

CONCISE ION RUN

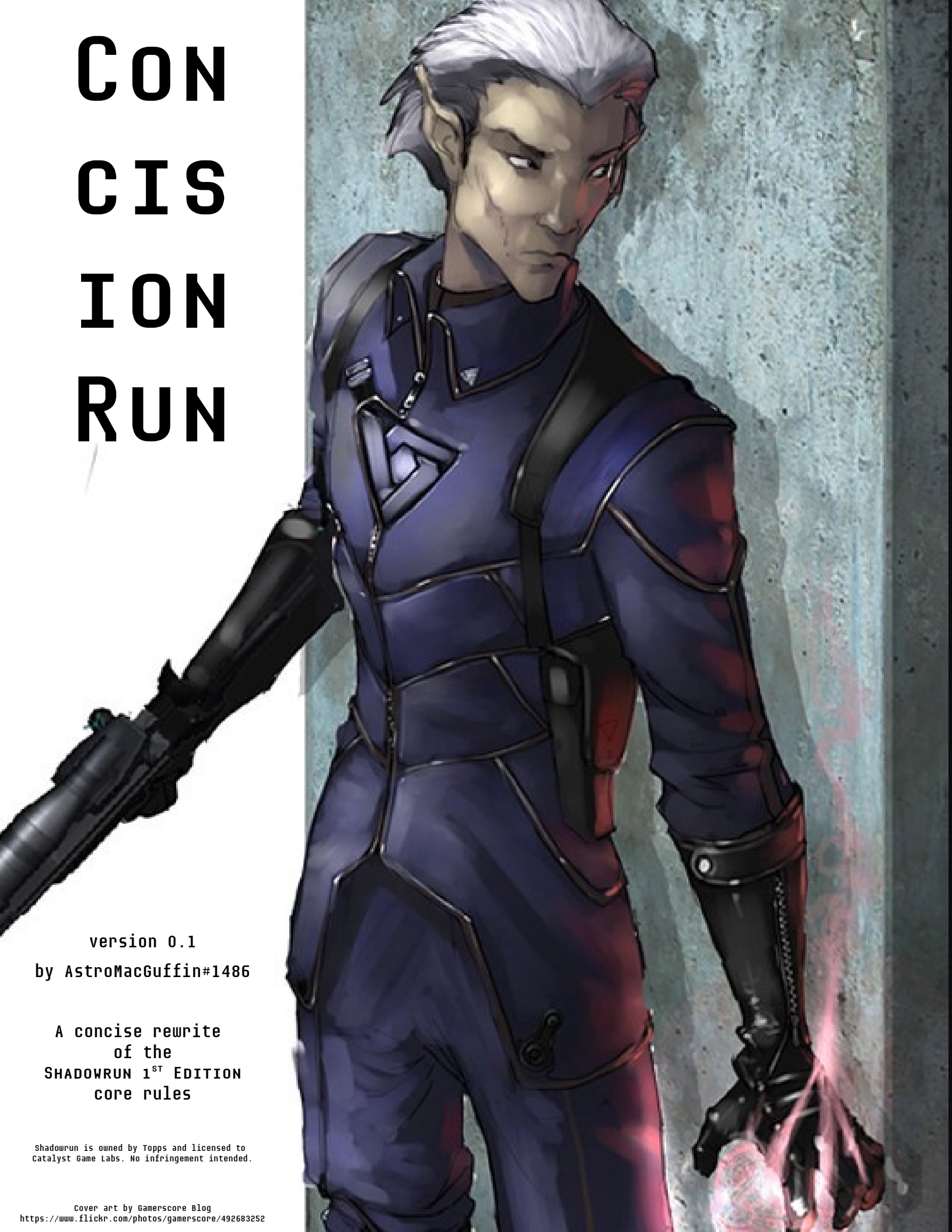
version 0.1

by AstroMacGuffin#1486

A concise rewrite
of the
SHADOWRUN 1ST EDITION
core rules

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CONCISIONRUN

CORE MECHANICS

VERSION 0.1.1

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CORE MECHANICS, CONCEPTS & RULES

DICE MECHANICS

READING DICE FORMATS

There's some dice-rolling lingo to know. There are two main ways Shadowrun uses dice.

Roll [Something] dice

Instructions to roll dice will usually be this kind, and will resemble one of the following equivalent forms:

- “Roll a (Something) Success Test”;
e.g., “make a Firearms Success Test”
- “Roll (Something) dice”;
e.g., “the creature rolls (Rating) dice”

Here, you **treat each die separately**; more about that in sections ahead, starting with “Dice Tests”.

Roll [#]d6

Shadowrun also uses another form occasionally, which looks like these:

- “Roll (Something)d6”;
e.g., “roll 2D6”
- “Roll (Math)d6”;
e.g. “Damage: (Str/2)D6”

Here, you **add the dice as a total**.

READING MODIFIER FORMATS

Either kind of dice roll might include modifiers (bonuses or penalties); each kind of roll has its own modifier format.

Dice Modifiers

- “Dice” format:
e.g., “2 bonus dice”,
or “subtract one die”

With such *dice modifiers*, you **add or subtract dice before rolling**; see “Dice Tests” for more.

Roll Modifiers & TN Modifiers

- “d6” format & TN modifiers:
e.g. “(Str)d6+2”
or “+2 modifier to all TN's”

With these you tally **the sum of all applicable modifiers** and add it to the TN, or dice roll total, or whatever is being modified.

LOTS OF D6'S NEEDED

Shadowrun uses lots of 6-sided dice – the kind found in most board games. Unless you're using a dicebot or an app, get at least a dozen 6-siders.

DICE TESTS

Whenever there's a chance of success or failure, there may be a Dice Test.

Tests always have a number of dice to roll, and a **Target Number (TN)**. For Tests, you *don't* tally a total. Each die which rolls equal or above the TN, is called a **Success**. Each situation has a different way of deciding the TN.

Rolling higher on a single die only helps you hit higher Target Numbers; what matters is beating the TN on as many dice as possible: you want to roll lots of Successes. That is how extra knowledge is learned, better inventions are made, and more damage is dealt (or resisted).

There are three basic forms of Test.

SUCCESS TEST (UNOPPOSED)

The basic Success Test, a.k.a. an Unopposed Success Test, pits your dice against a Target Number.

Rolling one success gets bare minimum results. Successes beyond the first are called **extra successes** and typically improve the results.

OPPOSED SUCCESS TEST

An Opposed Success Test has two actors making Success Tests and comparing their numbers of successes. Each actors' successes cancel each other out. The actor who has any successes left, wins the opposed test. Those leftover successes are called **net successes**. Net successes beyond the first are **extra successes**.

As with an Unopposed Success Test, the first net success is enough for bare minimum results, and extra successes typically improve the result.

RESISTED SUCCESS TEST

Shadowrun usually gives victims a chance to avoid harm via a **Resistance Test**. This is a Success Test that reduces the effects in play.

For example, say a Firearms Success Test ends in a hit. If the attacker rolled any extra successes on that Test, it may increase the damage! But a Resistance Test pushes the damage level down at the same rate.

THRESHOLDS

Some situations need a minimum number of successes for a successful result; that number is the **Threshold**.

Unlike with an Opposed Success Test, **meeting the Threshold counts as one success**; any further dice beating the TN are extra successes.

For example: a decker with a Computer Skill Rating of 6 needs to beat a Computer Test with a TN of 5. He also needs to beat a threshold of 3. He rolls 6 dice and beats the TN only 2 times. No good, that's a total of zero *net successes* because of the threshold!

His friend takes a shot with Computer 4. She beats TN 5 on all four dice! With threshold 3, that's two net successes. (Meeting the threshold counts as one success.)

