



SHADOWRUN[®]

QUICK START RULES



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INTRODUCTION

Welcome to roleplaying in the Sixth World! In *Shadowrun*, you roleplay as criminals in a dystopian future filled with magic, fantastic creatures, and artifacts, trying to score a big heist while avoiding the omnipresent megacorporations who control it all. Maybe your next score will be your last, or perhaps you'll live long enough to become a street legend. There's only one way to find out what your fate will be.

At its heart, *Shadowrun* allows friends to have fun and tell stories together in a cyberpunk/fantasy future. Imagination, creativity, and a bit of luck all come together, along with one of the most enduring settings in roleplaying history, to co-create adventures and have a good time.

The *Shadowrun* rules provide a framework for telling these stories and a way to guide the narratives so that the actions of the people playing have meaningful consequences within the story. Player characters (PCs) are the main characters in that story, while a gamemaster arranges the major beats, the setting, props, and any non-player characters (NPCs) the players may encounter. Gamemasters describe the action, players roll six-sided dice to determine whether their actions succeed or not, and the gamemaster describes the results. Everything is possible in *Shadowrun*, but a character's abilities and the roll of the dice make their actions more or less likely.

As a team of shadowrunners, the players might break into a secret lab, infiltrate a gang, extract an asset, steal secure data, or even permanently deal with a hated rival. The characters can solve mysteries, find rare artifacts, take unsavory jobs, or work with the downtrodden against the powers that be. A game of *Shadowrun* has no definitive time limit. A session can be just a few hours, but the stories themselves can continue as long as a group wants to keep playing: daily, weekly, or monthly, even over the course of years. As players succeed, or fail, their characters grow, and so do their adventures. This *Beginner Box* gives you enough to dip your toes into the Sixth World, but there is much more out there. The full *Shadowrun, Sixth World* core rulebook contains many more game options and world details, while supplemental *Shadowrun* books will be released to give both players and gamemasters more material to work with, helping everyone around the table engage with the Sixth World and their characters in more detail. Whether or not the group always completes their task isn't the point. If a memorable story was told and everyone has fun, the entire group wins.

QUICK-START RULES

This book of quick-start rules (QSR) was designed so you could hit the ground (shadow)running with the game. Once everyone is ready, you can launch into the adventure, which will have you practicing the basic concepts of the game. The game gets easier the more you play! Certain concepts are discussed in sidebars for easy reference, and include definitions, tips and tricks, and examples of gameplay.

Important Terms: The first time an important term appears it is **bolded**.

THE RHYTHM OF A GAME

Shadowrun is a game of setting up situations, rolling a handful of dice based on selected actions, and responding to the results. These rules are here to help tell those stories and make consequences feel important—not to limit the stories or the fun.

GAMEMASTER

As described above, the gamemaster arranges the major beats of the story, the setting, props, and plays any non-player characters (NPCs) the players may encounter. Gamemasters describe the action, players roll six-sided dice to determine whether their actions succeed or not, and the gamemaster describes the results.

The person who takes the role of gamemaster is decided by each gaming group. If no one has tackled the job before, say for other roleplaying games, anyone can step up to the plate. Just thoroughly review the rules and adventure, take good notes as needed, and be willing to dive into the experience!

THE BASICS

Shadowrun's gameplay uses **six-sided dice**, or D6, so anytime you see a number before a D6, that means you should roll that many dice. For example, 4D6 means you should be rolling 4 six-sided dice. A **test** is a roll of dice with the aim of getting enough **hits** to meet or exceed the action's **threshold**. A hit is defined as a 5 or a 6 on a die. The number of dice you roll is determined by the most relevant **skill** and its linked **attribute**, so if you try to shoot a troll with your Uzi, you use the **Firearms** skill, or if you're trying to talk a bar owner into giving you free drinks, make a test with the **Influence** skill. With practice and experience, these basic tests flow smoothly. While you're learning the ropes, however, use the following steps to get into the rhythm:

1. The gamemaster **Describes the Situation**.
2. The players describe their action and **Roll Dice**.
3. The gamemaster **Describes the Outcome**.

1. DESCRIBE THE SITUATION

Before any dice are rolled, the gamemaster takes time to set up the action. They may ask for player input or simply describe the situation the players find themselves in. This part of the game can take a very short time, or may last an extended period of time if everyone is having fun roleplaying. At a certain point, however, a player is going to take an action where the outcome is not certain, and that's where the tests come in. Walking, talking, or doing any other number of routine actions don't require tests. Combat, spellcasting, or other more complex or difficult actions do. When a gamemaster decides the outcome of an action is uncertain, they ask for a test. If the action has no consequences for failure, there's likely no need for a test. A leisurely drive through a small town at mid-morning shouldn't require a test. Racing another vehicle through rush-hour traffic while shooting behind you and ditching the police? Yeah, that's a test (or a few of them).

2. ROLL DICE

Once the gamemaster decides that an action requires a test, the gamemaster and player decide together which skill is appropriate for that action. Generally, the gamemaster determines the skill, though players should feel free to make a case for a different skill. In the end, though, the gamemaster gets to make the call.

Usually, a skill has a **linked attribute** associated with it. So Firearms, for example, uses the **Agility** attribute.

Once the skill is determined, the gamemaster sets the test's threshold. The threshold describes the complexity and challenge of the action. To help determine how hard a test should be, check the Threshold Guidelines sidebar on page 5.

The gamemaster should feel free to apply whatever modifiers they like to the threshold based on the current circumstances.

SKILL RANKS = DICE

Skill ranks range from 1 to 9. The rank a character has in a particular skill is the number of dice they will add to a test using that skill. Furthermore, each skill has an attribute linked to it, which increases the number of dice used for that test; see **Linked Attributes**, below. Specializations and Expertise in skills further increase the number of dice rolled for a test by +2 and +3, respectively. Specializations and Expertise in a skill, on the pre-gen character sheets, are indented underneath the corresponding skill.

LINKED ATTRIBUTES

Every character in *Shadowrun* has at least ten attributes: eight normal and two to three special. The normal attributes are Body, Agility, Reaction, Strength, Will, Logic, Intuition, and Charisma. The special attributes are Edge, Magic, and Essence. All of these attributes are discussed in greater detail later. The important thing to remember is that each skill has an attribute linked to it. That means that whenever you make a test using a skill, you are also using that skill's linked attribute. For example, the Firearms skill's linked attribute is Agility, which means whenever a player rolls a Firearms test, they add their ranks in Firearms to their attribute rank, and roll that many dice. On the pre-gen character sheets, each skill's dice pool is pre-calculated in the DP column, while the NPC stats include the dice pool as a single value listed after each skill. For additional reference, see the Skills and Linked Attributes table (p. 23).

Once you know what skill the action will use and the threshold, the player adds their rank in that skill + the appropriate linked **attribute rank** and rolls that many dice. For explanations of skill ranks and linked attributes, see the sidebars on this page.

Once the dice are rolled, note any 5s or 6s among them. These are called **hits**. Take note of any 1s as well. If more than half the dice show a 1, the roll is a **glitch** (see *Glitches*, below). If the number of hits (5s or 6s) is equal to or greater than the threshold, the player succeeds in what they were attempting. If they get fewer hits than the threshold, they fail.

GLITCHES

When more than half the results on a test are 1s, the result is a glitch. A glitch means something goes wrong. A glitch isn't catastrophic, however. Think of glitches as opportunities for gamemasters and players to narrate how an action had an unexpected result, complication, or embarrassment, even if it succeeded. In fact, it is possible to succeed at a test by meeting the threshold and still have a glitch. This would mean the player succeeds in the task, but something unexpected also happened. It is up to the gamemaster (or the player, if the gamemaster allows) to describe what the complication is.

3. DESCRIBE THE OUTCOME

Once the outcome of the test is determined, the gamemaster describes the results, providing any relevant consequences of success or failure. Then the gamemaster starts again at step one and describes the next situation until a new test is called for.

That is the whole process for a Simple test. More detailed rules for tests, including rules for variations like Combat/Opposed tests, are found starting on page 5. However, in order to really get moving into the rules, you'll need to understand characters.

CHARACTERS

Player characters (PCs) and non-player characters (NPCs) act as the cast for the stories your group will tell together. Players control PCs and have full page character sheets (found on pages 2 and 3 of each dossier), and the gamemaster controls NPCs, which have shortened character stats (such as those found in the back of *Battle Royale*, the adventure in this box, as well as their corresponding NPC cards). A character's measurable traits, the ones that affect the game directly, are recorded on character sheets.

CHARACTER SHEETS

A **character sheet** is where a PC's game statistics are recorded. These stats abstract a character's physical and mental traits into numbers and information to use in *Shadowrun*'s game system. When your character moves, fights, interacts, and speaks, all the game info about how to do those things is listed on the character sheet. The character sheet also tracks any damage your character has taken, as well as their ammo, equipment, and allies. For these quick-start rules, pre-generated character sheets have been provided, with their game statistics pre-loaded, so you can start playing right away. As mentioned, you can find them on pages 2 and 3 of each character dossier. The statistics, numbers, and other information on the character sheets are described in detail next.

METATYPE

Characters in these rules fit one of five metatypes. The five variants are humans, elves, dwarfs, orks, and trolls. Non-humans are known as metahumans, while the five subgroups as a whole (including humans) are known as meta-humanity. In the 2080s, humans are still the most numerous.

DWARFS (HOMO SAPIENS PUMILIONIS)

Known for: Short size; stocky build; perseverance

ELVES (HOMO SAPIENS NOBILIS)

Known for: Slender, lithe builds; being attractive and knowing it

HUMANS (HOMO SAPIENS SAPIENS)

Known for: Average size; average build; freaking out about people who don't meet their averages

ORKS (HOMO SAPIENS ROBUSTUS)

Known for: Big, powerful, physique; tusks; constantly being seen as outsiders

TROLL (HOMO SAPIENS INGENTIS)

Known for: Being so big, you guys. Just huge. And horns.

ATTRIBUTES

Attributes represent the character's inherent traits, both what they were born with and what they developed over time. In these quick-start rules, some characters possess ten attributes, while some have eleven. There are four Physical attributes, four Mental attributes, and three Special attributes. All characters have four Physical and four Mental attributes. The number of Special attributes is either two or three, depending on if you can use magic or not.

PHYSICAL ATTRIBUTES

Body represents a character's physical resistance, fitness, immune system, muscle, bone strength, and overall health. **Agility** determines a character's hand-eye coordination, manual dexterity, flexibility, balance, and fine motor control. **Reaction** expresses physical reflexes and response time. A character's **Strength** represents their raw muscular ability, including how hard they hit, how much they can lift, or how fast they can run.

MENTAL ATTRIBUTES

Willpower represents the character's ability to keep going when they want to give up. It enables them to push through pain and deception and allows them to control habits and emotions. **Logic** is the cold, calculating part of the mind: rational, analytical, and problem-solving. **Intuition** covers gut instinct, inspiration, and insight that helps a character avoid danger and perceive threats. A character's **Charisma** abstracts the combination of looks, speaking ability, fashion sense, or a combination of those things into a certain *je ne sais quoi* that allows them to exert social influence over people.

SPECIAL ATTRIBUTES

Edge measures the undefinable combination of luck, risk, fate, and ignorance of danger that lets shadowrunners perform amazing feats and stay alive where others would have gone splat. Edge has its own, more detailed explanation in the *Getting into the Action* section (p. 6). Magically active characters have an attribute called **Magic**,



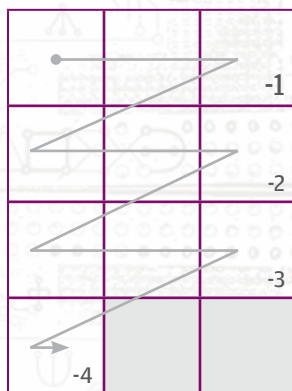
which measures their ability to wield mana and twist the supernatural to their will; Magic also has its own section, with additional rules (p. 17).

