5 (6)	1

Condition Monitor Boxes (P/S): 9/9

Armor (B/I): 6/4

Skills [Dice Pools]: Clubs 1 [5], Con 1 [3], Dodge 1 [3 (4)], Perception 2 [5], Pistols 2 [6], Shadowing 1 [4]

Qualities: Blandness

Augmentations: Reaction enhancers 1

Gear: Commink (Device Rating 1), lined coat

Weapons:

Colt America L36 [Light Pistol, DV 4P, AP —, SA, RC —, 11 (c)]

Mike the Bartender

Male human

B	A	R	S	C	I	L	W	Ess	Init	IP
3	2	2	3	3	4	2	2	5.8	6	1

Condition Monitor Boxes (P/S): 10/9

Armor (B/I): 4/0

Skills [Dice Pools]: Clubs 2 [4], Con 1 [4], Dodge 2 [4], Negotiation 3 [6], Perception 2 [6], Pistols 2 [4]

Augmentations: Cyberears [Rating 1, w/ Audio enhancement 1 ear recording unit, select sound filter 3, sound link]

Gear: Armor clothing, contacts [Rating 2, w/ smartlink, visual enhancement 1], commlink (Device Rating 2)

Weapons:

Ares Predator IV [Heavy Pistol, DV 5P, AP -1, SA, RC —, 15(c), w/ smartlink]

Sally the Waitress

Female human

B	A	R	S	C	I	L	W	Ess	Init	IP
2	2	3	2	3	4	3	3	6	7	1

Condition Monitor Boxes (P/S): 9/10

Armor (B/I): 4/0

Skills [Dice Pools]: Blades 1 [3], Negotiation 2 [5]

Qualities: High Pain Tolerance 1

Gear: Commlink (Device Rating 1)

Vern

B	A	R	S	C	I	L	W	Ess	Init	IP
2	3	4	2	4	4	3	2	6	8	1

Condition Monitor Boxes (P/S): 9/9

Armor (B/I): 4/0

Skills [Dice Pools]: Blades 2 [5], Con (Fast Talk) 4 (+2) [8 (+2)], Dodge 2 [6], Forgery 2 [5], Palming 3 [6], Perception 3 [7], Pilot Ground Craft 2 [6], Running 2 [4]

Gear: Armor clothing, commlink (Device Rating 2), 2 x fake SINs (Rating 1), jammer (directional, rating 2)

Weapons:

Survival knife [Blade, Reach —, DV 2P, AP -2]

'Nita

Female human

B	A	R	S	C	I	L	W	Ess	Init	IP
2	4	3	2	4 (5)	4	2	3	5.8	8	1

Condition Monitor Boxes (P/S): 9/10

Armor (B/I): 4/0

Skills [Dice Pools]: Blades 1 [5], Con 5 [9 (10)], Dodge 1 [4], Intimidation (Mental) 1 (+2) [5 (6) (+2)], Forgery 4 [8], Perception 3 [7], Pistols 2 [6]

Augmentations: Tailored pheromones 1

Gear: Armor clothing, commlink (Device Rating 2), jammer (area, Rating 2)

Weapons:

Colt America L36 [Light Pistol, DV 4P, AP —, SA, RC —, 11 (c)]

June

B	A	R	S	C	I	L	W	Ess	Init	IP
2	2	2	2	4	3	4	3	5.8	5	1

Condition Monitor Boxes (P/S): 9/10

Armor (B/I): 0/0

Skills [Dice Pools]: Chemistry 2 [6], Computers 1 [5], Etiquette 4 [8], Leadership 1 [5], Negotiation 1 [5], Perception 1 [4]

Augmentations: Cyberears [Rating 1, w/ Audio enhancement 1 ear recording unit, select sound filter 3, sound link]

Gear: Commlink (Device Rating 3)

Ward

B	A	R	S	C	I	L	W	Ess	Init	IP
2	2	2	2	3	2	5	3	5.8	4	1

Condition Monitor Boxes (P/S): 9/10

Armor (B/I): 0/0

Skills [Dice Pools]: Computers 2 [7], Data Search 1 [6], First Aid 1 [6], Navigation 1 [4], Perception 2 [5], Pistols (Tasers) 1 (+2) [3 (+2)]