RULE OF SIX

In Tests (and only in Tests), dice explode. Every die that comes up 6, you roll again, adding the new result to 6; repeat rolling and adding for as long as a die keeps hitting 6. This is how to beat a TN of 7 or higher.

RULE OF ONE

Rolling 1 is a failure on that die; there can never be a Target Number of 1.

If all the dice in a Test come up 1's, that triggers a Critical Glitch. The GM makes up some awful result of your failure, and you must (try to) live with it.

DICE, CONTINUED

DICE POOLS, PART 1

Characters have categories of extra dice, called Dice Pools, which can be added to certain kinds of Success Tests and Resistance Tests, and used in some other situations. For example, everyone has a Dodge Pool and a Defense Pool. They represent times when your character is focused on avoiding combat or counterattacking, respectively.

Ideally, these dice should be a unique color, since it sometimes matters how many successes were rolled on the extra dice.

Further explanations of Dice Pools are given in the section, “Key Character Concepts”, in this chapter. Calculating how many dice goes in each of your Dice Pools, is covered in the Character Creation chapter. The main method of using Dice Pools is covered in the Combat chapter, and special dice pools are covered in more detail in the Matrix and Magic chapters.

RULES ABOUT NUMBERS

ROUNDING FRACTIONS

Unless otherwise noted, round all fractions down.

RATINGS

A Rating is a number that measures the quality of a thing.

Many things have an overall Rating. Other things, such as the players' characters, are more complex.

A Rating is often used as a number of dice to throw in a Test; or as a Target Number in a Test; or both, in an Opposed Test.

If a thing has a Rating of 0, that thing is garbage. Most things die, or are destroyed, if their Rating hits 0.

Some things have a maximum rating, such as the various metahuman races have maximum Attribute Ratings.

OTHER RULES & CONCEPTS

Note: Shadowrun (1st Edition) calls the “Action Phase” simply an “Action”; but that would mean there are two different definitions of an “Action” in the rulebook.

Using the 2nd Edition term, “Action Phase”, fixes this.

TURN & ACTION PHASE

Time in Shadowrun is measured in **Turns, aka Combat Turns**. A Turn lasts **approximately 3 seconds**. Everyone normally gets at least one chance to act, each Turn.

A Turn is divided into **Action Phases**. In that 3-second Turn, many things can happen, almost simultaneously. Action Phases make it clear whose actions resolved in what order.

An **Initiative System** (see the Combat chapter) determines who gets to act on which Action Phase.

When one Turn ends, another begins, until the GM stops measuring time in Combat Turns.

ACTIONS

Anything your character does either is an **Action – aka a Full Action** – or is a Free or Instant Action.

Performing multiple Full Actions on the same Action Phase is normally not allowed, and triggers Distraction when it is allowed.

DISTRACTION

Every Action requires some attention. Doing multiple simultaneous Actions makes everything harder.

When rolling a Test, all TN's suffer a **+2 penalty** per each Action or Distraction the character is already performing. This is in addition to any other modifiers in play.

So, when something “is a Distraction”, that means it imposes upon the character's attention enough to count as an Action for purposes of TN penalty.

FREE ACTIONS

A Free Action is something that is both basically effortless, and takes basically no skill or attention to do. A Free Action may or may not also be Instant.

Free Actions don't incur Distraction. Free Actions only require a Test when a character is *otherwise* distracted, and even then only rarely, at GM discretion.

INSTANT ACTIONS

Some actions take no time to perform. Such actions are **Instant Actions**.

Some are **Free and Instant Actions**. Other Instant Actions require a Test.

If a character is already Distracted when they perform an Instant Action, the Distraction penalty usually applies if there is a Test for the Instant Action.

A character does **not** take on any **new** Distraction penalties from an Instant Action.

KARMA

Karma Points are used for character advancement. They can also be burned for various effects:

Avoid a Critical Glitch

If all the dice in a Test came up 1's, you can spend 1 Karma to reduce the Critical Glitch to a mere failure.

That's all the Karma you can spend improving a Critical Glitch – you cannot proceed to Buy Successes for that roll, nor Re-roll Failures.

Buy Successes

You can burn 2 points of Karma to buy 1 success in a Test, or to negate 1 success from an enemy's Test roll.

Re-roll Failures

You can spend 1 Karma to re-roll all the dice that failed you in a Test.

Help the Help

You can Buy Successes and Re-roll Failures on behalf of NPC's who are helping you; same costs as above.

GM & PLAYERS

Like most RPG's of its time, the group of people playing Shadowrun has one GM, and everyone else is a Player.

Gamemaster (GM)

The GM is the person who prepares the adventure, gives voice to the game world, and referees the rules.

They are responsible for many, many things, first and foremost of which is to make sure everyone has opportunities for some fun.

The GM is expected to keep many things secret from the players, for suspense. Taking part in the narrative is part of the game, after all!

Try not to argue with the GM during the game session unless they've asked you for help learning the rules – it slows the game down to constantly flip through the book making sure every detail is done perfectly every time. Save those discussions for between game sessions.

Players

Players have it easy – they only have to control one character! But they do have a challenge the GM doesn't have to worry about. A player's goal is to try to keep that character alive and thriving! Not an easy feat, in Shadowrun's world.

PC'S & NPC'S

The two types of characters will be familiar to most RPG players:

Player Characters

The PC's are, naturally, the characters controlled by the Players. They're the most important characters in the game, and there are a few rules reflecting that.

Non-Player Characters

Most NPC's are minor characters. A few are nearly as important as the PC's. The GM is responsible for portraying all NPC's – even the ones from a PC's Contacts and backstory.

KEY CHARACTER CONCEPTS

CHARACTER SHEET

On pgs. 208-209 of **Shadowrun**, find a blank character sheet. On it, you'll record your character's real name and street alias, plus other things that fit your character into the rules.

SKILLS

Each Skill is some narrow or broad area of your character's expertise and ability. Each Skill has a Rating, which is often the number of dice to throw in a Test.

ATTRIBUTES

Attributes are a handful of traits that matter from a game rule perspective. Each Attribute has a Rating.

Physical Attributes

Body: physical endurance and size.

Quickness: physical explosiveness.

Strength: physical power.

Mental Attributes

Charisma: social magnetism.

Intelligence: perceptiveness, wit.

Willpower: stubbornness, soundness.

Special Attributes

Essence: the spirit's grip on the body.

Magic: the link to magic Power.

Reaction: your character's reflexes.

CONDITION MONITOR

The Condition Monitor tracks health and stress, via two tracks of 10 boxes each, the Physical and Mental tracks. If a character gets hurt, fill boxes from the bottom; how many boxes to fill depends on the severity of injury.

EQUIPMENT

Shadowrun's equipment chapter helps you build a lifestyle to express and play your character, from the criminal life, to household fun and security. Costs are in **nuyen**, the global currency.

Some equipment has special sections on the character sheet, e.g. vehicles and cyberdecks, because they have Condition Monitors and Attributes.

SPELLS

Magicians can sling spells. Each spell learned has a Force, the max power at which you can cast that spell.

DICE POOLS, PART 2

Using Dice Pools means the character puts extra effort into what they're doing. There are five dice pools.

Tip: Use your dice pools liberally!

With only one exception (Magic Pool dice used for spell defense), they refresh on your every Action Phase. The only reason to save dice that you could have used, is if you think something is coming up, before your next Action Phase, that you'll need them for.

You can use dice from your Pools without using *all* of them. Many situations allow, or even require, splitting a Dice Pool among multiple belligerents or targets.

Dodge Pool

Use these to avoid attacks.

Defense Pool

Use these to counterattack in melee combat.

Hacking Pool

Use these to improve the odds in a Matrix-related test, and to build one-shot programs on the fly. It's the only pool available to Matrix-related tests.

Astral Pool

The Astral Pool replaces all other pools during astral projection; use it to Dodge, and for Defense and Magic.