CONDITION MONITORS

Condition Monitors track the health of your character. Each character has both a Physical Condition Monitor and a Stun Condition Monitor. Condition Monitors are a grid of boxes set in rows of three (see character sheets for example; note that NPCs only have one Condition Monitor). When a complete row of boxes on either Condition Monitor is filled, the character takes a cumulative -1 dice pool penalty to all tests (except Damage Resistance; see Step 4: Soak Some Damage, p. 7).

When all of one Condition Monitor is full, you are unconscious and at risk of dying. If your Stun Condition Monitor fills up, you are unconscious, and any excess damage carries over to your Physical Condition Monitor. If your Physical Condition Monitor fills up, you are also unconscious. Fortunately, you have a certain amount of Overflow damage to keep you from dying right away. If a character receives (Body x 2) boxes of Overflow damage, they are dead and gone, beyond the reach of any kind of healing.

Physical Condition Monitor

	-1
	-2
	-3
	-4

SKILLS

While attributes represent a character's innate abilities, skills are talents a character works to gain over time. Every skill represents training or experiences a character has had that enable them to use their natural attributes in particular ways. As previously noted, in these rules, the included character sheets display the total dice rolled with that skill (skill rank + attribute rank) in the DP column to the right of the skill's rank.

Depending on the skill, a character may or may not be able to attempt a test that uses that skill unless they have at least 1 rank in it. As stated above, the gamemaster's best judgement stands. Take note, however—when making a test with a skill that a character has no ranks in (meaning they are **untrained**), the character rolls a number of dice equal to their attribute rank -1.

QUALITIES

Characters sometimes have quirks or tricks from past experiences that affect how they act or perform certain tasks. In addition to their attributes, they are what separate them from the everyday schmuck working the late shift at the Stuffer Shack. In these quick-start rules, there are no associated game mechanics for them. For now, use the **qualities** listed on the character sheets as hints for roleplaying your characters.

INITIATIVE

When split-second timing isn't important, players and gamemasters can simply wing it, putting dialogue, action, and tests in whatever order makes the most sense. Sometimes, however—mostly for combat—it's necessary to have a more strict order for each action. In those situations, a

character's **Initiative** helps determine that order. Initiative has two components:

- Initiative rank.
- Initiative Dice.

Initiative Dice lists how many D6s the player rolls to determine their **Initiative Score** at the beginning of combat. *However*, instead of counting hits like normal, after the player rolls the Initiative Dice, they add the sum of those dice to their Initiative rank to get their Initiative Score for that encounter. Initiative is explained in more detail in the **Getting into the Action** section (p. 5).

EDGE

Much of *Shadowrun* is structured around gaining and using Edge. Edge represents all the ways you can get ahead in a situation. Whether it's an innate bit of luck you carry with you, a tactical advantage you gain to exploit at the right time, or the accumulated effect of a bunch of small decisions, spending Edge represents the times you bring your advantages to bear to exceed your normal capabilities. It's both what you plan for and the unexpected moment when you seize an opportunity and make it your own.

Edge is tracked on the character sheet using the Edge Points track, but since it can be added to and subtracted from freely during game sessions, it's easiest to track with some sort of token, such as pennies, poker chips, or even candies. The candies can even be consumed when spent! Uses of Edge are explained in the **Getting into the Action** section (p. 5).

DEFENSE RATING

Defense Rating is a measure of how well prepared you are to take a blow, or to encourage it to miss you. It is a combination of Body, worn armor, and other effects, including augmentations and magic. It is an abstract number, which can be modified by gear or qualities, and is only used in comparison to an opponent's Attack Rating to determine bonus Edge.

ATTACK RATING

Attack Rating is an overall measure of the effectiveness of your attack or weapon and is used directly vs. Defense Rating.

TOOLS

You can be good, you can be skilled, but sometimes you need the right toys to get the job done. Below are some of the gear shadowrunners use to accomplish their goals and get paid. Each character sheet lists which of these items that particular character has access to during a game.

Tool cards: In this box, some of this gear is represented by cards. Once a player reviews their character sheet, any weapon, gear, spell and so on that has a corresponding card is noted in the bottom, right-hand corner of each character sheet (page 3 of their dossier). Grab those cards from the deck, as it will make using those elements of your character easier during the game.

AUGMENTATIONS

Augmentations are body alterations that enhance an individual's capabilities to some degree. Examples of augmentations include cyberarms, cybereyes, implanted electronics, and reaction enhancements.

MISCELLANEOUS GEAR

There are many types of gear, including commlinks, other electronics, breaking and entering gear, and more, with a variety of uses in the field.

WEAPONS

Whether you like firing it or not, every runner needs a good weapon at their side. And that includes weapons that don't fire, like blades, clubs, throwing stars, and so on.

CONTACTS

The character record sheets list a few Contacts for each player character. In these quick-start rules, there are no associated game mechanics for them. For now, use the Contacts on the character sheets as hints for roleplaying your character.

SPECIALIZED TRAITS

Certain elements on a character sheet are particular to certain types of characters, notably **Awakened** characters (those who can use magic) and **Matrix**-focused characters (those designed to hack into the worldwide communications grid known as the Matrix). These traits include: spells, cyberdecks, and programs.

GETTING INTO THE ACTION

Now that you understand the stats on the character sheet, along with the basic flow of the game, it's time to put those stats to work playing the game for realsies.

TESTS

In a *Shadowrun* game, you will at some point attempt something that either other people, the laws of the universe—or both—do not want you to accomplish. To see if you succeeded or not, you'll need to perform a test, where you generate a **dice pool**, roll to get a result, and then see if you succeeded.

There are two basic types of tests: **Simple** and **Opposed**.

SIMPLE TESTS

In a Simple test, you roll your dice pool, count your hits, and see if you meet or beat a threshold of hits established by the gamemaster. The gamemaster establishes the threshold based on the Threshold Guidelines table, at right. If the hits are equal to or greater than the threshold, the action succeeds; in some occasions, the number of **net hits** (the number of hits above the threshold) comes into play.

For example, let's say a player is tailing a bad guy, and he vanishes into a crowd. The player wants to know if they saw where the bad guy went. The gamemaster might call for an Outdoors test. This Simple test is written like this:

OUTDOORS + INTUITION (3) TEST
 ↑ ↑ ↑
 SKILL LINKED THRESHOLD
 ATTRIBUTE

OPPOSED TESTS

In an Opposed test, another character, object, device, or entity is actively (or passively) resisting your efforts, so you must exceed their effort to succeed. In an Opposed test, two parties (usually the player as PC vs. the gamemaster as NPC or object) roll dice pools and compare the number of hits. The one with the most hits wins. The difference between the higher number of hits and the lower number of hits are the net hits in these tests, and they are often applied to the action in some way—for example, in combat, net hits from the attacker are added to the **Damage Value** of their attack.

As another example, let's say a player is attempting to scale a wall and skulk through a garden to the fuse box on the back of a house without a guard noticing. The gamemaster, playing the NPC, would announce this as an Opposed test, written like this:

STEALTH + AGILITY VS. PERCEPTION + INTUITION

ACTING PLAYER'S
SKILL AND
ATTRIBUTE

DEFENDING PLAYER'S
SKILL AND ATTRIBUTE

BUYING HITS

Sometimes a player does not want to trust the vagaries of the dice, and they feel that they have a large enough dice pool and an easy enough task that they can **buy hits** instead of rolling dice. To buy hits, you form your dice pool and calculate one hit for every four dice, rounded down. This is an all-or-nothing move—you either buy hits with all your dice or with none. Edge cannot be used in any way when buying hits, and you need gamemaster approval to buy hits. It should not happen in a circumstance where a glitch would have a significant impact on the test's outcome.

TRYING AGAIN

Sometimes you roll the dice and they don't do what you want them to do. Stupid dice. Anyway, the natural inclination is to try again, as long as the cops aren't chasing you or gangers aren't shooting at you or whatever. That's allowed, but retrying a test when circumstances have not changed imposes a -2 dice pool penalty on the character. Each additional attempt imposes another -2 penalty. Taking a significant break (the gamemaster decides what definition of "significant" applies) resets the dice pool.

This penalty does not apply to Combat actions, as each attack is considered a new and separate action, not a retry.

THRESHOLD GUIDELINES

- Simple task, only slightly more difficult than walking and talking.** Shooting at a nearby building with a firearm.
- More complex, but still in the range of normal experience.** Shooting at a nearby building with a firearm while running.
- Normal starting point for Simple tests.** Complicated enough to require some skill, but not overly difficult for people with experience. Shooting a window out of a nearby building.
- More difficult, impressive enough to accomplish.** Shooting an enemy in the window of a nearby building.
- Tricky, the sort of thing only accomplished by those who have worked on their skills.** Shooting an enemy in the window of a building with a firearm at medium range.
- Elite-level accomplishment, something that few in the world could pull off with any degree of regularity.** Shooting an enemy in the window of a building at far range.
- Standing out among the elite, demonstrating very rare ability.** Shooting an enemy in the window of a building at far range while running.

SPECIAL RULES

The following additional rules ratchet up the tension and excitement of *Shadowrun*.

USING EDGE

The rules for using Edge are as follows:

- Only one expenditure of Edge can be used per action.
- Edge can be accumulated up to a limit of 7. Once you have 7, you can earn no more until you have gotten rid of some of them.
- Edge accumulated over your base rank goes away when you complete any ongoing confrontation (which includes combat, hacking, social persuasion, and really any scenario where bonus Edge might be accumulated).

Depending on how much Edge is spent at once, various bonuses are possible, as described under Edge Boosts, below.

GAINING EDGE

Edge can be gained in Combat or during hacking by having an Attack Rating or Defense Rating 4 higher than an opponent's (see p. 9 and 4, respectively), or by having a clear advantage in a social situation, (see Social Edge table, p. 23). Edge can also be awarded by the gamemaster if they feel circumstances, such as positioning and visibility, give a character a clear advantage, or if they feel a character has made an especially good role-playing decision

EDGE BOOSTS

Edge Boosts are straightforward add-ons you can throw into a roll. When you can add them is dependent on the Boost; each use notes if it is used before a dice roll (Pre), after a dice roll (Post), or at any time (Any).

1-EDGE BOOSTS

- **Re-roll one die (Post):** Pick any die and re-roll it. It can be yours or your opponent's, but the result stands no matter what you roll. This is done after all rolls have been made.
- **Add 3 to your Initiative Score (Any):** This one kicks in before combat even starts. You can choose to spend one point of your Edge to increase your Initiative Score by 3. It can also be used during the fight if you want to move up in the order on the next combat round.

2-EDGE BOOSTS

- **+1 to a single die roll (Post):** You get to add 1 to a single die. Maybe that's changing a 4 to a 5 to get another hit, or making 1 a 2 to avoid a glitch.
- **Give ally 1 Edge (Any):** You do something that offers an advantage for another member of your team. Take away two of your own Edge, and pass one to a teammate.
- **Negate 1 Edge of a foe (Pre):** No sense in letting the bad guys get the best of you if you don't need to. You spend two of your own Edge, but one vanishes from the opponent of your choice.

3-EDGE BOOSTS

- **Buy one automatic hit (Any):** You get an automatic hit. This one tacks on to your total at the top. This isn't an automatic success at whatever test you're attempting, just another hit to add to your total.
- **Heal one box of Stun damage (Any):** You catch a second wind and clear a box from your Stun Condition Monitor.

4-EDGE BOOSTS

- **Add Edge to your dice pool (Pre):** Add your base Edge rating as a dice pool bonus to your roll, and make 6s explode. "Exploding" means that 6s are rerolled. If another hit is scored, tack it on; if another 6 is rolled, tack on a hit and roll it again. Keep the hits coming!
- **Heal 1 point of Physical damage (Any):** You erase a single box of damage from the Physical Condition Monitor—your advantage over your opponents means they didn't hit you quite as hard as they first thought.
- **Re-roll all failed dice (Post):** Pretty much what it says—after a roll is made you can re-roll all failed dice. This Edge Boost cannot be used if a glitch is rolled.