Augmentations: Cybereyes [Rating 1, w/ eye recording unit, image link, vision enhancement 2, vision magnification]

Gear: Commlink (Device Rating 3), medkit (Rating 3)

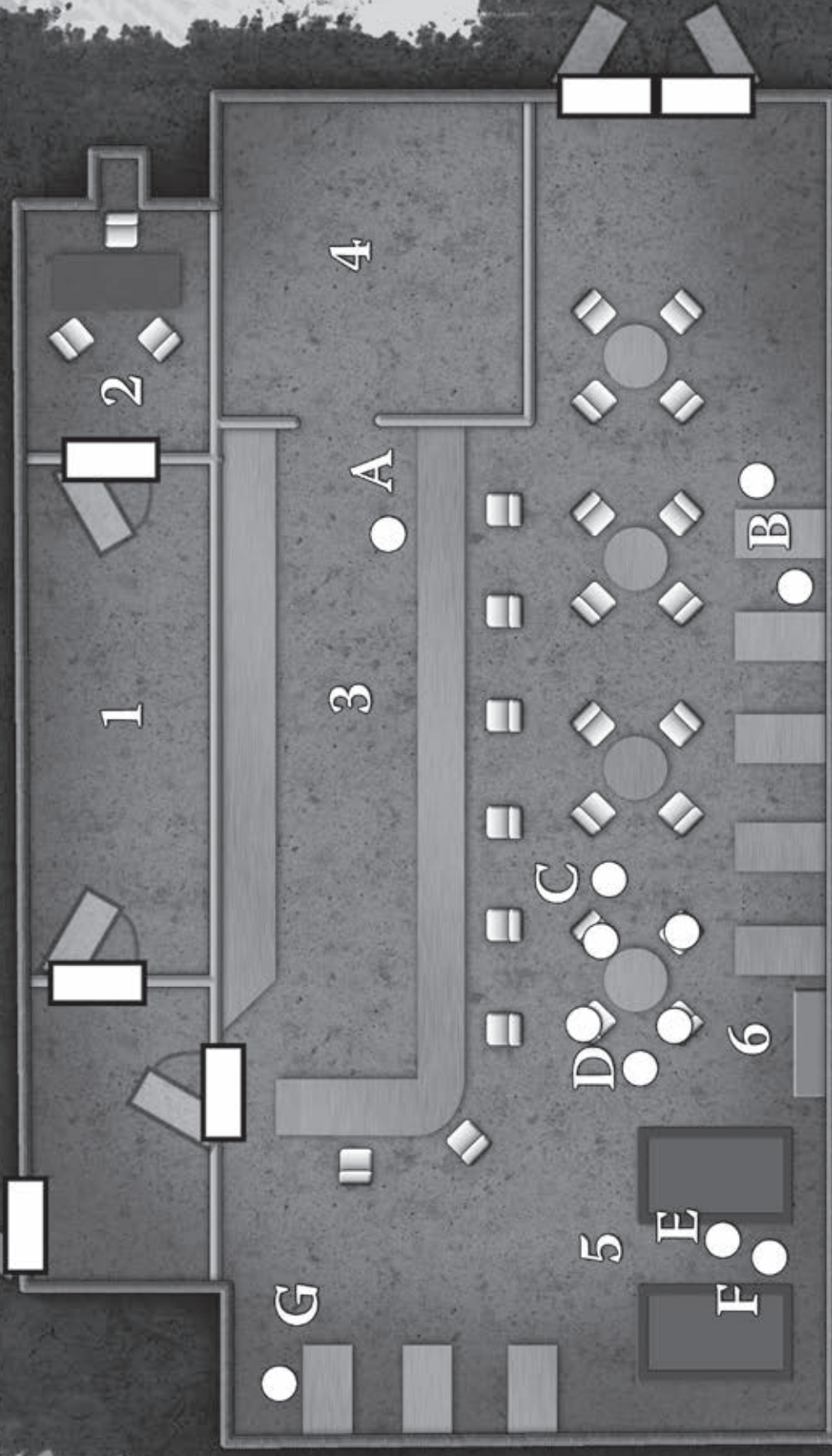
Weapons:

Cavalier SafeGuard [Taser, DV 5S(c), AP -half, SA, RC —, 6(m)]

PLAYER CHARACTER STATISTICS

Part of the fun of *Shadowrun* is designing a character that exactly reflects what you want to do in the game, but when learning the game (or when simply looking for a quick, casual run), using characters with pre-designed statistics can make life easier. We've provided four characters (see p. 27) who would be well suited to this mission and would let you dive right in to the action.