Magic Pool

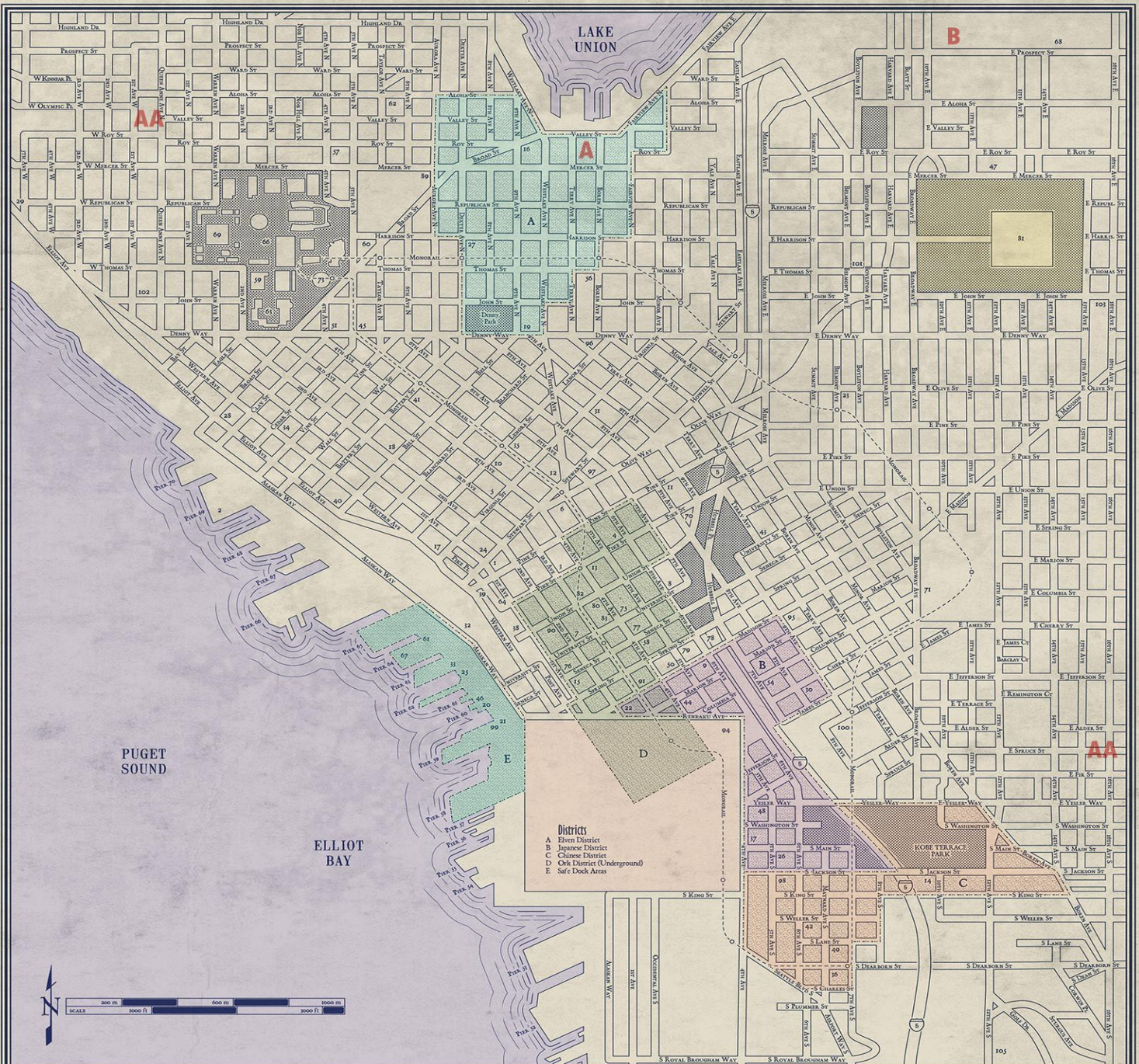
Use for various effects such as casting spells, defending yourself and others against spells, and conjuring spirits.

CONTACTS

Sometimes you are who you know. A Contact can be as simple as an Archetype, or as fleshed out as you want.

MORE ABOUT CHARACTERS

See the Character Creation chapter for the rest of the details that flesh out a character.



Hotels

- 001 Chez Ogino (First Ave and Stewart St)
 002 Glens Underground Hotel (Pier 60)
 003 Hotel Nikko (2nd Ave and Pike St)
 004 Lausencin Plaza (6th Ave and Pike St)
 005 Lucas Palace (2nd Ave and Virginia St)
 006 Mayflower Park Hotel (403 Olive Way)
 007 New Century Square Hotel (2nd Ave and University St)
 008 Seattle Hilton (6th Ave and University St)
 009 Souther-Madison Hotel (6th Ave and Madison St)
 010 Warwick Hotel (6th Ave and Lenora St)
 011 West Coast Hamilton Hotel (6th Ave and Pine St)
 012 Westin Hotel (5th Ave and Stewart St)
 013 Wylie's Gala Inn (4th Ave and Pike St)

Restaurants

- 14 A Little Bit O' Saigon (S Jackson St and Broadway)
 15 The Big Rhino (Sena St and 1st Ave)
 16 Bosco's (Roy St and 9th Ave N)
 17 Cafe Sport (Virginia St and Western Ave)
 18 Dorian's (Ball St and 2nd Ave)
 19 The Edge (6th Ave and Denny Way)
 20 Freddie's Salmon Eatery (Pier 60)
 21 Glass Onion (Madison St and 2nd Ave)
 22 Grace's For Ribs (Olive St and Belmont Ave)
 23 Gravity Bar (Shawway St and 1st Ave)
 24 The Gray Line (Pier 60)
 25 Green Village (S Main St and 5th Ave S)
 26 Icarus Descending (Harrison St and Dexter Ave)
 27 Knudson's Country Home (Broad St and Elliot Ave)

Bary and Nightclubs

- 28 Lee Chee Garden (5th Ave W and Elliot Ave)
 29 Ling Ho (Cherry St and 8th Ave)
 30 Marcus' Hotel (Virginia St and 8th Ave)
 31 Maximillian's (Alaskan Way/Pier 64)
 32 Miner's Landing (Pier 60)
 33 Murphy's Law (Cedar St and Western Ave)
 34 Nikit Burgers (Lenora St and 5th Ave)
 35 Nyen Lang (S Dearborn St and Maynard Ave)
 36 Ogi's Ya (4th Ave S and S Main St)
 37 The Other Place (1st Ave and Union St)
 38 Pink Door (Pine St and Western Ave)
 39 Purple Haze (Bell St and Elliot St)
 40 Reno's (Battery St and 4th Ave)
 41 Run Run Shaw's (S Weller St and 6th Ave S)
 42 van Sports Bar (University St and Terry Ave)
 43 Tokuri's (Marion St and 4th Ave)
 44 Tam's Under the Needle (Denny Way and 5th Ave)
 45 You Should Not Eat So Much! (Pier 60)
 46
 47 Alhambra Maiden (E Mercer St and 12th Ave)
 48 Club Penumbra (5th Ave and Yelder Way)
 49 Cutting Edge (Maynard Ave S and S Lane St)
 50 Dams' Inferno (5th Ave and Madison St)
 51 Matchstick's (4th Ave N and Denny Way)
 52 Psychiatric Private (University Way and 3rd Ave S)
 53 Seward Club (Juno St and 4th Ave S)
 54 Syberpop (7th Ave and Columbia St)