5-EDGE BOOSTS

- **Count 2s for glitches for the target (Pre):** Time to get counteroffensive! When an opponent rolls, both 1s and 2s count in their total to determine if they glitch.
- **Create special effect (gamemaster discretion):** Bring your creativity to the table! You spend this Edge and something fortuitous happens. It's up to you and your gamemaster to determine what it is, but it should certainly turn the tides slightly in your favor. Burst pipes, approaching sirens, incoming DocWagon armed-medical support, an angry spirit, something that adds a little more oomph to your side or puts a little stress on the enemy.

COMBAT

As the old saying goes, "Watch your back. Shoot straight. Conserve ammo. And never, ever, cut a deal with a dragon." If you even want a chance to break those third and fourth tenets, you're going to learn how to do the first and second ones, and this section has a keg of knowledge to pour into your brain. It also covers tossing knives and punching!

COMBAT PROCESS

Let's cover the basics real fast. First, the Combat process can be described in five easy steps. See the **Combat:**

Step by Step, below, for the quick-and-dirty overview of the process, then on to more details for each step.

COMBAT: STEP BY STEP

1. Grab dice
2. Distribute Edge
3. Roll dice
4. Soak some damage
5. Bring the pain

STEP 1: GRAB DICE

Combat is a series of back-and-forth attacks, and there are always two sides to a fight. That means the attacker and defender both have things to do. If the attacker is a sneaky dirtbag and the defender is unaware when the attack starts, don't worry about it—they get to participate later, in Steps 4 and 5. Being unaware of an incoming attack means they can't take actions or use Edge (see *Surprise*, p. 8). Maybe get a better Perception skill soon, before you're dead and stuff.

The attacker collects a number of dice equal to their [appropriate weapon skill] + Agility. By "appropriate weapon skill" we mean the skill best suited for the attack they described, be it a punch, broken bottle, pistol or rifle. Each character sheet notes the skills of that character; if they have a skill corresponding to the attack they wish to make, use it. If they don't, then they'll need to take a penalty for trying an untrained attack (p. 4).

The defender then collects dice equal to their Reaction + Intuition. Simple as that!

Once this is all said and done, you should have a pool of dice for each side.

STEP 2: DISTRIBUTE EDGE

This one is a little more complex, but arguably the most fun. We have a few stats to compare, a quick look at the situation, and some character quality and gear considerations to see what kind of Edge is available in each attack.

- First, compare the Attack Rating of the attacker's weapon to the Defense Rating of the target. If either is 4 or more greater than the other, the player with the bigger value gets a bonus Edge point.
- Second, look at the situation. Is it raining, windy, dark, foggy, excessively bright, overcrowded, etc.? Now, does either combatant have visual enhancements or gear to compensate? Compare and toss an Edge to whoever has the advantage. If it balances out, no one gets an Edge.
- Then you'll want to see if any gear that might influence Edge distribution comes into play. After a short bit of game time, players will get to know their characters well enough to know when Edge possibilities come up.

Remember that you cannot gain more than two Edge in a single combat round. Once Edge is set, move on to dice rolling!

STEP 3: ROLL DICE, SPEND EDGE

Both sides get to decide whether they are going to use any Edge Boosts. Uses of Edge are located in the *Using Edge* section (p. 6). If you're using a pre-roll Edge option (Pre), declare it now so it can go into effect with the dice roll.

Now, roll those dice pools! Count each 5 and 6 as a hit and keep track of each 1 (and 2 if your opponent is devious in their Edge use) to determine glitches. Compare the number of hits between the attacker and defender to see if it is a successful attack or a miss. A tie goes to the attacker. For

glitches, count up each 1 (and 2 if Edge was spent to make those count). If the total is more than half of the dice pool, it's a glitch (p. 2).

But wait! Leave those dice there, because Edge is about to rear its beautiful head again. If someone saved their Edge spending for the back end (Post), now's the time.

Once all the hits are tallied, call it a success or miss based on whether the attacker got more hits than the defender. If it's a success, add the net hits (meaning the attacker's hits minus the defender's hits) to the base Damage Value (DV) of the weapon in use (as shown on the character sheet and corresponding Weapon Card) and move on to the next step.

STEP 4: SOAK SOME DAMAGE

First off, if it was a miss, you're done; stop following these steps and move on. If the attacker tagged the defender, bring that weapon Damage Value you modified in the previous step down to here.

Now, the defender rolls their Body attribute as a Damage Resistance test. Each 5 and 6 cancels a point off that incoming damage. If they haven't used their Edge yet, this might be a chance to lessen the damage.

STEP 5: BRING THE PAIN

Apply the damage left after Step 4 to the appropriate Condition Monitor (see *Condition Monitors*, p. 4).

COMBAT EXAMPLE

Negotiations have broken down, and Yu has to break out his sidearm in an encounter with a particularly aggressive ganger punk. For Step 1, his dice pool is Firearms (4) + Agility (6), so 10 dice. The ganger will be rolling Reaction (2) + Intuition (2), so four dice. In Step 2, the lighting and environmental conditions are the same for each combatant, so no Edge is gained that way. Yu is at Near range with an Attack Rating of 9, while the ganger's Defense Rating is 4. That's a difference of 5, so Yu gets a bonus Edge point. It's time to roll dice in Step 3. Yu rolls 1, 2, 2, 3, 3, 4, 4, 4, 5, 6. Not a glitch since there's only one 1, but also only two hits. Yu doesn't like that roll, so he decides to spend one Edge in the boost that lets him re-roll a die. He re-rolls the 1, and it comes up a 6! He now has 3 hits, and the GM rolls only 2 hits for the defender. It's a successful attack! The base damage of Yu's weapon is 3P, and the single net hit raises it to 4P. This moves us to Step 4, with the ganger trying to soak the damage with a Damage Resistance test. His Body is 2, so he rolls 2 dice. He rolls 3, 6—one point of damage is absorbed. That brings us to Step 5, where he marks off 3 boxes on his Physical Condition Monitor. That fills up a full row, so the ganger will have a -1 penalty on tests going forward. And Yu will have the satisfaction of landing a solid hit.

COMBAT TIMING AND ACTIONS

When the pace picks up and the game moves into combat, it's good to know who acts first, how much time is passing, and what you can do with that time.

INITIATIVE

At the start of combat, each participant rolls their Initiative Dice and adds the total to their Initiative rank to de-

termine their Initiative Score as described on page 4. The highest number takes their **player turn** first, followed by the next highest and so on down the line until you get to the lowest Initiative Score. Once you hit the bottom, the **combat round** ends, and you start a new one by jumping back up to the top of the order. If there is a tie in Initiative Score, break it by comparing specific attributes of the characters with the same score. The attributes to compare, in order, are abbreviated ERIC (Edge, Reaction, Intuition, coin flip; or dice roll, whichever's easier). If at any point in comparing these attributes, one character has a higher attribute than the other, the tie is broken, and that character goes first.

Initiative is not re-rolled between combat rounds. The order from the previous round stands, with the exception of any Initiative Score adjustments that have occurred due to injury, special effects, spending Edge, etc.

COMBAT ROUNDS AND PLAYER TURNS

A **combat round** is approximately three seconds long in the game world and consists of one player turn for everyone in combat. During their turn, each participant gets an allotment of **Actions** to use. The basic Action allotment for each character is 1 **Minor Action** and 1 **Major Action** per turn. Players get 1 additional Minor Action for every Initiative Die they have; since everyone starts with at least one Initiative Die, that means most players start with 1 Major Action and 2 Minor Actions.

Actions can be traded between Minor and Major, but there are restrictions. A Major Action can be used to perform a Minor Action, simple as that. A character can also trade 4 Minor Actions to perform 1 Major Action.

The Sample Actions sidebar, at right, describes which actions fall into the Minor and Major categories. Each action has a note next to it indicating when it can be performed; this is either Initiative (I) or Anytime (A). **Initiative Actions** can only be performed during a player's turn, while **Anytime Actions** can be used at any time.

Talking: Along with these actions, enough words can be spoken or conversation can be shared to fill three seconds; if there is any doubt about the amount of words that can be said, time it!

ACTION EXAMPLE

Yu, who is skilled in covert ops, is sneaking into a corporate research facility to steal a bleeding-edge prototype. Some security guards are between him and the building he wants to get into, so he'll have to figure out how to get by them without raising an alarm. He decides a stealth assault will work best, so the gamemaster puts Yu and the guards into initiative. Yu has an Initiative rank of 9 and rolls 1D6 Initiative Dice. He rolls a 2, so his Initiative Score is 11. The guards roll as a group (Grunts), and their Initiative rank of 6 with 1D6 Initiative Dice end up giving them an Initiative Score of 9. Yu will be going first.

On Yu's player turn, he thinks about what Minor Actions to choose, as he has two. He has his blowgun ready, so no action is needed to get it out. He might want to Move to get closer, then Take Cover to give himself protection. He does so, putting himself in a position he likes. For his Major Action, he chooses to Attack.

He used his Major Action last, but it didn't have to be that way. He could have fired the weapon, then used some combination of Move, Take Cover, or Drop Prone based on how well the attack went. The order of the actions is up to the player.

SAMPLE ACTIONS

MINOR ACTIONS

Astral Projection/Perception, p. 20 (A)	Command Drone, p. 16 (I)
Drop Object (A)	Drop Prone (A)
Move (I)	Reload Smartgun (I)
Stand Up (I)	Take Cover (I)

MAJOR ACTIONS

Attack (I)	Ready Weapon (I)
Cast Spell, p. 17 (I)	Reload Weapon (I)
Counterspell/Dispel (A)	Rigger Jump In, p. 15 (I)
Fast-Talk (A)	Sneaking (A)
Observe in Detail (I)	Sprint (I)
Palming (A)	Use Simple Device (I)
Pick Up/Put Down Object (I)	Use Skill (I)

SPECIAL RULES FOR COMBAT

Here are a few things the basic rules for combat haven't covered, but are still important.

GRUNTS

Not every enemy a shadowrunner faces will be a challenge. But even barely trained mall security guards can be a threat if there are enough of them. To make these combats fun and keep the action moving, we recommend that grunts (or larger groups of less dangerous enemies) attack as a group or groups rather than as a series of individuals. This saves on dice rolls while also representing how dangerous they can be by working together. The gamemaster chooses the size of the grunt groups, usually grouping them by who they're attacking and/or type of attack. If four Lone Star officers have clubs out, and two have drawn their guns, the four club wielders work together, while the pistol packers pair up on the perp of their choice.

A group of grunts acts as a single unit for initiative purposes. For each group, determine the highest Attack test dice pool and Attack Rating of its members. These are the base ratings for the group. Each additional member of the group adds 1 to the Attack Rating. For every odd-numbered member of the group beyond the first, add 1 die to the Attack test dice pool. Using these new values, they make a single Group Attack test.

GRUNTS EXAMPLE

Those four Lone Star Patrol Officers wielding clubs are ready to give some sad ganger a beat down. They all have similar stats, but the ork among them is a bit beefier, giving them a base Attack Rating of 8 and Attack test dice pool of 6 (Close Combat 4 + Agility 2). Operating as a grunt group, their new Attack Rating is 11 (Base 8 + 3 for additional members) and Attack test dice pool is 7 (base 6 + 1 for the third cop). If there were 5 Lone Star Patrol Officers, they'd gain another point to their Attack Rating and another die in the Attack test dice pool.

SURPRISE

In a situation where one side is trying to surprise the other, use Surprise tests. To determine Surprise, all ambushed characters roll a Reaction + Intuition (3) test. The threshold for this test may be modified based on the different groups' awareness of the overall situation, their perception of the area, the preparations made for the ambush, and so forth. Anyone who succeeds in this test may move on to rolling Initiative, and they can act normally in Initiative order. Those who fail this test also roll initiative, but they

cannot act or spend Edge in the first combat round. They still roll to defend against attacks and to soak damage, but they cannot take any actions on their own. Once the first combat round is over, they can act normally.

MOVEMENT

Every character can move up to 10 meters in a player turn with the Move Minor Action.