Ace's Bar



- | | | | |
|----------------|------------|-----------------------|-------------------|
| 1. Storeroom | 2. Office | A. Mike the Bartender | D. Crimson Crush |
| 3. Bar | 4. Kitchen | B. June and Ward | E. Vern the Elf |
| 5. Pool Tables | 6. Jukebox | C. Sally the Waitress | F. Nita the Dwarf |
| | | | G. Mr. Johnson |

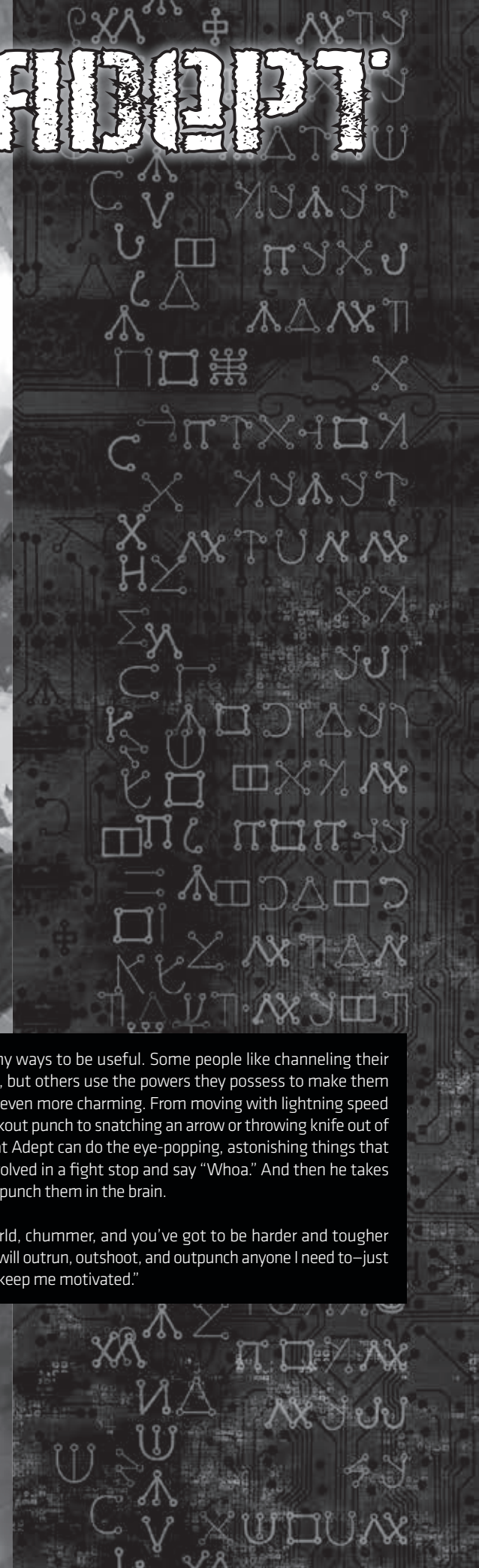
COMBAT

ADEPT



Magic has many ways to be useful. Some people like channeling their abilities into spells, but others use the powers they possess to make them stronger, faster, or even more charming. From moving with lightning speed to throwing a knockout punch to snatching an arrow or throwing knife out of mid-air, the Combat Adept can do the eye-popping, astonishing things that make everyone involved in a fight stop and say "Whoa." And then he takes the opportunity to punch them in the brain.

"It's a hard world, chummer, and you've got to be harder and tougher than it to survive. I will outrun, outshoot, and outpunch anyone I need to—just pay me enough to keep me motivated."