Attractions, Culture, Entertainment

- 55 Aurora Village (1000 N 400th St)
 56 Bagley Wright Theater (Boeren Ave and Thomas St)
 57 Center House (Roy St and 4th Ave N)
 58 Seattle (Downtown) Library (Seneca St and 4th Ave)
 59 Evergreen Kingdom (W Thomas St and 2nd Ave)
 60 Exhibition Hall (3rd W Harrison St)
 61 Omnidome (Pier 64)
 62 Opera House (800 N Taylor Ave)
 63 Pacific Science Center (500 2nd Ave N)
 64 Pike Place Farmer's Market (1st St and Pike St)
 65 Remon Mall (Rainier Ave S and Houseway Way)
 66 Seattle Center (4th Ave N)
 67 Seattle Aquarium (Pier 64)
 68 Seattle Art Museum Pavilion (600 E Observatory Dr)
 69 Seattle Convention and Trade Center (6th Ave and Pike St)
 70 Seattle University (701 Broadway)
 71 Seattle-Tacoma International Airport (Perimeter Rd)
 72 Space Needle (410 W Thomas St)
 73 University of Washington (Montlake Boulevard NE)
 74 Y.M.C.A. (University St and 4th Ave)

Government Buildings

- 75 Federal Building (NSA/FBI) (Seneca St and 1st Ave)
 76 Metropolis Hall - Charles Royer Building (4th Ave and Seneca St)
 77 Metropolis Prison (University Way and Spring St)
 78 Metropolis Supreme Court (Spring St and 5th Ave)
 79 U.C.A.S. Post Office (Union St and 4th Ave)

Business

- 81 Aesthetology Pyramid (Broadway E and E Harrison St)
 82 Bradshaven Investments (2nd Ave and Union St)
 83 Damsun Securities and Investments (4th Ave and University St)
 84 Federated Boeing Field (Airport Way St)
 85 Federated Boeing Offices (Cosson Ave and E Marginal Way)
 86 Federated Boeing Shipyards (SW 2nd Ave S and Massachusetts St)
 87 Fuchi Industrial Electronics Compound (SW 2nd Ave S and 40th Ave SW)
 88 Haukoeborn Complex (Roosevelt Way and 30th St)
 89 Ingersoll and Berkeley Tower (Aurora Ave N and Mercer St)
 90 Lone Star Security Building (2nd Ave and Union St)
 91 McKen's Scrap and Salvage Yard (2nd Ave and Madison St)
 92 MCT Complex (O.L. Kling, Jr. Way and 6th Way)
 93 Northgate Mall (Northgate Way and 1st Ave)
 94 Kermakus Anology (Kermakus Ave)
 95 Souffle Shack (Madison St and 9th Ave)
 96 Television Industries Corporation (Denny Way and Boen Ave N)
 97 Weapons World (6th Ave and Olive St)

Medical Facilities

- 98 Executive Body Enhancements (301 S Jackson St)
 99 Fast Freddie's Surgery (Pier 30)
 100 Harborview Hospital (100 E 9th Ave)
 101 Health Maintenance Organization (Thomas St and Boylston Ave E)
 102 Nightingale's Body Parts (104 John St)
 103 Seattle General Hospital (301 E 10th Ave)
 104 University Hospital (609 Pacific Ave S)
 105 U.S. Health Hospital (1200 12th Ave S)

* part of the district of Downtown Seattle - not listed in this map

DOWNTOWN SEATTLE 2050

THE TYPICAL SHADOWRUN GAME LOOP

Every game has a “game loop”. Wait your turn, consider your move, make your move, end your turn, start again. Shadowrun can be played many ways, but is perhaps most suited for its intended game loop, described here. Not every step needs to happen for every run; and not every adventure needs to follow this structure.

PROLOGUE

When the story starts, you're down on your luck... usually. Maybe you're riding high from a big score, but with all the risks, many 'runners wait til the bills need paid, before they go pay the bills.

OPPORTUNITY SLITHERS BY

This phase is usually called the Hook. The GM offers the players something their characters can't refuse. It may be tempting biz, or something that tugs at the heartstrings. Both works well, too.

SMELL TEST

Do some subtle investigation. It's bad business to make your client look untrustworthy by broadcasting that you don't trust them, but, don't trust them.

It could be a setup. Or the client could be a nutjob with only a deposit, and it's a setup. Maybe the client is being set up, with not enough counterfeit credits to pay, and he's setting you up too, and it was all a joke by your friend, who is high and thinks it's funny, as fore-shadowing for when he betrays you.

Finding out the ugly details under the hood doesn't mean you reject the job. Just make your own secret plans!

ACCEPT THE CONTRACT

There's often a deposit to help you do the job – it'll seem like a lot of money, until your plan is fleshed out. Clients don't like when you take a deposit but can't do the job, so don't risk your rep living off of deposits. Word gets around.

LEGWORK

During the smell test, you'll get leads to prepare your plan. Now follow up, and chase new leads. Any information can help you survive the run and pull it off flawlessly... in theory.

PLAN OF ATTACK

Like a heist movie, now you decide how to get to the target, and how you'll respond to every threat around each corner of the route. You did score maps during legwork, right?

Planning phase often involves deciding to spend a lot of money, which is one reason to make alternate plans. Then, if the less-expensive Plan A goes badly, you can break out the expensive tech and go to Plan B.

COMMIT & SHOP

Once you spend the deposit to buy the tools for the job, those plans you've made are a bit locked in. There are generally no refunds on black market purchases. It's time to pay off old debts if you can, and kiss any loved ones in case you never see them again.

GET TO THE SITE

Assemble the team, keep to the shadows, and don't get caught. That last part can be hard to pull off – after all, you're probably heavily armed and armored, carrying the kind of gear that only career criminals carry... and if you need to cross borders, well, good luck.

DO THE JOB

Find a way onto the site. Negotiate, hack, shoot – keep to the plan. Deal with surprises, and hope nobody screws up! You should've had a contingency for that...

COMPLICATIONS

Your legwork and plan will rarely be perfect. Or the dice might go cold on you. Or, there might be no way to know some detail until it's in front of you. Bottom line: most adventures will still require you to think on your feet. You might even be forced to weigh your client's priorities against your own.

GET AWAY & DELIVER THE GOODS

Now you're carrying the hardware; you're also leaving a crime scene, possibly with stolen tech or even a kidnapped person! Don't get caught!

There will often be some drop point, or person to meet. The run isn't done until the client gets what they want.

GET PAID

Sometimes this part is a mini-adventure in its own right. Maybe the client beams the money to you remotely, but maybe they want to hand you a suitcase of paper nuyen, in which case you're back to making sure it isn't a setup...

EPILOGUE

You might get messages, or visits, after the dust settles. Extra thanks or promises of revenge may be in your e-mailbox when you get home!

PAY THE BILLS

Pay the costs of doing business: ammo, better gear, and of course there was a fake ID you can't trust now, after how things went... Don't forget lifestyle costs, and if you're a character who depends on contacts, there are always palms to grease.

CHARACTER ADVANCEMENT

You'll earn Karma points, which can be spent to upgrade skills and attributes, and for other improvements and gains. You can save Karma if you want to.

ENJOY THE NUYEN

Do some downtime role-playing. You're only rich right after you get paid. It's nice to get out of the gutter sometimes, and you know the high life never lasts...

YOU RISE, ONLY TO FALL

Consequences, there are always consequences... that troll you humiliated has a hit out on you; that suit who saw your face is after your family...

Live it up while you can. Somewhere, someone probably hates you for it. Maybe enough to plan their own run...

Pretty soon, you'll be down on your luck again, and the loop starts over.

WORLD LORE BASICS

In order to role-play effectively, you'll need to know the following.

Your character may not be a history buff – still, it's easier to role-play if everyone knows the basics.

ALTERNATE TIMELINE

The year is 2050. Earth is less advanced than our real-world 2050 will be. Disasters and changes of priorities have shifted power away from the people, except the very few. The emergence of metahumanity, magic, and dragons has shaken the world. Old power adapted to the new, and corporations were unleashed to become greater than nations and empires had ever been. Life on the streets outside the corporate zones got worse than ever. Those are the cracks a shadowrunner slips through every day.