Sprinting is a little more complex. The Sprint Major Action allows the character to move 15 meters in a turn, with the possibility of even more movement. They make an Athletics test, rolling their Athletics Skill + Agility. Each hit on the Athletics tests adds 1 meter of available movement.

The Move and Sprint Actions cannot both be used in the same player turn.

SPRINT EXAMPLE

Leo Bolt IV, known as Lightning on the streets, just cleared the door of the corporate compound with the pay-data in hand. The getaway van is 100 meters away and he needs to get there quick before the guards get out and start shooting.

He chooses to use his Major Action to Sprint. He has Agility 6, and he has trained in the family sport since he could run (Athletics 6), and he's a born sprinter. Some say he's the fastest Bolt ever.

Lightning rolls Athletics (6 dice) + Agility (6 dice) and gets the statistically average 4 hits on 12 dice. His movement for this action is 15 + 4, or 19 meters. Not quite world-record pace, but not far off!

WEAPON CHARACTERISTICS

The following stats, as shown on the character sheet and sample Weapon Card, apply to weapons in *Shadowrun*.

AGILITY SKILL

Unless the gamemaster says otherwise, all weapons use Agility as the associated attribute for the Attack test.

TYPE

For these quick-start rules, the type of weapon does not have any specific effects.

DAMAGE VALUE (DV)

This is the base amount of damage done with a successful hit. This number gets modified by the hits on the Attack test. An (e) means Electricity effects apply.

FIRING MODE

In these rules, weapons can fire in **Single Shot** (SS), **Semi-Automatic** (SA), and **Burst Fire** (BF), modes depending on the type of gun or the modifications that have been made.

- **SS:** You fire a single bullet. There are no changes to a weapon's attributes with a single shot. Note that in all stat blocks, SS is never listed; it is always assumed.
- **SA:** You fire two shots rapidly with two trigger pulls (but a single Attack test). Decrease the Attack Rating of your weapon by 2 and increase the Damage Value by 1.
- **BF:** You've got a fancy gun that pumps out multiple rounds with a single trigger pull. You can fire four rounds in an attack. You can shoot a narrow burst,

which decreases the Attack Rating by 4 and increases the Damage Value by 2, or split your dice pool between two targets and count each as a regular SA-mode shot.

ATTACK RATING (AR) / RANGE

An Attack Rating is a measure of the accuracy, efficiency, and basic smoothness of a particular weapon's attack in combat. It is an abstract number, which can be modified by gear, and is only used in comparison to an opponent's Defense Rating (p. 4). Certain weapons are better at certain ranges, so this value varies through each Range Category.

Unarmed Attack: The Attack Rating of an unarmed combat attack is Strength + Reaction.

Range Category: If a weapon does not have an Attack Rating in a certain Range Category, it cannot be used at that range. The Range Categories are:

RANGE CATEGORIES

Close: 0-3 meters

Near: 4-50 meters

Medium: 51-250 meters

Far: 251-500 meters

Extreme: 501 meters +



EXTRAS

A variety of extras can be found on weapons, from silencers to laser sights to smartgun systems. Ammo capacity and containers are also noted here.

COLD

No one likes being cold. The shakes, chattering teeth, hypothermia, and possible tissue damage are just a few reasons your life gets harder after being hit by a cold-based attack. Taking Cold damage causes an immediate Initiative Score decrease of 4. The damaged character also faces a -1 dice pool penalty on all actions for 3 combat rounds. Lastly, if the modified Damage Value of the attack exceeds the Armor of the target, the Armor rating is permanently decreased by 1.

ELECTRICITY

Getting zapped not only hurts, but it also seizes the muscles and leaves the victim shaky. Whether they take damage or not after the soak roll, anyone hit by an electrical attack must make a Damage Resistance Body test with a threshold equal to half the initial damage, rounded down (minimum 1). If they fail, the character suffers -2 to their

Initiative Score, the inability to take the Sprint Action, and a -1 dice pool penalty for 2 combat rounds.

FIRE

On each player turn after a successful attack that includes a fire effect, the target must resist half the base Damage Value of the attack. This damage lasts for a number of player turns equal to the base DV, or until the character or an ally spends a Major Action to make an Agility (1) test to put themselves out. Leaping into a body of water or getting doused in water will also halt the damage.

Gamemaster note: The damage and duration are subject to your discretion if the target has some mitigating circumstance. If they're wet, it may last shorter or do less damage. If they're covered in oil or wearing a lot of loose-fitting cloth, it may last longer, cause more damage, or require a higher threshold to be put out.

BARRIERS

In order to hurt you, someone's got to hit you. A key factor in hitting any target is the size. "Can't hit the broad side of a troll" is a saying for a reason. When a target is partially covered, you have a smaller area to hit as part of the target is unseen behind the cover. The only way to gain the advantage of Cover is to use the Take Cover Minor Action. By having some form of cover available and taking the Action, you gain the Cover rating as a bonus to your Defense Rating. The Cover rating, shown on the table below, is based on how much of your body you can put behind the cover, while still effectively returning attacks and ducking back in if you need to.

COVER RATINGS

COVER	MODIFIER
Quarter	+2
Half	+4
Three-Quarters	+6
Full	+8

HEALING, DAMAGE, AND DEATH

The first thing we'll cover is the order of operations for healing. Do you need to apply first aid before magic or after? Can you magically heal someone who's already been treated by a medkit? The answer is simple: The order doesn't matter. Every character gets a series of chances to get patched up before they're stuck carrying around their injuries for a few days.

FIRST AID

After the end of a combat encounter in which a character was injured by marking boxes off either Condition Monitor, they have 1 minute (20 combat rounds if another fight kicks off) to receive First Aid.

To apply First Aid, a character needs the right tools for the job, in this case a First Aid Kit. Any test made without a kit suffers a -2 dice pool modifier, and no Edge can be spent on the test.

The test is made with Biotech + Logic against a threshold equal to 5 - Target's Essence (rounded down). If the target is one hundred percent natural, the healer actually gets an automatic hit added to what they roll. This represents the difficulty of repairing someone who has metal parts as well as those with organs not normally found in average people. Hits above the necessary threshold can be used to heal one box of Stun Damage per hit or one box of Physical Damage per 2 hits.

A character can only receive First Aid four times per day, and only once for any single set of injuries.

Medkit Medkits are more complex. They require the patient be connected to monitors and after diagnosis they get injections and IVs. After the end of a combat encounter in which a character is injured, they have one hour to be connected to a medkit or get medical attention from a trained professional with a medkit. If they wait beyond this period, a medkit will not help them.

A medkit is identical to a First Aid kit for its test, number of uses, and so on. The only difference is one hit can remove one box of Physical Damage.

MAGIC HEALING

The good news about magical healing is it works at the speed of a spell—once the spell is cast, the effect takes hold (see *Heal Spell Card*).

Healing magic can mend both Physical and Stun injuries, but not those caused by drain. The leftover taint of wearisome mana prevents the healing magics from connecting to that damaged tissue to heal it.

A character can be healed by magic no more than four times in a day, but only once for any single set of injuries.

DAMAGE OVERFLOW & DEATH

Sometimes a hit brings you closer to death than you ever really wanted. If you take damage after filling your Condition Monitor, that is Damage Overflow. Keep track of how much Overflow you have; as previously noted, if a character receives (Body x 2) box of Overflow damage, they are dead, dead, dead. However, these boxes are healed just like Physical Damage and need to be healed before the character can be returned to the land of the conscious.

MATRIX

In 2080, the entire world is connected in infinite ways through the wireless data network known as the Matrix. It exists to ensure omnipresent connections and data are accessible from everywhere and integrated into everyone's daily life. Even those trying to avoid this interlinked, electronic world are affected by it in various ways, with the most common being a person's personal commlink, which allows you to be online wherever you go, all the time.

HOSTS

Hosts are the larger systems present on the Matrix. They represent the systems connecting other systems together. When looking at a host from the outside, it is generally a larger icon sculpted to look like a place or a building. Some hosts exist entirely virtually, floating above the black plane of the Matrix, while others are attached to locations. The virtual space in a host is separate from the Matrix at large, and any icons on that host are not accessible unless expressly part of the public-facing side. Gaining access to a host allows interaction with the icons and devices on the inside.

For the purposes of these rules, while some actions reference hosts, and a host may be the target of an action, they are treated simply as places to go—directly hacking and controlling them is beyond the scope of these rules.

USING THE MATRIX

Not every use of the Matrix is about slinging code to crack a fortress of data. Some folks just want to know what the score of the urban brawl match is. These people may

run a simple Browse program to find what they are looking for. Other folks may just want to be left alone, making their Matrix presence all but unseen to the general user.

Using the Matrix is much like the combat system, only each action may not end in soaking damage, but in a Matrix effect, such as detecting a hidden icon, or crashing a program.

MATRIX: STEP BY STEP

1. Grab dice
2. Distribute Edge
3. Roll dice
4. Determine Effect

Every Matrix user is represented with a persona. Each persona has four Matrix attributes in addition to their normal attributes: **Attack**, **Sleaze**, **Data Processing**, and **Firewall**

- **Attack** represents the offensive power of the device.
- **Sleaze** is the stealth attribute of the persona and represents how easy it is to hide and blend in with its surroundings, appearing as a normal Icon among others, essentially disappearing.
- **Data Processing** is the raw computing power of a device.
- **Firewall** is the primary defensive statistic, and it represents how difficult it is to perform an unauthorized action against the persona and/or device.

These ratings are used to generate your Matrix Attack Rating and Defense Rating.

- **Matrix Attack Rating:** Attack + Sleaze
- **Matrix Defense Rating:** Data Processing + Firewall.

ELEMENTS OF THE MATRIX

These are some of the critical parts of the Matrix you need to understand.

AR & VR

Augmented reality (AR) are the 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.

Virtual reality (VR), on the other hand, is a complete immersion into the simulated reality of the Matrix that overwhelms real-world perceptions, mentally separating you from your physical body.

PANS

A PAN, or Personal Area Network, is a network composed of a commlink and/or a cyberdeck, with a small amount of devices slaved behind it. Generally speaking, in order to get to a device attached to a PAN, one must first gain access to that PAN. The PAN is the primary means of displaying the persona, or the icon of the user. Programs and devices attached to the PAN appear as smaller representations of their normal icons, carried by the persona.

COMMLINKS

Commlinks are the ubiquitous, basic device used by everyone to access the Matrix. Commlinks are used for rudimentary access, most commonly for commcalls and searches, as well as a basic Matrix firewall defense for devices attached to the user's PAN. They also have integrated cameras, music and video players, and other such features.

CYBERDECKS

Cyberdecks, or simply "decks," are small but powerful devices, usually used by deckers to illegally hack the Matrix. The latest models are wearable, something like medieval gauntlets but sleeker, allowing the user to project a keyboard or whatever input device they want on their arm, on any nearby surface, or simply in the air around them. Older models incorporated a keyboard into the design, but this manual functionality has gone by the wayside in favor of AR interfaces and more complete, full-VR immersion.

ICONS

This is everything in the Matrix. The Matrix has no physical reality, only code. Some hardcore hackers think the code should be enough, and we shouldn't have to prettify everything with pictures, but code is made of letters and numbers, and letters and numbers are icons used to represent concepts, so since it's all iconography anyway, why not make it nice looking?

PERSONAS

Personas are the population of the Matrix. Primarily these are humans and metahumans, sometimes programs, agents, and security programs, and occasionally (though rarely) artificial intelligences. Devices have icons but do not count as personas.

BRICKED

A bricked device is one that doesn't work, plain and simple.

I. GRAB DICE

When using the Matrix, all tests are Skill + Attribute tests. These skills and attributes determine the dice pools used.

- Legal tests use Electronics + Logic
- Illegal tests use Cracking + Logic

When defending against a Matrix action, Firewall + Willpower is generally used. The defending dice pool is listed in each individual action.