Initiative: 7 (8) **Initiative Passes:** 1 (2)
Metatype: Human **Armor (B/I):** 9/7

Climbing 2 [5], Dodge 3 [7 (8)], Firearms skill group 4 [9], Gymnastics 2 [7], Infiltration 2 [7], Intimidation 2 [5], Perception (Hearing) 3 (+2) [6 (+2)], Running 2 [6], Shadowing 2 [5], Throwing Weapons 3 [8], Unarmed Combat 4 [9]

Lined coat [Ballistic/Impact: 6/4]

Unarmed combat [Unarmed Combat, Reach —, DV 6P, AP —]

Critical Strike 4 (1), Improved Reflexes 1 (1.5), Killing Hands (0.5), Missile Parry 2 (0.5), Mystic Armor 3 (1.5)

English N, Handgun Manufacturers 4, Russian 4,
Safe Houses 3, Small Group Tactics 2,
Urban Brawl 3, Yakut Cuisine 2

Adept, Ork Poser

Bookie, Street Doc

Drop Object
Drop Prone
Eject Smartgun Clip
Gesture
Speak/Text Phrase
Run

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

Melee/Unarmed
Attack
Reload Firearm
Use Skill

PHYSICAL DAMAGE TRACK

-1

-2

-3

dying

+4 BOXES

OVERFLOW/DAMAGE

HACKER



There's no such thing as an unhackable system—only one that hasn't been hacked yet. The Hacker sees every system as a challenge, every encrypted file as an invitation to pit his skills, programs and customized commlink against whatever the Matrix has to offer. Everything from remote cameras to datafiles to the cyberware and weapons of his foes are subject to his whim, as long as they're connected to the Matrix—and what isn't these days? The Hacker uses his state-of-the-art, personally-customized hardware and software to manipulate the electronic world and augmented reality, and when things heat up he can immerse himself fully into virtual reality, moving at the speed of thought through the system and smoothing the way for his meat-bound teammates.

"Stuck in a basement? No chance—I'm large and in charge, gathering intel and solving problems for my team, in the line of fire, risking my life to keep ALL of us safe."

A black and white illustration of a man with a large nose and a 'HACK THE PLANET' t-shirt, standing in front of a building with 'HOTEL' and 'BROOKLYN' signs.

HACKER

Metatype: Human **Armor (B/I):** 8/6

[Numbers in brackets are the final dice pool, linked skill + attribute rating.]

COMBAT ACTIONS

Drop Object
Drop Prone
Eject Smartgun Clip
Gesture
Speak/Text Phrase
Run

Tag eraser

Ares Predator IV [Heavy Pistol, DV 5P, AP -1, SA, RC —, 15(c), w/ smartlink]

[Game effects of augmentations are pre-calculated into the character's attributes, except as noted.]

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

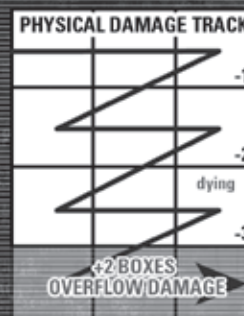
Melee/Unarmed
Attack
Reload Firearm
Use Skill

Electronics Manufacturers 5, English 5, Matrix Security Procedures 4, Native American History 3, Obsolete Electronics 3, Sioux N, Spanish 4, Twentieth Century Art 3

Codeslinger, Photographic Memory, Uncouth

Browse 3, Command 3, Exploit 4, Scan 3,
Spoof 3, Stealth 3

Electronics Shop Owner, Fixer, Spider



STREET SAMURAI



Part man, part machine, all dangerous—sometimes it's hard to tell where the Street Samurai's meat body ends and his cybered enhancements begin. Tough, strong, frighteningly fast, and trained in the arts of combat and tactics, he's a hyper-efficient killing machine who can handle just about any situation he gets into. Whether former military, former corp, or former something-he-won't-discuss, these days he's a freelance street operative who prides himself on his strict sense of honor.

"Sell out my client? Better be retirement money, 'cuz I'd be selling out my career."



STREET SAMURAI

BODY	AGILITY	REACTION	STRENGTH	CHARISMA	INTUITION	LOGIC	WILLPOWER	ESSENCE
5	5	3 (5)	7	2	5	3	3	4.5
■	■	■	■	■	■	■	■	■
■	■	■	■	■	■	■	■	■
■	■	■	■	■	■	■	■	■
■	■	■	■	■	■	■	■	■
■	■	■	■	■	■	■	■	■
■	■	■	■	■	■	■	■	■
■	■	■	■	■	■	■	■	■
■	■	■	■	■	■	■	■	■
■	■	■	■	■	■	■	■	■

Initiative: 8 (10) Initiative Passes: 1 Metatype: Ork Armor (B/I): 9/7 Metatype Abilities: Low-Light Vision

ACTIVE SKILLS

[Numbers in brackets are the final dice pool, linked skill + attribute rating.]