THE AWAKENING

In 2010, 25% of the world's population suddenly suffered fatal allergic symptoms – allergies to everything from the ground to the sun.

In 2011, the transition to a new era became undeniable. Elves and Dwarfs appeared in a shocking moment of sudden human mutation. This expanded the concept “humanity” to “metahumanity”. Meanwhile, dragons appeared in the sky.

Since the timing of these obvious changes coincided with the Mayan Long Count calendar, the new era was named according to that calendar system. It was the dawn of “the Sixth World”.

By 2014, small numbers of magicians were becoming known to the common population.

It is now theorized this was all part of a vast process of magic returning to the world. That long process, perhaps dating back to the 20th Century or even before, has become known as The Awakening.

GREAT GHOST DANCE

Ethnic conflict was common worldwide. In the US, the Tribes were weary of a system that abused them and the land.

In 2014, a man called Daniel Howling Coyote took credit for using magic to set off a volcano. It was true. The feds denied it, and pursued him in vain.

In 2017, four of the largest volcanoes in the US exploded at once.

SEEDS OF THE MATRIX

In 2018, the first simsense technology was developed. It was huge for entertainment, but it had a greater potential.

GOBLINIZATION

In 2021, 10% of the world's adults suddenly metamorphosed, violently, into Orks and Trolls. Children soon began to transform as well, usually at puberty, but also random ages.

An intense new form of racism followed. It was only quieted from the brink when another 10% of the population died of sudden allergic reactions.

CHANGES OF POWER

Governments fell like flies on a bug zapper for decades. Now the world's greatest superpower lay shattered. In Denver, a treaty was signed: most of the US was returned to the Tribes.

All the while, the megacorporations continued their rampant climb. They rushed into every vacuum of power, ever more free as the great nations crumbled around them.

COMMON SIMSENSE

In 2024, consumer simsense units for the home became available to the masses.

By 2027, simsense tech was adapted to replace keyboard, mouse, and screen on a computer. An arms race of innovation and creativity began thanks to the new cyberterminals.

EVER MORE POWER

In 2027, viable cold fusion generators were finally invented.

CHANGES OF POWER, REDUX

In 2029, a mysterious computer virus destroyed the internet. The virus learned how to kill people using a cyberterminal, and it took two years of concentrated efforts to purge it.

In 2030, during that total systems crash, the US merged with Canada to become the barely-relevant, cash-poor United Canadian and American States (UCAS). Law enforcement and other key public services became outsourced to the corporations. Other parts of the industrialized world fared even worse.

THE NIGHT OF RAGE

Ideas of “human purity” – and purity for other metahumans, too – became popular in the 2030s, as people shook in hunger after the crash.

In 2039, a fatal night of global violence was organized by a network of humans-only terrorists. Deadly reprisals and riots continued long after the night was over. History calls it the Night of Rage.

Afterward, a Great Dragon destroyed an international flight, in what has been called an act of revenge.

In the mid-2040's, North America's hate groups saw a surge of membership and activity.

A MEGACORP ANNEXES MEXICO

In the 2030s, a new union of megabusiness and politics was born when Aztlan (formerly southwest Texas) broke away from the Native American Nations. Aztechnology, a dominant world player, soon had the infant government under its thumb.

In 2044, Aztechnology sparked war between Aztlan and the foreign companies in Aztlan's borders. In the violence and “confusion”, Aztlan took almost all of Mexico.

CONCISIONRUN

CHARACTER CREATION

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CHARACTER CREATION

A WORD ON BALANCE

Shadowrun was designed to maximize the effects of **play style**. A character can be near-useless in combat, yet potent with spending cash, knowing the right people, being able to blend into any situation, etc. Balance is therefore the players' and GM's responsibility.

Players: communicate what roles and play style you will bring to the game.

GM's: balance combat scenes according to the **combat** capacity of the PC group.

GETTING STARTED

Here are 3 ways to make a character:

PUBLISHED ARCHETYPES

Archetypes are quick-start characters; copy them onto a character sheet, do the finishing steps, and start playing. They come with a suggested story and personality, reflected in their Attributes, Skills, Contacts, etc.

ARCHETYPE CREATION

Most play groups build new characters. Your GM may require it. See "Priority System" to get started.

TWEAKING ARCHETYPES

The third way to build a character is by tweaking archetypes. The rules for this are found on page pg. 53 of **Shadowrun**, "Modifying Archetypes". This can be exploited to break the game; many GM's don't allow it.

NEW CHARACTER LIMITS

A new character has limited Skill and Attribute Ratings.

Attributes have Racial Maximums; see the table on pg. 31 of **Shadowrun**. Magic and cyberware can enhance Attributes beyond these limits.

Skill Ratings can't be above 6; but see "Concentrations & Specializations" in the Skills chapter.

PRIORITY SYSTEM

Use this method to create an Archetype from scratch.

Characters are defined by choosing a priority level for the character's race, magic, "tech", attributes, and skills, each from priority 0 to 4.

Find the "Master Character Table" on pg. 53 of **Shadowrun**.

RACE PRIORITY

To play as an Elf, Dwarf, Ork, or Troll, you must spend Priority 4 on your Race Priority. Any lower priority for race means you play as Human.

Elfs, Dwarfs, Orks and Trolls have Racial Modifiers and abilities; find these on pg. 53, **Shadowrun**.

They also have allergies; non-Humans roll for an allergy and its severity on pg. 52, **Shadowrun**.

ATTRIBUTES PRIORITY

Your choice of Attributes Priority determines how many points you can spend raising Attribute Ratings for the Physical and Mental Attributes.

A character starts with 0 in every Attribute; then adds or subtracts any Racial Modifiers; then spends points to raise them, point-for-point. When done, all Attributes must be at 1 or above.

SKILLS PRIORITY

Skills Priority gives you a number of points to spend acquiring skills. Your skill list starts as a blank slate; acquire or improve a skill by buying Skill Rating points, point-for-point.

"Concentrations & Specializations" in the Skills chapter explains a way to increase a skill's Rating at the cost of versatility in that skill.

TECH PRIORITY

Tech Priority is both the **amount of cash** available for buying equipment, and how many points a magician can spend on **spells they've learned**.

Spend all of this on character creation. Leftover cash and spell points are lost when play begins.

Find equipment and cyberware in the Equipment chapter of **Shadowrun**. Find spells in the Grimoire section of **Shadowrun's** Magic chapter, and in **Grimoire**.

Magic Users & Tech

Magic-users who choose Tech Priority 3 only get 150,000 nuyen.

MAGIC PRIORITY

To play a magic-user, you must either:

- choose Priority 4 for Magic Priority or
- choose Priority 3 for Magic Priority **and** Priority 4 for Race Priority

If playing a magically-active character, you must choose a tradition: either Hermetic (Mage) or Shamanic (Shaman); this choice is permanent. Alternative traditions are added in **Grimoire**.

See the Magic chapter for further guidance and rules.



ATTRIBUTES

If you are building a character from scratch ("Priority System"), you have 6 attributes to spend points between.

PHYSICAL ATTRIBUTES

Body

Used for resisting most damage, including magic with physical effects.

Quickness

Determines speed, and helps decide a character's reaction speed.

Strength

Makes a character more effective at dealing damage in melee combat.

MENTAL ATTRIBUTES

Charisma

Reflects charm & presence, modified by local bias, etc. Key to conjurers.

Intelligence

Determines perceptiveness, and helps decide a character's reaction speed.

Willpower

Used for resisting mental-type magic and fatigue or stun damage.

SPECIAL ATTRIBUTES

Special Attributes are **not** purchased, but instead are calculated after character creation.