2. DISTRIBUTE EDGE

When making an Opposed test in the Matrix, you should compare your Matrix Attack Rating to the target's Matrix Defense Rating. If one is 4 or more higher than the other, the player with the higher value gains a situational Edge point. Some programs and modifications may grant bonus Edge or cancel Edge given to other players. As usual, no player may gain more than two bonus Edge tokens in a single combat round.

Bonus Edge (meaning Edge above your normal Edge rating) goes away when:

- You leave a host
- You exit the Matrix
- Convergence

3. ROLL DICE

Roll the dice pools and compare the hits. Whoever ends up with more net hits wins the test, and the effect succeeds or fails.

4. DETERMINE EFFECT

Check the action that is being attempted, and determine the effect based on that action.

OVERWATCH SCORE AND CONVERGENCE

When performing a Matrix action, note if it is legal or illegal (see the list of Matrix actions at bottom right). If the test is illegal, note the number of hits scored by the defender. This is not net hits, but all hits scored in the test. This total becomes the Overwatch Score (OS). When the OS reaches 40, convergence occurs.

Convergence is GOD (the Grid Overwatch Division, a branch of the megacorporations dedicated to Matrix security) zeroing in your location. When this occurs, the device used to connect to the Matrix is bricked, and the user is dumped from the Matrix. Additionally, the user's physical location is reported to the authorities so they can send people to track you down.

Things that increase the Overwatch Score are as follows:

- Using hacking programs (meaning you gain the benefit the program provides). In these rules, hacking programs are Decryption, Exploit, and Overclock. OS increases by 1 for each use of a hacking program.
- Maintaining illegal access to anything on the Matrix after you have used the Hacking the Matrix rules at right. 1 per turn when you have illegal User access.
- Performing illegal actions. Illegal actions are noted. OS increases by one for each Defense test hit (whether the defense was successful or not).

PROGRAMS

Cyberdecks can run programs to increase their functionality. Zipfile, the decker, has the following programs available:



- **Decryption:** +2 dice on Crack File Action.
- **Exploit:** Reduce Defense Rating of hacking target by 2.
- **Overclock:** Add two dice to a Matrix action. Any action made while using this program is considered illegal, so use of this program adds to the Overwatch Score, as do the defense hits.

HACKING THE MATRIX

Historically, hacking the Matrix required a considerable financial investment in the form of a cyberdeck. By no means is the technology curve flattening out, but harnessing powerful computing has become less about what you use to interface with, and much more about using the tools at hand. This is not to say a good deck isn't worth its weight in gold, but without the proper skills, a wizzer deck is only an extremely expensive commlink.

In these quick-start rules, hacking is a brutally direct attempt to gain illicit access to a device. You perform the Hack Action listed below. If you succeed, you get basic access to a device, becoming an illegal user but controlling it as a normal user would. If you successfully Hack a device you already control, you gain full access, meaning you can really mess around with its essential functions. See the Hack Action description for more details.

Hack always counts as an illegal action, which means it contributes to your Overwatch Score.

MATRIX ACTIONS

The title line of each action gives the name of the action, whether it is Legal or Illegal, what kind of test you need to make to perform the action, and what kind of Action it is

(Minor or Major). Commlinks can perform legal actions, while cyberdecks are required for illegal actions. When two skills/attributes/device qualities are listed in any part of a test (e.g., Intuition/Sleaze), use the character attribute when the device is actively operated or protected by a person, and the device attribute when it is providing its own protection.

CONTROL DEVICE (ILLEGAL) ELECTRONICS + LOGIC VS. FIREWALL + WILLPOWER (MAJOR)

This action allows for extended remote control of a device. You maintain control until you relinquish command or are forced out by the owner or system. While you have control, you can use the device as if you were the owner using a standard skill test. This includes turning the device off.

If there is no test associated with the device you wish to use, use Electronics + Logic vs. Firewall + Willpower. This test assumes you are using the device directly, not commanding a device to use another (such as commanding a drone to fire its weapon).

A Control Device action versus a device currently “jumped into” by a rigger automatically fails (see *Rigging*, p. 15).

DEVICES, AR, AND VR

The attributes you might use for tests to control a device can change based on whether you are in AR or VR while using it. If you are using a device via augmented reality, and the device requires a Physical attribute, use your normal Physical attribute for this test. If you are using this device via virtual reality and the device requires a Physical attribute, substitute the appropriate Mental Attribute for this test. (Body = Willpower, Agility = Logic, Reaction = Intuition, Strength = Charisma).

CRACK FILE (ILLEGAL) CRACKING + LOGIC VS. ENCRYPTION + ENCRYPTION (MAJOR)

You remove the protection from a file, making it readable and copyable (see *Edit File* below).

DATA SPIKE (ILLEGAL) CRACKING + LOGIC VS. DATA PROCESSING + FIREWALL (MAJOR)

You send harmful instructions to a persona or device, causing Matrix damage to the target. Your attack has a Damage Value equal to your [Attack rating/2, rounded up], with one additional box of damage per net hit.

EDIT FILE (LEGAL) ELECTRONICS + LOGIC VS. INTUITION/SLEAZE + FIREWALL (MAJOR)

A protected file cannot be read, changed, deleted, or copied until its protection is broken using a Crack File Action. Then you can edit.

Edit File allows you to create, change, copy, delete, or protect any kind of file. The defender is either the host holding the file or the owner of the file (if it's not on a host). Each action is enough to alter one detail of a file—a short paragraph of text, a single detail of an image, or two or three seconds of video or audio (you and your gamemaster can work out what exactly “one detail” means). Your gamemaster may impose penalties on the test if your edit is particularly intricate or tricky. If you want to perform a continuous edit, such as removing your teammates from a video feed, you need to perform this action once per player turn for as long as you want to keep the edit going. If you use this action to copy a file, you are the new file's owner.

If the file you want to copy has protection on it, this action automatically fails. You can also use this action to set protection on a file if you're its owner. To protect a file, make a Simple Computer + Logic test. The number of hits you get becomes the Encryption rating of the protected file, as used in the Crack File test. A protected file cannot be read, changed, deleted, or copied until its protection is broken.

ENTER/EXIT HOST (LEGAL) NO TEST REQUIRED (MINOR)

You enter or leave a host (p. 11). No test is required, but you only have the powers the host gives you—you can move around and interact with other users but not control or reshape the host. Leaving can be done without any particular access level, because the Matrix is always happy to see interlopers leave.

FORMAT DEVICE (LEGAL) ELECTRONICS + LOGIC VS. WILLPOWER/FIREWALL + FIREWALL (MAJOR)

You rewrite the boot code for the device. The next time it would reboot, it instead shuts down for good, or until its software can be replaced. A device that has been shut down after a boot code rewrite loses all of its wireless functions but can still be used as a normal mechanism (a door with a manual handle can be opened, a gun with a trigger can be fired, etc.), and it cannot be accessed from the Matrix.

HACK (ILLEGAL) CRACKING + LOGIC VS. WILLPOWER/FIREWALL + FIREWALL (MAJOR)

You force your way into a device to gain control over it. A successful hack on a device you do not control gives you basic access; a successful hack on a device you already control gives you complete access to rewrite and reshape the code of the device. Any hits on Defense tests rolled against Hack attempts add to your Overwatch Score, and your OS increases by 1 for each turn you are illegally hacked into a device.

JACK OUT (LEGAL) NO TEST REQUIRED (MINOR)

You leave the Matrix and return to the drudgery of reality. This can be used to reset your OS.

MATRIX PERCEPTION (LEGAL) ELECTRONICS + INTUITION VS SLEAZE + WILLPOWER (MINOR)

A successful test gives you information about the target. 1 net hit will give you basic information, such as device rating, or whatever name the device or icon calls itself. Two net hits will give you more specific information, including individual attribute ratings, and what programs it is currently running. Additional hits will give you more information based on what the gamemaster wishes to reveal.

Search: This Action can also be used to search the Matrix for information. The number of hits generated gives you more information regarding the subject.

SNOOP (ILLEGAL) CRACKING + LOGIC VS. LOGIC/DATA PROCESSING + FIREWALL (MAJOR)

This action lets you intercept Matrix traffic sent to and from your target for as long as you have access. You can listen to, view, or read this data live, or you can save it for later playback/viewing if you have something to store it on (your deck or commlink will do).

SPOOF COMMAND (ILLEGAL) HACKING + LOGIC VS. DATA PROCESSING/PILOT + FIREWALL (MAJOR)

You send a signal to a device with a command the target perceives as coming from its owner. The device then automatically attempts to perform the action as its next available Major Action.

HACKING EXAMPLE

Zipfile just saw a Knight Errant police cruiser go by, and she wants to determine if it has been alerted to her crew's current crimes. She decides on a Snoop Action to intercept the wireless traffic coming to the prowler. With a Sleaze of 7 and Attack of 6, her Matrix Attack Rating is 13. The Knight Errant Car has Data Processing of 5 and Firewall of 5 for a Matrix Defense Rating of 10—3 less than her Matrix Attack Rating, so she doesn't get any Edge before the test. She rolls Cracking (6) + Logic (6) for 12 dice; the cruiser does not have any person actively defending it, so it rolls Data Processing (5) + Firewall (5), or 10 dice. She comes up with 4 hits, while the police car gets 3. She is able to intercept the signal and starts listening with great interest. Her action was illegal, though, so the hits on the Defense test set her starting OS at 3. It will keep growing until she gets offline—hopefully she'll remember to do it before GOD forces her away.

TRACE ICON (ILLEGAL) ELECTRONICS + INTUITION VS. WILLPOWER/FIREWALL + SLEAZE (MAJOR)

You find the physical location of a device or persona in the Matrix or track the path of their Matrix activities (two activities that are often related). After succeeding with this action, you know either the target's physical location or Matrix location for as long as you can detect the target. To know both, you have to succeed in the test twice. This doesn't work on hosts because they generally have no physical location.

SAMPLE MATRIX ACTIONS

MINOR ACTIONS	MAJOR ACTIONS
Enter/Exit Host	Control Device
Jack Out	Crack File
Matrix Perception	Data Spike
	Edit File
	Format Device
	Hack
	Snoop
	Spoof Command
	Trace Icon

RIGGING

While deckers are about slinging code to gather information and control devices, riggers take a much more hands-on approach. Where a decker can control something remotely through the Matrix, a rigger takes it a step further, using their augmentations and specialized equipment to merge their consciousness with a device, be it a drone or vehicle.

A rigger doesn't just drive a car, they become it, feeling every crack under the tires or microburst along the wings of an aircraft.

TESTS AND DRIVING

Normal vehicle operation does not require a test. Tests only come up when a driver/rigger wants to do something tricky with the car—follow another car without being spotted, make a hairpin turn at high speeds, jump over the still-under-construction bridge, that sort of thing. The primary test is the Handling test, made to see if you can coax the vehicle to do what you want to do. The player's dice pool is Piloting + Reaction. The basic threshold is the Handling rating of the vehicle. Ground vehicles have two Handling ratings—one for on-road, one for off-road, so the appropriate one for the vehicle's current location would be used. Gamemasters can increase or decrease that threshold based on the difficulty of the attempted maneuver.

Sometimes the test may be Opposed, as two drivers pit their skills against each other. This would be Piloting + Reaction vs. Piloting + Reaction—may the best driver win!

All of these tests may be affected by the speed at which the vehicle is traveling; see Vehicle Speed, at right.

CONTROL RIGS AND YOU (RIGGER JUMP IN ACTION)

Each rating point of a rigger's control rig awards one extra die on tests involving the operation of a jumped-in device.

While jumped in, a rigger is not using their meat body. As such, their physical attributes are not used when making tests on a jumped in device. The conversion is as follows:

CONTROL RIGS

REGULAR ATTRIBUTE	JUMPED-IN ATTRIBUTE
Body	Willpower
Strength	Charisma
Agility	Logic
Reaction	Intuition

So, while making a Piloting test while jumped into a drone, a rigger would use Piloting + Intuition, as opposed to Piloting + Reaction.

Should the rigger be physically present in a vehicle that crashes, they would still use their Body attribute to resist the crash damage, as they are physically present in the vehicle.