Athletics skill group 2 [9], Automatics (Machine Pistols) 5 (+2) [10 (+2)], Blades 5 [10], First Aid 3 [6], Intimidation 3 [5], Longarms 2 [7], Pistols 4 [9], Survival 2 [5], Unarmed Combat 3 [8]

GEAR & STYLE

Armor jacket [Ballistic/Impact: 8/6]
Commlink (Device Rating 3)

WEAPONS

Ceska Black Scorpion [Machine Pistol, DV 4P, AP —, SA/BF, RC (1), 35(c), w/ integral folding stock, smartlink]
Remington Roomsweeper [Heavy Pistol, DV 5P, AP -1, SA, RC —, 8(m), w/ smartlink]
Ruger 100 [Sport Rifle, DV 7P, AP -1, SA, RC (1), 5(m), w/ built-in imaging scope, rigid stock with shock pad]
Sword [Blade, Reach 1, DV 7P, AP —]

AUGMENTATIONS

[Game effects of augmentations are pre-calculated into the character's attributes, except as noted.]

Cybereyes [Rating 3, w/ eye recording unit, image link, low-light vision, smartlink, thermographic vision, vision enhancement 3], dermal plating 1, reaction enhancers 2

KNOWLEDGE AND LANG. SKILLS

Afrikaans 3, English N, Horticulture 2, Law Enforcement Techniques 4, Motorcycles 3, Seattle Streets 4, Street Gangs 4, Weapons Manufacturers 4

QUALITIES

High Pain Tolerance 1

CONTACTS

Bartender, Black Market Gun Dealer, Pawnbroker

COMBAT ACTIONS

FREE ACTIONS

Drop Object
Drop Prone
Eject Smartgun Clip
Gesture
Speak/Text Phrase
Run

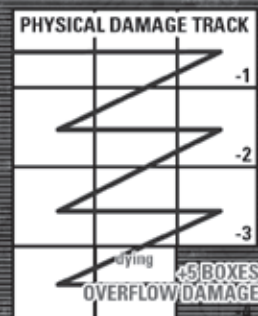
SIMPLE ACTIONS

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

COMPLEX ACTIONS

Melee/Unarmed Attack
Reload Firearm
Use Skill

CONDITION MONITOR



STREET

SHAMAN



The Street Shaman is the kind of mage who first got an inkling of their talent when they kept drawing aces in back-alley poker games they played when they were twelve. Operating by instinct as much as by training, the Street Shamans are expert survivors, because that's what life forced them to be. They may overwhelm you with brute force, they may use stealth spells that let them slip by you, or they may opt to muddle your mind and your senses, but they always have plenty of options at their fingertips.

"Nothing in my hands, nothing up my sleeve, but it doesn't matter. If I want you to go down, that's what's going to happen."

Shane 105

Initiative: 7 **Initiative Passes:** 1 **Metatype:** Dwarf
Armor (B/I): 6/4 **Metatype Abilities:** Thermographic Vision



STREET SHAMAIN

[Numbers in brackets are the final dice pool, linked skill + attribute rating.]

GEAR & LIFESTYLE

Chameleon suit [Ballistic/Armor: 6/4; -4 dice pool modifier on Perception tests to see the wearer]
 Contacts [Rating 2, w/ vision enhancement 2, vision magnification]

Yamaha Pulsar [Taser, DV 6S(e), AP –half, SA, RC —, 4(m)]

Analyze Truth, Clout, Combat Sense, Confusion, Control Emotions, Heal, Invisibility, Powerbolt

Awakened Critters 3, English 4, Magical Corporations 3, Magical Reagents 4,
Romantic Comedies 3, Spanish N, Talisleggers 4, World Geography 3

Focused Concentration, Magician (Hermetic tradition)

Corporate Wagemage, Pawnbroker, Talislegger

FREE ACTIONS
Counterspelling
Drop Object
Drop Prone
Eject Smartgun Clip
Gesture
Speak/Text Phrase
Run