ESSENCE

Calculate as 6, minus [things that cost or damage essence] – namely implants. Having low Essence makes you harder to heal. This is the only Attribute that's allowed to include decimals, because many implants take away only a fraction of a point of Essence.

MAGIC

Calculate as Essence rounded down if the character is shamanic, hermetic, or an adept; otherwise 0. Represents a grip on magic.

REACTION

(Quickness + Intelligence) ÷ 2. Reaction is a direct bonus to Initiative; see the Combat chapter.

EXTRA ATTRIBUTES

You may also need these extra details about your character.

SPEED

Equal to Quickness; this is how many meters you can move in an Action Phase without running.

RUN

Multiply the character's Speed by the appropriate number in this table:

Race	Multiplier
Human, Elf, Ork	x4
Dwarf, Troll	x3

The character can move that many meters in an Action Phase if running; see "Running" in the Combat chapter, and other movement rules.

CARRY

(Strength x 10) kilograms total load can be carried by the character normally.

LIFT

While standing still, a character can lift (Carry) + (Strength)D6 kg, and hold it for (Body) Combat Turns. This is rolled separately for each lift.

DICE POOLS

Calculate each dice pool as follows.

DODGE POOL

Equal to the character's Quickness Rating. Use these to avoid damage from ranged and melee combat.

DEFENSE POOL

Equal to the character's Armed Combat skill when using a weapon; or the Unarmed Combat skill when unarmed. Use these to fight back in melee combat.

HACKING POOL

Equal to (Reaction) + (Computer) skill or applicable concentration/specialization. It's the only pool available to Matrix-related tests.

ASTRAL POOL

(Magic)+(Intelligence)+(Sorcery). The Astral Pool replaces all other pools during astral projection.

MAGIC POOL

Equal to the Sorcery skill rating or its Spellcasting concentration. Use these for various effects such as casting spells and avoiding drain.



STARTING MONEY

If creating a custom archetype from scratch, remember that you must spend your “Tech” money before character creation is complete.

All starting characters get a credstick loaded with 3D6 x 1,000 nuyen.

MONEY & LIFESTYLE

During character creation, your lifestyle is determined by what you rolled on your starting credstick.

Starting Lifestyle from Credstick	
Credstick Balance	Starting Lifestyle
3K to 8K ¥	Street
9K to 15K ¥	Low
16K to 18K ¥	Middle

Definitions of the lifestyles are on pgs. 148-149, **Shadowrun**.

After play begins, you will have a monthly bill to keep up that lifestyle (unless it's Street, since that's free).

MONEY & EQUIPMENT

If creating a custom archetype from scratch: “Tech” money can be used for cyberware (or any other surgical procedure), and items that are tailored or custom-made.

Your starting credstick *can't* be used for cyberware (or any other surgical procedure), nor for any item that is tailored or custom-made. But it can be used for one last burst of shopping before play begins.

SKILLS & SPELLS

If making a custom archetype from scratch: spend all your Skill Priority points and Spell Priority points before play begins.

If playing a published archetype: You can shuffle points between skills or spells, during character creation, or swap spells or skills for others. (You can't swap skill points for spell points, though, nor vice versa.)

CONTACTS

If making a custom archetype, you can purchase contacts from “Tech” cash.

Additionally, all characters get two Buddy-type contacts for free.

Contact “Tech” Cost Table	
Contact Type	Cost
Contact	5,000 ¥
Buddy	10,000 ¥
Gang / Tribe	15,000 ¥
Followers	200,000 ¥

You can buy one **Buddy**, who is the same Archetype as your character, with Skills and Attributes at Rating 4.

2D6 **gang/tribe members** arrive when you call. They have Skills and Attributes at Rating 3.

Followers are willing to die for you. When you call, 1D6+1 of them come, of up to five distinct archetypes. They have normal attributes and skills, but only the gear you provide.

ROLE PLAY DETAILS

LANGUAGES

Your character's rating in their native language is 2 + (Intelligence).

Additionally, spend a pool of points equal to the Intelligence rating, on whatever mix of:

- Languages in a non-native language group, which cost 1 point each
- Languages within the native group, at (Intelligence) + (Points Spent).

The list of language groups is on pg. 61 of **Shadowrun**, at the end of the Skills chapter.

Secondary languages cannot have higher ratings than your native language.

BACKGROUND & MOTIVES

Background or motives can be quick ways to guide yourself into gradually role-playing your character.

REAL NAME & STREET NAME

Your character should have at least one alias or handle for the street, in addition to their real name.

CONCISION RUN COMBAT

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COMBAT & MOVEMENT RULES

READ “CORE MECHANICS” FIRST

The “Core Mechanics” chapter has some key information for running combat.

COMBAT SKILLS

Unarmed Combat covers everything unarmed: from tackling and grabbing, to martial arts, and all types of unarmed fighting between.

Armed Combat covers both traditional weapons use, and melee actions with modern weapons, such as using your gun for smacking or parrying.

Firearms is for shooting a firearm.

Throwing covers grenades, throwing knives, and other thrown weapons.

Projectiles is the skill for using bows, crossbows, slings, etc.

Gunnery is heavy weapons, mounted or not.

COMBAT TURN

The flow of a Combat Turn works like this:

1. **Roll initiative:** All players roll and calculate Initiative.
2. **Action Phases:** In order of highest to lowest Initiative score, each character has an opportunity to act. They instead may choose to wait for a condition before taking action.
3. **Resolve:** Resolve that action. If the character was waiting to act after some condition was met, and the condition doesn't occur, that character wastes that Action Phase.
4. Repeat steps 2 & 3 until all Action Phases have been resolved.
Start again with step 1.

MISTAKES HAPPEN

ConcisionRun contains errors. **Shadowrun** is confusingly worded, has inconsistencies, etc. And you will frag up rules at the table. Move on. Have fun. Do better next time.

INITIATIVE

Every character has an Initiative formula, usually in the form:

$$1d6 + (\text{Reaction})$$

Some characters have bonus dice to Initiative, or bonuses to their Reaction. Use both of those bonuses when rolling Initiative.

Extra Actions

Characters get extra actions if they roll well on Initiative. Anyone who scores a total of 11 or higher when rolling Initiative gets extra Action Phases for that turn:

Extra Action Phases Table	
Initiative Result	# of Action Phases
1-10	1
11-16	2
17-22	3
23+	4

If your character gets two Action Phases, subtract 7 from your Initiative roll to determine when their 2nd Action Phase happens. Characters with three Action Phases subtract *another* 7 to calculate the timing of their 3rd Action Phase; and again for the fourth.

Example: A physical adept rolls Initiative and scores 22. The adept can act on three Action Phases that turn:

Action Phase 22.

Action Phase 15 (22 minus 7).

Action Phase 8 (15 minus 7).

Initiative Tiebreakers

When there's a tie (two or more characters acting on the same Action Phase), the tie is broken by acting from highest to lowest Reaction rating; if that also produces a tie, roll 1d6, and act from highest to lowest.

Another tiebreaker rule, for Extra Actions: if a character's second Action Phase ties with another character's first Action Phase, the character on their first Action Phase goes first; etc.

DICE POOL RULES

Reminder: A Dice Pool (e.g. Defense Pool, Dodge Pool, etc) doesn't have a Rating; they're not like other parts of your character sheet.

Dice Pools are a Resource

Using one or more dice from a pool expends those dice until Refresh; if you kept any in reserve, you still have those for further use.

Dice Pools Refresh Each Turn

If all the dice from a specific pool are spent, you don't have any more dice in that pool until *your next Action Phase*, when they Refresh.

Unspent Dice are Lost at Refresh

Unspent dice don't “roll over” to increase your total – after Refresh, you'll have your normal number of dice in each pool.