VEHICLE RIGGING

All vehicles have a Handling statistic, an acceleration statistic, and two statistics for speed.

- **Handling:** a threshold for tests made while driving the vehicle.
- **Acceleration:** measures how many meters per combat round the vehicle can accelerate.
- **Speed Interval:** a measure of difficulty in driving the car—the faster the car, the trickier it is to keep under control. Drivers should be tracking their current speed; each time they pass another Speed Interval, they incur a cumulative −1 dice pool penalty to any tests involving Handling for the vehicle.
- **Top Speed:** shows the maximum number of meters the vehicle can travel in a combat round.



VEHICLE SPEED

The equation for how far a vehicle traveled in a combat round is:

$$\text{DISTANCE TRAVELED IN A COMBAT ROUND} = \text{SPEED AT BEGINNING OF TURN} + 1/2 \text{ ACCELERATION RATE}$$

So if you were traveling at 30 meters per combat round at the start of the turn and accelerated by 10 meters per combat round, you would have traveled $30 + \frac{1}{2}(10)$ meters, or 35 meters. If you were traveling 30 and decelerated 10 meters per combat round, you would have traveled $30 + \frac{1}{2}(-10)$ meters, or 25 meters.

See the Meters per Combat Round table (p. 16), which translates meters per combat round into kilometers per hour and miles per hour so you can know if your getaway speed is plodding or really fraggin' fast.

RIGGER CHARACTER

While the gamemaster may use these rules during the *Battle Royale* adventure, the *Beginner Box* does not include a character that makes full use of the rigging rules. Instead, feel free to visit shadowruntabletop.com and download a free PDF of a rigger dossier.

VEHICLE SPEED EXAMPLE

Turbo Bunny is driving her Americar (even the Bunny needs cheap, practical transportation some days), and she starts it up and accelerates in a gentle manner—she goes from 0 meters per combat round to 8, because she's driving easy and not flooring it. Her initial speed was 0, her acceleration was 8, so she moves $[\text{current speed} + \frac{1}{2}(8)]$ meters, or 4 meters. She keeps that acceleration rate up for another combat round. Her starting speed was 8, she accelerated 8, so she moved $8 + \frac{1}{2}(8)$ meters, or 12 meters. Her current speed is 16 meters per combat round—about 20 kilometers per hour, or 11 miles per hour.

Unfortunately for her, Turbo Bunny is a little behind on payments to her BTL dealer, and he's sent some goons to shake some nuyen out of her. She spots them in the rearview and slams the accelerator. Her current speed of 16 is under the Speed Interval of 20, so she has no penalties on Piloting tests for the vehicle, but there will be soon. She hits the maximum acceleration rate of 12, so the car jumps from 16 to 28. It travels $16 + \frac{1}{2}(12)$ meters, or 22 meters.

She's still not moving fast, but she also is not in a machine built for chases, so it's going to resist her aggressive style of driving. When a pedestrian unexpectedly enters the street ahead of her, she has to make a Handling test to avoid them. She's on road, so the test will be Piloting + Reaction (3). Her speed is 28, so it has stepped over one Speed Interval, so she takes a -1 dice pool penalty to the test. She is able to avoid the pedestrian, so she keeps up the maximum acceleration of 12, getting her up to 40 meters per combat round (about 48 kph, or 29.8 mph). That hits the second speed interval, so if she has to make Piloting tests next turn, she'll lose two dice, all while cursing her poor overburdened Americar.

METERS PER COMBAT ROUND

METERS PER COMBAT ROUND	KPH	MPH
10	12	7.4
20	24	14.8
30	36	22.4
40	48	29.8
50	60	37.3
60	72	44.7
70	84	52.2

CRASHING

Should a rigger fail a Handling test, the driver must immediately make a crash test, which is another Piloting test. Any penalties based on the vehicle's Speed Interval should be applied to this test. Should this test fail, the vehicle crashes, and those within must resist damage equal to the speed of the vehicle in meters per second divided by 10. A vehicle may have safety features such as airbags, rapid-expanding foam, or even simply seat belts (at the gamemaster's discretion), which can reduce this damage before attempting a Damage Resistance test.

This damage is resisted by Body.

DRONE RIGGING

Rigging with a drone is identical to vehicle rigging when jumped in. Most of the time, drone rigging is done by remote commands, which rely upon the Pilot rating of the drone to carry out. Commanding a drone is a Major Action. Once the command is given, the drone will use its Pilot rating as its attribute.

Drones use the same statistics block as vehicles.

DRONE INITIATIVE

Drones acting without a jumped-in rigger have an initiative rank of Pilot $\times 2$, and they get 4D6 Initiative Dice. When a rigger is jumped in, the drone uses that rigger's initiative.

DRONE COMBAT

Drones fight with weapons mounted to their frame. Drones must be larger than any weapon they carry, and they can only carry a single weapon with 250 rounds of ammo.

All weapon mounts are operated remotely and can target a ninety-degree arc of fire (horizontal and vertical). If a drone weapon is fired by a rigger commanding the drone remotely, it uses the Attack Rating of the mounted weapon, and it uses its Sensor rating $\times 2$ as its Attack test. If the rigger is jumped in, they do the firing instead of the drone, so they use their Engineering skill (which is used to fire from vehicles) combined with Logic (the jumped-in replacement for Agility).

DRONE COMBAT EXAMPLE

Emu has a Roto-drone with an HK-227 mounted on it, providing backup for her escape. As she dashes out of a corporate research facility, contraband in hand, she takes a Command Drone action to order the drone to fire on a pursuing guard. The drone is at medium range to the guard, giving it an Attack Rating of 8. The guard has a Defense Rating of 6, so no Edge is given out at the start of the attack. The drone is being commanded remotely, so it fires with its Sensor rating $\times 2$. Its sensor is 3, so it rolls 6 dice. The defender rolls 7, so the odds are against it. The drone rolls 2 hits while the defender rolls 3. The drone misses, but the bullets whiz by close enough to make the guard think about whether he really wants to continue this pursuit.



MAGIC

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, permeating the **astral plane** (which co-exists with the physical realm, or material plane). 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.

TRADITIONS

Magic in the Sixth World is highly individual. Each spellcaster, conjurer, and whatever learns how to make the mana flow, and they find individual ways to hone their mental focus to help them be as effective as possible. This means that while words and gestures are not needed to work magic, some people may use them anyway because it helps them build the necessary focus.

People also respond to magic through the preconceptions and worldviews they bring with them. In the realm of magic, these filters are usually referred to as “traditions.” A tradition is critical to Awakened individuals learning how to channel and interact with mana. And since the Sixth World hosts a wide variety of cultures and beliefs, it also has a wide variety of traditions. However, there are two pre-eminent ways of understanding magic—the hermetic tradition and the shamanic tradition.

- Hermeticists see themselves as part of a long, proud tradition attempting to understand and manipulate the laws undergirding the world. They are more than happy to point out that Isaac Newton’s alchemical studies took up more of his time than his work on physics, and that people like John Dee and Aleister Crowley who had been pushed to the margins of academia had their reputations dramatically upgraded after the Awakening.
- Followers of the shamanic tradition believe magic is to be experienced and performed, not put under glass. If that occasionally leads to inconsistent results or accidental injury, well, that’s what happens in art, in love, and in so many other parts of life, so why should magic be any different? Hermeticists tend to see shamans as sloppy and undisciplined, and that’s exactly the way shamans like it.

MAGIC BASICS

The following are starting blocks regarding magic rules.

SKILLS

The primary skill the Awakened need is **Sorcery**, with **Astral** also having use in getting information from astral shapes and forms. The main three magical skills—**Sorcery**, **Conjuring**, and **Enchanting**—are all connected to the Magic attribute, while **Astral** is connected to **Intuition**; for these rules, only **Sorcery** and **Astral** will be used. A high number of magical actions are aimed at other characters or beings in some way, which means most tests are **Opposed**.

DRAIN

Magic is tiring. The more you attempt to do with it, the more it’s going to take out of you. This is reflected through

the concept of **drain**, which presents damage an Awakened character must resist after channeling their magic. By default, drain is **Stun** damage.

RECOGNIZING MAGIC

On some occasions, magic desperately wants to be noticed. The flashy fireball, the showy bolt of lightning—the mage throwing them wants them to hurt, yeah, but they also want them to be scary and intimidating. But that’s only some of the time. Much of the time, magic functions best when it is difficult to see.

Noticing magic requires a **Perception + Intuition** test; the threshold is the Magic level of the person who cast the spell. Note that this only applies to noticing magic in the regular world; noticing magic in the astral plane is easier, but also a whole other ball game that is beyond the scope of these rules.

MAGIC, TECHNOLOGY, AND RESISTANCE

Magic and technology have never gotten along well. Why? Go ask an MIT&T professor when you have a couple hours to kill—you’ll learn more about the nature of mana than you ever wanted to know, but you still will not get a clear answer. Whether you understand the reasons or not, the divide exists, and it plays a strong role in shaping how the Awakened function.

One primary effect is that Awakened characters avoid **cyberware** and **bioware**. These things reduce their **Essence**, which in turn limits some of their mana-channeling abilities. Which is something few Awakened people want.

The other main effect is that the more technology and artifice there is in an object, the harder it is for it to be affected by magic. This is measured in what’s called **Object Resistance**, and it often figures in to how well spells cast on items succeed. The **Object Resistance** table, below, provides guidelines for this rating.

OBJECT RESISTANCE

TYPE OF OBJECT	RATING
Natural objects	3
<i>Trees, rocks, soil, wood, metal cold-worked by hand, unprocessed water</i>	
Manufactured low-tech objects and materials	6
<i>Brick, leather, simple plastics</i>	
Manufactured high-tech objects and materials	9
<i>Advanced plastics, alloys, electronic equipment, sensors</i>	
Highly processed objects	15+
<i>Commlinks, cyberdecks, drones, vehicles, complex toxic waste, Cheez-Bits</i>	

CASTING SPELLS

After choosing a spell, casting it has three primary steps (remember this is a **Major Action**):

CASTING SPELLS: STEP BY STEP

1. Adjust the spell
2. Roll a **Sorcery** test
3. Deal with **drain**

I. ADJUST THE SPELL

Adjusting the spell isn't always needed or even possible. The only adjustments that can be made are:

Amp up: This is for Combat spells only. For each point of base damage the caster wants to add to a Combat spell, increase the drain of that casting by 2.

Increase Area: Area-effect spells have a base effect of a sphere with a two-meter radius. For each increase of 2 meters in the radius of the area of effect, increase the drain of the casting by 1.

2. ROLL THE SORCERY TEST

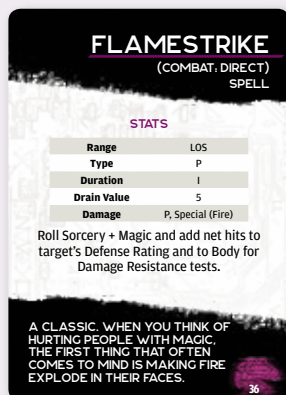
The Sorcery test is Sorcery + Magic; the number of hits needed and/or the Opposed test are described on each Spell Card.

3. DEAL WITH DRAIN

Each spell has a Drain Value, which may be increased by any adjustments the caster makes. The caster rolls Magic + an attribute determined by their tradition and compares the hits to the Drain Value of the cast spell. The attribute is Logic for hermetic mages, Charisma for shamans. In the case of Frostburn, the combat mage, it's Logic. If the hits are equal to or greater than the Drain Value, the drain has no effect. If the drain is higher than the hits, the caster experiences Stun damage equal to the difference between hits and Drain Value. Drain damage cannot be healed by magic, medkits, or anything besides rest (roll Body + Willpower every hour, hits heal 1 box of Stun damage).