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

Melee/Unarmed
Attack
Reload Firearm
Spellcasting
Use Skill

STUN DAMAGE TRACK

-1

-2

-3

Unconscious

PHYSICAL DAMAGE TRACK

-1

-2

-3

dying

+3 BOXES
OVERFLOW DAMAGE

COMBAT TURN SEQUENCE

- 1. Roll Initiative**
Initiative Score = Initiative attribute + hits
- 2. Begin First Initiative Pass**
Characters act in turn from highest Initiative Score to lowest
- 3. Begin Action Phase**
A. Declare Actions. Each character may take 1 Complex Action or 2 Simple Actions during their Action Phase. Each character also gets 1 Free Action to be taken in this phase or during any subsequent phase in the Combat Turn.
B. Resolve Actions.
- 4. Declare and Resolve Actions of Remaining Characters**
- 5. Begin Next Initiative Pass**
Characters who have more than one Initiative Pass may go again. Repeat this cycle for characters who get a third or fourth pass as well.
- 6. Begin New Combat Turn**

RANGED COMBAT MODIFIERS TABLE

Situation	Dice Pool Modifier
Attacker Running	-2
Attacker in Melee Combat	-3
Attacker in a moving Vehicle	-3
Attacker firing from cover	-2
Attacker wounded	-wound modifiers
Attacker using laser sight	+1*
Attacker using smartlinked weapon	+2*
Attacker using image magnification	eliminates range modifiers
Attacker using second firearm	splits dice pool
Attacker using off-hand weapon	-2
Aimed Shot	+1 per Simple Action
Blind Fire	-6
Multiple Targets	-2 per additional target that Action Phase
Target has partial cover	+2**
Target has good cover	+4**
Visibility Impaired	see Visibility Table

*Note that the bonuses for laser sights and smartlinks are not cumulative.

**Note that the modifier applies to the Target's dice pool for dodging a ranged attack.

SPELLCASTING BY THE NUMBERS

- Step 1: Choose a Spell**
- Step 2: Choose the Force** up to the caster's Magic attribute (for Stun damage for drain) or up to twice the caster's Magic Attribute (for Physical Damage for drain)
- Step 3: Choose a Target** within the Caster's Line of Sight or Touch Range
- Step 4: Roll Magic + Spellcasting** Net successes count up to the Force of the spell.
- Step 5: Determine Effect** (see spell description)
- Step 6: Resist Drain** Depending on magic tradition, Caster will either roll Willpower + Charisma or Willpower + Intuition to resist the Drain Value as indicated in the spell description
- Step 7: Determine Ongoing Effects** (-2 sustaining modifier per sustained spell).

VISIBILITY MODIFIERS TABLE

Visibility Modifiers	Normal	Low-Light	Thermographic	Ultrasound
Full Darkness	-6	-6	-3	-3
Partial Light	-2	0	-2	-1
Glare	-1	-1	-1	0
Light Fog/Mist/Rain/Smoke	-2	-1	0	-1
Heavy Fog/Mist/Rain/Smoke	-4	-2	-2	-2
Thermal Smoke	-4	-2	-6	-2

DIFFICULTY TABLE

Difficulty	Threshold
Easy	1
Average	2
Hard	3
Extreme	5+

PERCEPTION TEST THRESHOLDS

Item/Event Is:	Threshold
Obvious/Large/Loud	1
Normal	2
Obscured/Small/Muffled	3
Hidden/Micro/Silent	5+

PERCEPTION TEST MODIFIERS

Situation	Dice Pool Modifier
Perceiver is distracted	-2
Perceiver is actively looking/listening for it	+3
Object/sound not in immediate vicinity	-2
Object/sound far away	-3
Object/sound stands out in some way	+2
Interfering sight/odor/sound	-2
Perceiver has active enhancements	+rating
Perceiver using Virtual Reality	-6

DEFENSE MODIFIERS TABLE

Situation	Dice Pool Modifier
Defender unaware of attack	No defense possible
Defender wounded	-wound modifier (p. 10)
Defender inside a moving vehicle	+3
Defender has defended against previous attacks since last action	-1 per additional defense
Defender prone	-2
<i>Ranged Attacks only:</i>	
Defender running	+2
Defender in melee targeted by ranged attack	-3