Can't Use Dice Pools if Surprised

Dice Pools aren't available during turns when the character has been surprised.

1 ACTION + 1 MOVE

A character can do 1 move, or 1 action, or both, during their Action Phase. Doing both incurs a penalty; see next page, “Moving While Acting”.

ACTIONS

Actions are a bit fine-grained in **Shadowrun**: meaning, you draw your weapon as one Action, and fire it as another – so it takes two Action Phases to shoot, if you're caught off-guard! (Remember, most characters usually get one Action Phase per Turn!)

See pg. 64 of **Shadowrun** for a sample list of things that require a full Action worth of time.

MOVEMENT SPEED

A character's movement speed per Action Phase is their Quickness Rating in meters. (*See next page for running.*)

INTERCEPTION

Moving within 1 meter of another character gives that character an opportunity for Interception. This allows a free, out-of-turn melee attack which doesn't cost an Action.

For the attacker's Success Test, roll the Armed Combat rating if wielding a melee weapon, and Unarmed Combat otherwise. The TN is 5, or 6 if the attacker has moved this turn. The attacker's Wound Modifiers are the only modifiers that apply to this roll.

RUNNING

Instead of a normal move (which can be combined with an Action), a character can Run.

Running is Exclusive

Running cannot be combined with another action in the same Action Phase.

Run Only Once per Turn

A character with multiple Action Phases may only Run during one of them each Combat Turn.

Calculate Running Speed

To calculate Run speed, multiply the Quickness rating by the appropriate number in the Running Table.

MOVING WHILE ACTING

If moving and performing an Action in the same Action Phase, there are penalties:

Base Movement Penalty

For Actions already needing a Success Test, there is a base +1 penalty to the Target Number. Other penalties below may apply.

No Free Actions Penalty

Actions that are normally Free Actions require a Quickness Success Test (TN 4) when combined with movement.

Melee Attackers Penalty

Add +1 to the TN for each combatant who's made a melee attack against the character this Turn.

Rough Ground/Obstacles Penalty

Add +2 to the Action's TN if moving over rough ground or through obstacles.

FOOT PURSUIT

Resolve foot chases by *adding (Quickness)d6 to the Run speed* of every character involved. (Nevermind Combat Turns for this.) If a pursuer gets within range to start combat, that pursuer gets a bonus 1d6 for Initiative that turn.

RUNNING TABLE

Race	Multiplier
Human, Elf, Ork	x4
Dwarf, Troll	x3

DAMAGE CODES

A Damage Code consists of a number, a letter, and another number. Example:

6M3

1st: Power Level. This is the base TN for a Resistance Test against this damage.

2nd: Wound Category. This is the base damage level before damage staging.

3rd: Staging Number. See below.

A damage code is Physical unless a sign follows the code, e.g.:

6L1 Mental or 4M4 Stun

DAMAGE STAGING

In **Shadowrun**, damage is calculated using three things: 1) a Damage Code, 2) the number of successes in the attacker's Success Test, and 3) the number of successes in the target's Resistance Test. The Wound Category goes up if the attacker scores enough *extra successes* to meet or exceed a threshold based on the weapon's Damage Code. Each time the **Staging Number** in that Damage Code divides into that number of extra successes (rounding down), the **Wound Category** stages up. The same is true with Resistance Tests; the same Staging Number is a threshold to reduce damage (with a key difference: *all* successes count toward staging, in the Resistance Test). Here's an example:

The attacker's Weapon Code is **5M2**. That's Wound Category **M**, Staging Number **2**.

Attacker rolls a Success Test to hit, and scores 4 total successes. The first success means a hit; the other 3 are *extra successes*. Since the attacker scored *extra successes*, the damage may stage up.

Since the attacker's 3 extra successes meets or exceeds the weapon's Staging Number of 2, *divide the number of extra successes by the staging number, and round down*. In this example, the Staging Number divides cleanly into the number of extra successes once, so the Wound Category stages up once. So the Wound Category is now Serious, after increasing it one step above Moderate, for a damage code of 5S2.

The target rolls a Resistance Test and scores a total of 4 successes. In a Resistance Test, the **first success counts** toward staging. A roll of 4 successes meets the threshold (Staging Number) twice, therefore staging the Wound Category back down twice, from Serious to Light. The target fills 1 box on the Condition Monitor, taking a Light wound.

That is how damage is calculated: first, damage stages up, as if there was no Resistance Test coming; the maximum Wound Category at that step is Deadly. Then, the Resistance Test stages damage back down, with the minimum being no damage.

Armor Damage: Although Deadly is the highest damage level, targets lose a point of armor for every stage above Deadly.

WOUND MODIFIERS

A character's Condition Monitor has two damage tracks: physical and mental. As a character takes damage on each track, they pass markers: first Light, then Moderate, and so on. Being injured causes penalties; the more injured you are, the higher the penalty. Penalties from the physical track stack with the mental track -- if you have a Light injury and Light fatigue, your total penalty is a +2 Wound Modifier to all Target Numbers.

This penalty also affects your initiative rolls, but you subtract the penalty instead of adding.

WOUND MODIFIERS TABLE

Total Wound Level	Target Numbers	Initiative
Light	+1	-1
Moderate	+2	-2
Serious	+3	-3

MELEE COMBAT

The base damage code for an unarmed attack is (Strength)M1 Stun.

DEFENSE POOL RULES

Defense Pool is a pool of bonus dice used to counterattack in melee combat. Defense Pool dice are used instead of skill dice when counterattacking. The Defense Pool is both:

Specific: The Defense Pool is for counterattacking in melee, and nothing else. It can't be used for dodging, nor resisting damage.

Flexible: A character's Defense Pool switches to either Armed Combat or Unarmed Combat as needed; strictly speaking, this switch is *only* based on whether the character is wielding a weapon or not. In practice, some GM's are even more flexible, such as allowing a one-handed counterattack using Unarmed dice, despite holding a weapon in the other hand.

MELEE COMBAT PROCEDURES

The procedure for melee combat is based on situation. Each procedure is listed here in full for clarity, but the only differences are:

- whether the attacker's Success Test is Opposed or Unopposed,
- whether the defender may use Dodge Pool (only when avoiding combat),
- and whether the defender is limited to Defense Pool when opposing.

DEFENDER AVOIDING COMBAT

Unopposed Success Test

The attacker's base TN is 4. **Superior position** and **superior reach** each confer a -1 TN bonus. See the tables on **Shadowrun** pgs. 65-67 for other modifiers affecting melee combat TN's. The first success is a hit; extra successes may increase damage (see "Damage Staging", this chapter).

Resistance Test

If the attack connects, the defender rolls a Resistance Test using Body and Dodge Pool dice. Use the Power Level of the weapon as a Target Number, and the defender's Impact armor rating as free successes.

DEFENDER COUNTERATTACKING

If the defender hasn't been attacked in melee by anyone else this turn, use this procedure.

Opposed Success Test

The base TN for both combatants is 4. **Superior position** and **superior reach** each confer a -1 TN bonus. See **Shadowrun** pgs. 65-67 for other modifiers affecting melee TN's.

Both combatants roll whichever skill is relevant (Armed Combat or Unarmed Combat) based on whether they are using a melee weapon or not.

The winner's *net* successes are then used to calculate damage (see Damage Staging, this chapter).

Resistance Test

After staging the attacker's damage, the defender then reduces damage with a Resistance Test, rolling Body dice and using Impact armor as free successes. The Target Number of the Resistance Test is the Power Level of the weapon.

MORE THAN TWO IN THE FIGHT

If a character must defend against multiple melee attackers in the same turn, use this procedure.

Opposed Success Test

Both combatants use a base TN of 4. **Superior position** and **superior reach** each confer a -1 TN bonus. See **Shadowrun** pgs. 65-67 for other modifiers affecting melee combat TN's.