SPELLCASTING EXAMPLE

Frostburn wants to put the heat on some enemies, so she aims a Flamestrike spell at an opponent. She rolls Sorcery + Magic vs. Reaction + Intuition of the target, as described on the Spell Card. She gets 4 hits, while the target gets 2. It's a hit! Frostburn's Magic rank is 6, and an Indirect Combat spell does half that as its base damage—so the DV starts at 3, and her 2 net hits raise that damage to 5. Flamestrike does Physical damage and also adds Fire damage (see p. 10). The target rolls their Body of 2 for the Damage Resistance test—they get one hit, reducing the damage to 4. Since it's Fire damage, the target is aflame and will have to resist half of the base damage of the attack (5, divided in half and rounded down to 2). That damage will hit the target for each of the next two combat rounds—if they survive that long.



SPELL DESCRIPTIONS

Shadowrun spells have the following elements, as shown on the sample Spell Card:

- **Category:** Spells in *Shadowrun* are divided into five categories: Combat, Detection, Health, Illusion, and Manipulation.

- **Range:** These are either **Touch**, meaning the target needs to be touched in order for the spell to take effect; **LOS**, meaning the caster needs a physical sight line to the target (binoculars and optical lenses count as physical line of sight, magical effects and technology such as thermographic vision do not); or **Special**, which means the range is defined in the write-up of the spell. Spells also list if they have an area effect. The base area effect is a sphere with a two-meter radius.
- **Duration:** This describes how long the spell lasts. It is usually either **Instantaneous** (I), meaning it takes effect and then immediately dissipates; **Sustained** (S), meaning the effect lasts as long as the caster keeps it in operation, receiving a -2 dice pool penalty on any test besides Damage Resistance for each sustained spell (dropping a sustained spell requires no use of an action; the mage simply stops holding it); or **Permanent** (P), meaning the effect does not dissipate and stays in place without any effort or focus on the part of the caster—the spell becomes a full part of the world.
- **Type:** This is either M (for mana) or P (for physical). Mana spells interact solely with the astral plane; they may affect living beings, as living beings have an astral component, but they have no effect on non-living, non-astral entities. Physical spells affect both the astral realm and the physical realm.
- **Drain Value (DV):** This is the base value that casters must resist to avoid experiencing drain. It can be increased if casters Amp Up their spells or increase the area effect, as noted under Adjust the Spell.

SPELL CATEGORIES

Frostburn, the combat mage, notes on her character sheet which spells she has access to; the specific rules for those spells are found on the corresponding Spell Cards.

Below are additional rules the gamemaster will need to know when Frostburn casts her assorted spells.

COMBAT SPELLS

Combat spells add a step after the first spellcasting step, something that should happen after targets have been selected. Once the targets are known, compare the Attack Rating and Defense Rating to see if the caster gains Edge. In the case of multiple targets, use the highest Defense Rating to determine if Edge is awarded.

- **A caster's Attack Rating:** Magic + their tradition attribute
- **Defense Ratings:** as normal.

Combat spells list the type of damage done, whether it is Stun (S) or Physical (P).

There are two essential kinds of Combat spells: Direct and Indirect.

DIRECT COMBAT SPELLS

Direct Combat spells are when you shape mana in a way that it directly pummels the opposition—the magic is the damage. When you cast a Direct Combat spell:

- **Roll:** Sorcery + Magic
- **Opposed by:** Intuition + Willpower of the target.

Net hits become damage and are added to any Amp Up damage the character chose.



INDIRECT COMBAT SPELLS

Rather than having the magic do the pummeling, Indirect Combat spells cause an effect that causes the damage—igniting a fireball, say, or sparking a lightning bolt. To cast an Indirect Combat spell:

- **Roll:** Sorcery + Magic vs. Willpower + Reaction.

The damage is the caster's Magic divided by two (rounded up) plus net hits plus Amp Up damage. Targets roll their Body to resist this damage, as is done in physical combat.

DETECTION SPELLS

When you cast a Detection spell:

- **Roll:** Sorcery + Magic test
- **Opposed by:** Body + Logic when the targets are biological, Object Resistance when they are not.

Detection spells are cast on a subject, but the sensory enhancement often takes place in an area separate from the subject. Unlike many spells that require line of sight to the target area, the area of sensory expansion can be separated from the subject by walls or other barriers. The range for this area is (Magic rating of the caster + Sorcery test net hits) meters. The size of the area starts at a sphere with a two-meter radius but can be enlarged by using Increase Area.

HEALTH SPELLS

Low Essence often makes healing more difficult, since magic and technology generally don't mix, and the type of magic used to fix biological beings does little to metal, plastic, and electronics (see Object Resistance table, p. 17). The effects of Essence, if any, are noted on each Spell Card.

ILLUSION SPELLS

These spells are cast with an Opposed test, where Sorcery + Magic is opposed by a various combinations of attributes, listed on the Spell Card.

Illusion spells of the Mana type affect living beings only; Physical Illusion spells affect cameras and other technology as well.

Illusion spells might be **Single Sense** (meaning they affect only one sense) or **Multi-Sense** (meaning they affect multiple senses).

MANIPULATION SPELLS

Manipulation spells target either living or non-living things. Living things resist the spell with a particular attri-

bute x 2. If the spell is attempting to affect them physically, that attribute is Body; if it's attempting to affect their mind, the attribute is Logic.

Net hits on the Spellcasting test determine the duration of the spell, and for non-living objects, it also determines how much material is affected. Manipulation spells are often not sustained; instead, they last for a number of minutes equal to the net hits on the Spellcasting test.

COUNTERSPELLING

Counterspelling is the equal and opposite reaction to spellcasting. Mages give benefits through spells, while other mages use their gifts to take them the hell away. Counterspelling is a spellcaster's quick reaction defense, and it comes in one of two forms: boosted defense and dispelling.

BOOSTED DEFENSE

This is the preemptive defense, where spellcasters try to block an incoming spell. To use it, a character takes a Counterspell action and rolls a Sorcery + Magic test. At its base, the action affects a sphere with a two-meter radius. Net hits on the test are added to the dice pool of anyone in the area to defend against any spells. This boost lasts for a number of combat rounds equal to the Magic of the spellcaster.

DISPELLING

This is for use against spells that are sustained or otherwise have ongoing effects. The character chooses the Dispel Action and then rolls Sorcery + Magic vs. the Drain Value of the spell x 2 (including any adjustments made to the spell when it was cast). Net hits on this test resist net hits on the spell on a one-to-one basis; when net hits reach zero, the spell is completely dispelled.

ASTRAL PROJECTION & PERCEPTION

As a Minor Action, mages with the Astral skill may send their astral selves out of their body, flying with great speed through walls (but not solid earth) on reconnaissance missions. Magic effects and individuals shine clearly on the astral plane—mundane items, not so much. While a mage travels astrally, their body is limp and defenseless, so it helps if someone keeps an eye on them. Returning to their body is another Minor Action.

Also as a Minor Action, whether astrally projecting or not, mages can shift their gaze to the astral plane to see what astral sights are directly in front of them.

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GAMEMASTER REFERENCE TABLES

TESTS (P. 5)

Simple Test: Skill + Linked Attribute vs. Threshold

Opposed Test: Attacker Skill + Linked Attribute vs. Target Skill + Linked Attribute

Untrained test: Attribute - 1 vs. threshold

Buying Hits: One hit for every four dice, rounded down

Trying Again: Retrying a test when circumstances have not changed imposes a -2 dice pool penalty.

Using Edge: The guideline for using Edge are as follows:

- Only one expenditure of Edge per action.
- Edge can be accumulated up to a limit of 7.
- Edge accumulated over your base rank goes away when you complete any ongoing confrontation.

Depending on how much Edge is spent at once, various bonuses are possible, see Edge Boosts table.

SAMPLE ACTIONS

MINOR ACTIONS	MAJOR ACTIONS
Astral Projection/Perception, p. 20 (A)	Attack (I)
Command Drone, p. 16 (I)	Cast Spell, p. 17 (I)
Drop Object (A)	Counterspell/Dispel
Drop Prone (A)	Fast-Talk (A)
Move (I)	Observe in Detail (I)
Reload Smartgun (I)	Palming (A)
Stand Up (I)	Pick Up/Put Down Object (I)
Take Cover (I)	Ready Weapon (I)
	Reload Weapon (I)
	Rigger Jump In, p. 15 (I)
	Sneaking (A)
	Sprint (I)
	Use Simple Device (I)
	Use Skill (I)

COMBAT ROUNDS & PLAYER TURNS (P. 8)

- Initiative: Roll Initiative Dice and add the total to Initiative Score
- Combat round = approximately three seconds and consists of one player turn for everyone in combat.
- During their turn, each participant may take 1 Minor Action and 1 Major Action per turn.
- Players get 1 additional Minor Action for every Initiative Die they have.
- Major Action can be used to perform a Minor Action. Can trade 4 Minor Actions to perform 1 Major Action.

EDGE BOOSTS (P. 6)

1 EDGE

- Reroll one die (Post)
- Add 3 to your Initiative Score (Any)

2 EDGE

- +1 to a single die roll (Post)
- Give ally 1 Edge (Any)
- Negate 1 Edge of a foe (Pre)

3 EDGE

- Buy one automatic hit (Any)
- Heal one box of Stun damage (Any)

4 EDGE

- Add your Edge as a dice pool bonus to your roll, and make 6s explode (Pre)
- Heal one box of Physical damage (Any)

5 EDGE

- 2s count for glitches for target (Pre)
- Create special effect (gamemaster discretion)

THRESHOLD GUIDELINES (P. 5)

1. **Simple task, only slightly more difficult than walking and talking.** Shooting at a nearby building.
2. **More complex, but still in the range of normal experience.** Shooting at a nearby building while running.
3. **Normal starting point for Simple tests.** Complicated enough to require some skill, but not overly difficult for people with experience. Shooting a window out of a nearby building.
4. **More difficult, impressive enough to accomplish.** Shooting an enemy in the window of a nearby building.
5. **Tricky, the sort of thing only accomplished by those who have worked on their skills.** Shooting an enemy in the window of a building at medium range.
6. **Elite-level accomplishment, something that few in the world could pull off with any degree of regularity.** Shooting an enemy in the window of a building at far range.
7. **Standing out among the elite, demonstrating very rare ability.** Shooting an enemy in the window of a building at far range while running.

COMBAT: STEP BY STEP (P. 7)

1. GRAB DICE

Attacker: [appropriate weapon skill] + Agility

Defender: Reaction + Intuition

Buying Hits: One hit for every four dice, rounded down

2. DISTRIBUTE EDGE

- Compare Attack Rating of weapon to Defense Rating of target. If either is 4 or greater than the other, player with bigger value gets a bonus Edge point.
- Does either combatant have visual enhancements or gear to compensate for environmental situations: raining, dark, overcrowded, and so on? Compare and toss an Edge to whoever has the advantage. If it balances out, no one gets an Edge.
- Review if any gear that might influence Edge distribution comes into play.

3. ROLL DICE

- Any use of pre-roll Edge (Pre) is declared now.
- Roll dice: count hits and note glitches.
- Any use of post-roll Edge is declared now.
- Once hits are tallied, call it success or miss based on whether the attacker got more hits than defender. If a success, add net hits to base Damage Value of weapon.

4. SOAK SOME DAMAGE

- If miss, stop.
- If hit, defender rolls Body attribute as a Damage Resistance test. Each 5 and 6 cancels a point of Damage Value from above. (Edge may be used here.)

5. BRING THE PAIN

- Apply damage left after Step 4 to appropriate Condition Monitor.

OVERWATCH AND CONVERGENCE (P. 12)

If a Matrix test is illegal, note number of hits scored by defender = Overwatch Score (OS). When OS reaches 40, convergence occurs: device is bricked and user's physical location is reported.

Overwatch Score is increased:

- 1 for each use of a hacking program.
- 1 turn when you have illegal User access.
- Performing illegal actions. OS increases by one for each Defense test hit (whether defense successful or not).

SPECIAL RULES FOR COMBAT (P. 8)

Grunts: Highest Attack test dice pool and Attack Rating of its members are base ratings of group. Each additional member of the group adds 2 to the Attack Rating. Every odd-numbered grunt beyond the first, adds 1 die to Attack test dice pool.

Surprise: Roll a Reaction + Intuition (3) test. Failure: cannot act or spend Edge in the first combat round.

Movement: All characters move 10 meters a turn with the Move Minor Action. Sprint: 15 meters per turn and make Athletics Skill + Agility test—each hit adds 1 meter.

RANGE CATEGORIES

Close: 0-3 meters

Near: 4-50 meters

Medium: 51-250 meters

Far: 251-500 meters

Extreme: 501 meters +

FIRING MODE

SS: Single bullet. No changes to a weapon's attributes. Note that in weapon stat blocks, SS is never displayed, as it is always assumed.

SA: Two bullets. Decrease Attack Rating by two and increase damage by 1.

BF: Four bullets. Narrow burst: decreases Attack Rating by 4 and increases damage by 2; Two Targets: split dice pool between two targets and count each as an SA-mode shot.

COVER RATINGS

COVER	RATING
Quarter	+2
Half	+4
Three-Quarters	+6
Full	+8

Healing (p. 10)

SAMPLE MATRIX ACTIONS (P. 14)

MINOR ACTIONS	MAJOR ACTIONS
Enter/Exit Host	Control Device
Jack Out	Crack File
Matrix Perception	Data Spike
	Edit File
	Hack
	Format Device
	Matrix Perception
	Snoop
	Spoof Command
	Trace Icon

COUNTERSPELLING (P. 20)

Boosted Defense (block incoming spell): Choose Counterspell Action, then roll Sorcery + Magic. Action affects a sphere with a two-meter radius. Net hits on test are added to the dice pool of anyone in the area to defend against spells.

Dispelling (remove ongoing effects): Choose Dispel Action, then roll Sorcery + Magic vs. Drain Value of the spell x 2. Net hits on test resist net hits on the spell on a one-to-one basis; when net hits reach zero, spell is completely dispelled.

SOCIAL EDGE (P. 6)

EDGE TO TALKER

Listener is disposed to listen to people like the talker
 Listener sees clear gain from what talker is saying
 Listener is desperate
 Talker has convincing support for claims
 Talker is introduced by trusted person
 Talker is clearly more physically powerful than listener
 Listener has no easy ways to leave

EDGE TO LISTENER

Talker belongs to a group listener has significant prejudices about
 Listener sees steep risk in what talker is saying
 Listener is in secure position and is risk averse
 Talker has been caught in clear lie
 Talker is associated with people the listener dislikes or distrusts
 Listener is clearly more powerful than talker
 Listener knows help is on the way

USING THE MATRIX: STEP BY STEP (P. 11)

Matrix Attack Rating: Attack + Sleaze

Matrix Defense Rating: Data Processing + Firewall

1. GRAB DICE

Legal Test: Electronics + Logic vs. Threshold

Illegal Test: Cracking + Logic vs. Threshold

Defender: Firewall + Willpower

Buying Hits: One hit for every four dice, rounded down

2. DISTRIBUTE EDGE

- Compare Attack Rating to Defense Rating of target. If either is 4 or greater than the other, player with bigger value gets a bonus Edge point.
- Does either combatant have programs or gear to

situational Edge points? If it balances out, no one gets an Edge.

- Bonus Edge goes away when: leaving a host; exiting the Matrix; Convergence.

3. ROLL DICE

- Any use of pre-roll Edge (Pre) is declared now.
- Roll dice: count hits and glitches.
- Any use of post-roll Edge (Post) is declared now.
- Once hits are tallied, call it a success or not based on whether attacker got more hits than defender.

4. DETERMINE EFFECT

- Check the action that is being attempted, and determine the effect based on that action.

STEP BY STEP: CASTING SPELLS (P. 17)

1. ADJUST THE SPELL

Adjusting spell if desired:

- Amp up:** Combat spells only: +1 Damage Value, increase drain by 2.
- Increase Area:** Area-effect spells only. Standard two-meter radius. Each + 2 meters increases drain by 1.

Buying Hits: One hit for every four dice, rounded down

2. ROLL THE SORCERY TEST

Sorcery Test: Sorcery + Magic; number of hits needed and/or the Opposed test are described on Spell Card.

3. DEAL WITH DRAIN

Drain Test: Magic + appropriate attribute; compares hits to the drain value of the cast spell. If hits equal to or greater than drain value, no effect. If drain is higher than hits, caster experiences Stun damage equal to the difference between hits and drain value.

SKILLS & LINKED ATTRIBUTES (P. 6)

SKILL	LINKED ATTRIBUTE
Astral	Intuition
Athletics	Agility
Biotech	Logic
Close Combat	Agility
Con	Charisma
Conjuring	Magic
Cracking	Logic
Electronics	Logic
Enchanting	Magic
Engineering	Logic
Firearms	Agility
Exotic Weapons	Agility
Influence	Charisma
Outdoors	Intuition
Perception	Intuition
Piloting	Reaction
Sorcery	Magic
Stealth	Agility

OBJECT RESISTANCE (P. 17)

TYPE OF OBJECT	RATING
Natural objects	3
<i>Trees, rocks, soil, wood, metal cold-worked by hand, unprocessed water</i>	
Manufactured low-tech objects and materials	6
<i>Brick, leather, simple plastics</i>	
Manufactured high-tech objects and materials	9
<i>Advanced plastics, alloys, electronic equipment, sensors</i>	
Highly processed objects	15+
<i>Commlinks, cyberdecks, drones, vehicles, complex toxic waste, Cheez-Bitz</i>	

GAMEMASTER REFERENCE TABLES

FROSTBURN

Ork Combat Mage

Ethnicity: White
Age: 25
Height: 2 m
Weight: 115 kg
Movement: 5/10/+1

Composure: 10
Judge Intentions: 4
Memory: 6
Lift/Carry: 7



B	A	R	S	W	L	I	C	EDG	ESS	M
4	4	2	3	7	5	1	3	2	6	6

Defense Rating: 7
Initiative: 3 + 1D6
Condition Monitor (P/S): 10/11

SKILLS (Rating/Attribute/Dice Pool)

Action: Astral 3/1/4, Athletics 1/A/5, Close Combat 2/A/6, Firearms 3/A/7, Perception 3/1/4, Sorcery 6/M/12, Stealth 1/A/5
Knowledge: Magical Security, Seattle Underground, Security Procedures

QUALITIES/CONTACTS

Qualities: Built Tough, Dependents, Low-light Vision, SINner, Socially Awkward
Contacts: Brimstone, elf combat mage, former NeoNET coworker and current fellow runner; Harrison Kellerman, talismonger and owner of the Io Pan! lore store in Downtown Seattle; Jules Maguire, ork rigger, Frostburn's older brother and Cascade Ork smuggler

SPELLS

Combat Sense, Fireball, Flamestrike, Heal, Ice Bolt, Improved Invisibility, Levitate, Mana Barrier

CORE COMBAT INFO/GEAR

Walther Palm Pistol [Hold-out, DV 2P, 12/7/-/-/-, 2(b)]
Extendible baton [Club, DV 2S, 5/-/-/-/-]
Gear: Lined coat (+3), Renraku Sensei commlink (DR 3, 2/0)

ZIPFILE

Dwarf Decker

Ethnicity: Bantu
Age: 23
Height: 1.1 m
Weight: 36 kg
Movement: 5/10/+1

Composure: 9
Judge Intentions: 9
Memory: 12
Lift/Carry: 9



B	A	R	S	W	L	I	C	EDG	ESS
5	3	4	4	6	6	6	3	4	3.7

Defense Rating: 8
Initiative: 10 + 1D6
Condition Monitor (P/S): 11/11

SKILLS (Rating/Attribute/Dice Pool)

Action: Cracking 6/L/12, Electronics 5/L/11, Engineering 2/L/8, Firearms 2/A/5, Perception 3/1/9
Knowledge: Cyberdeck Models, German Expressionist Cinema, Matrix Security

QUALITIES/CONTACTS

Qualities: Gearhead, Guts
Contacts: Arclight, combat mage and coordinator for the Black Star neo-anarchist shadowrunner collective; Casey Connors, owner of the Cathode Glow; Jules Maguire, Cascade Ork smuggler

AUGMENTATIONS/MATRIX STATS

Augmentations: Cyberjack MPI (DR4, 7/6, +2 Matrix initiative)
Programs: Decryption, Exploit, Overclock

CORE COMBAT INFO/GEAR

Ruger Super Warhawk [Heavy Pistol, DV 4P, SS, 8/11/ 8/- /-, 6(cy)]
Gear: Armor vest (+3), Hermes Ikon commlink [DR 5, 3/0], Renraku Kit-sune cyberdeck [DR 4, 7/6, 8 slots]

RUDE

Troll Street Samurai

Ethnicity: White
Age: 29
Height: 2.4 m
Weight: 310 kg
Movement: 5/10/+1

Composure: 6
Judge Intentions: 6
Memory: 8
Lift/Carry: 11



B	A	R	S	W	L	I	C	EDG	ESS
5	6	6	6	4	4	4	2	5	5.5

Defense Rating: 9
Initiative: 10 + 1D6
Condition Monitor (P/S): 11/10

SKILLS (Rating/Attribute/Dice Pool)

Action: Athletics 3/A/9, Close Combat 3/A/9, Engineering 2/L/6 (Lockpicking +2/A/10), Exotic Weapons (Grapple Gun) 3/A/9, Exotic Weapons (Grapple Launcher) 3/A/9, Firearms 6/A/12, Influence 2/C/4, Perception 3/1/7
Knowledge: Firearms Manufacturers, Security Systems, Urban Brawl Teams

QUALITIES/CONTACTS

Qualities: Built Tough, Dermal Deposits, High Pain Tolerance, Socially Awkward, Thermographic Vision
Contacts: Billy Shen, an Octagon Triad lieutenant, enforcer, and arms dealer; Four-Finger Wong, a cyber-surgeon and street doc; Mia, part-time fixer and waitress at Peaceable Kingdom

AUGMENTATIONS

Cybereyes (Rating 2, w/ smartlink), reaction enhancers 1

CORE COMBAT INFO/GEAR

Ares Desert Strike [Sniper Rifle, DV 5P, SA, 3/10/10/10/10. 14(c), w/ imaging scope, shock pad]
Ares Predator VI [Heavy Pistol, DV 4P, SS, 9/9/7/-/-, 15(c), w/ smartlink]
Sword [Blade, DV 3P, 9/-/-/-/-]
Gear: Armor jacket (+4), Sony Emperor commlink (DR 2, 1/1)

YU

Elf Covert Ops Specialist/Face

Ethnicity: Cantonese
Age: 28
Height: 1.8 m
Weight: 77 kg
Movement: 5/10/+1

Composure: 13
Judge Intentions: 13
Memory: 10
Lift/Carry: 6



B	A	R	S	W	L	I	C	EDG	ESS
3	6	4	3	5	5	5	8	2	6

Defense Rating: 6
Initiative: 9 + 1D6
Condition Monitor (P/S): 10/11

SKILLS (Rating/Attribute/Dice Pool)

Action: Biotech 1/L/6, Close Combat 4/A/10, Con 6/C/14, Firearms 2/A/8, Influence 6/C/14, Perception 2/1/7, Piloting 2/R/6, Outdoors 1/1/6, Stealth 6/A/12
Knowledge: Architecture, Close-up Magic, Wildlife

QUALITIES/CONTACTS

Qualities: Catlike, Double-Jointed
Contacts: Billy Shen, an Octagon Triad lieutenant, enforcer, and arms dealer; Four-Finger Wong, a cyber-surgeon and street doc; Mia, part-time fixer and waitress at Peaceable Kingdom

CORE COMBAT INFO/GEAR

Ares Light Fire 75 [Light Pistol, DV 2P, SA, 10/7/6/-/-, 16(c), w/ silencer, smartgun]
Gear: Disguise kit, Erika Elite commlink (DR 4, 2/1), fake SIN (rating 4, w/ fake Firearms license), contacts (w/ smartlink), first aid kit, lined coat (+3), passkey (rating 4)