The winner's *net* successes are then used to calculate damage (see Damage Staging, this chapter).

Defend with Defense Pool Only

The defender in the Opposed Test must use the Defense Pool *instead* of their Armed or Unarmed Combat rating.

Resistance Test

The defender then reduces damage with a Resistance Test, rolling Body dice and using Impact armor as free successes. The Target Number is the Power Level of the weapon.

RANGED COMBAT

DODGE POOL RULES

Dodge Pool is a pool of bonus dice for dodging attacks of all types **except** grenades, other explosives, and magic.

If someone shoots at you or throws a knife at you, or you want to avoid melee combat, add dice from your Dodge Pool to the Resistance Test.

Successful Dodge

Dodge Pool dice should ideally be a unique color or should be thrown separately. If successes from those dice alone are enough to stage incoming damage to none, that's a clean miss.

Roll With It

If you didn't score a successful dodge, the Dodge Pool dice still count towards reducing damage in your Resistance Test.

THROWN WEAPONS

There are two types of thrown weapon: **grenades**, and **everything else**.

Grenades are covered separately in the next section, on this page.

Knives and other thrown weapons are resolved like Gunfighting, with two differences:

- You use a different skill for the attack roll (Throwing instead of Firearms),
- and fewer modifiers come into play (let me know if you ever find a throwing knife with recoil).

See next page for the Gunfighting rules.

THROWN WEAPONS ARE AMMO

If your character uses thrown weapons, your GM should be treating them as ammunition. Load up on knives or shuriken before the job, and maybe collect the used ones after each fight.

GRENADES

AREA OF EFFECT TARGETING

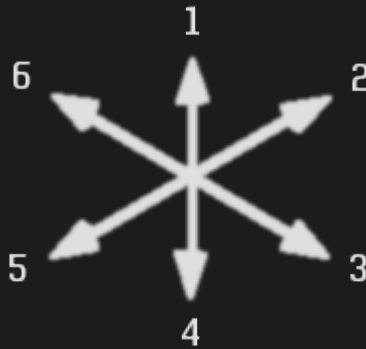
A thrown grenade targets a spot on the map. The Success Test therefore doesn't have so many modifiers, e.g. a spot on the floor usually isn't moving.

GRENADE THROWING PROCEDURE

Roll Max Scatter

Determine how wild your grenade might go. This is a two-step process:

1. Scatter direction: Roll 1d6 and consult the diagram to determine which direction the grenade might scatter, with "1" facing the direction of the throw and "4" facing the character who threw the grenade.



2. Max scatter distance: Roll from this table to get the **maximum scatter distance** in meters.

Grenade Type	Roll for Scatter
Non-Aerodynamic	2d6
Aerodynamic	3d6
Launched	4d6

That's your **max scatter**: if you roll 0 successes, the grenade will land that distance from target, in that direction.

Roll Success Test

Find the range-based Target Number on pg. 69 of **Shadowrun**. Find applicable TN modifiers in the tables on **Shadowrun** pgs. 65-67. Then roll a Throwing Success Test against that modified TN. Count your successes; they determine how accurate you'll be.

Reduce Scatter

Calculate the actual point of impact. For each success, reduce the maximum scatter you rolled, down to a minimum of 0m, using the following table:

Grenade Type	Reduce scatter this much per each success
Non-aerodynamic	3m
Aerodynamic	5m
Launched	5m

No Extra Damage: Grenade damage does not stage up. (*There's no Chunky Salsa rule, either.*)

Reduce Damage By Distance

Grenade damage is easier to resist for targets further from the center of the blast. Each victim who is 1 meter or more from the center of the blast may face a Damage Code with a reduced Power Level, according to the following table:

Grenade's Payload	Power Level Reduction
Offensive	-1 per 2 meters
Defensive	-1 per 1 meter
Concussion	-1 per 1 meter

For example, a target 2 meters away from an offensive grenade with a 6M3 damage code, resists only 5M3.

Resistance Test

Now everyone caught in the blast rolls Body dice for a Resistance Test; *don't* add Dodge dice; the TN is the weapon's Power Level, modified for distance.

Armor vs Explosions: Use each victim's **Ballistic armor rating** for free successes in this roll.

Safe Distance

Remember the Rule of 1; the safe distance is the distance where the Power Level would be reduced to 1. People at that range don't take damage.

GUNFIGHTING

(A.k.a. Fire Combat)

GUNFIGHTING PROCEDURE

Do a Resisted Success Test as follows:

1. Base Attacker's TN on Distance
2. Add modifiers
3. Roll attacker's Success Test
4. Calculate damage staging
5. Apply damage, if any

BASE TN ON DISTANCE

Get the base Target Number for the attacker's Success Test by referencing the range and weapon type.

Find the table in **Shadowrun** on page 213, after the blank character sheets, on a page titled "Reference Tables". That table covers more categories of weapons than the table on pg 65, and includes the Target Numbers for each range category.

ADD MODIFIERS

Find tables on **Shadowrun** pgs. 65-67 with modifiers for visibility, cover, movement, smartgun effects, and other bonuses and penalties. Modify the base TN by adding relevant penalties and subtracting bonuses.

ROLL ATTACKER'S SUCCESS TEST

Roll a number of dice equal to the appropriate skill rating, and count the successes. If the attacker rolls no successes, the attack misses.

CALCULATE DAMAGE STAGING

As explained in "Damage Staging", earlier this chapter, stage damage up using the attacker's extra successes, if any. Either way, the target gets a Resistance Test, which may reduce the damage.

APPLY DAMAGE

Each Wound Category corresponds to a number of boxes in a Condition Monitor: 1 for Light, 3 for Moderate, 6 for Serious, and 10 for Deadly. Fill that number of boxes in the appropriate track (physical or mental).

OTHER GUNFIGHTING RULES

AUTOMATIC WEAPONS FIRE

Automatic fire causes Recoil. Recoil means the shooter suffers a TN penalty equal to the number of shots.

Automatic fire raises the Power Level of the weapon's damage code by 1.

A character can fire a number of shots equal to their matching **skill + 1** (Firearms, or a concentration or specialization); maximum 7 shots (or the number of rounds in the weapon).

Each bullet is a separate attack.

Fire can be "walked"; the shooter decides how many bullets go into each 1m square in the path. Each 1m square gets at least one bullet.

If using a Smartgun or Smart Goggles, the weapon won't shoot into a square containing a friendly target.

COVER

There is a TN penalty for visibility when attacking targets behind cover. See pg. 65 of **Shadowrun** for those modifiers.

There are three types of cover:

Impenetrable cover means total protection, even if the object providing cover takes damage.

Hard cover works like ballistic armor; add its rating as automatic successes to the target's Resistance Test. See page 68 of **Shadowrun** for a table of hard cover values.

Soft cover only affects visibility.

VISIBILITY

Cover isn't the only thing that impairs visibility; see also page 66 for a table of TN penalties for darkness, smoke, etc.

SPECIFIC WEAPON RULES

Many items in the Equipment chapter come with their own rules, in their description and/or table entry.

LASER SIGHTS

Laser sights give -1 to TN, but can't be used with smartgun/smart goggles.

IMAGE MAGNIFICATION (SCOPES)

When deciding the attacker's base TN, reduce range a number of categories equal to the rating of the scope.

Short range is the minimum; a scope can't reduce the base TN below 4.

Scopes can't be used together with smartgun or smart goggles.

RECOIL COMPENSATION

Several accessories (and some common features like folding stocks) reduce the Recoil penalty. These bonuses can reduce the Recoil modifier to 0, not lower. See pgs. 120 and 136 of **Shadowrun**.

Folding Stock

A shoulder stock / folding stock lowers the Recoil penalty by -1, per **Street Samurai Catalog** pg. 19.

EXPLOSIVE AMMO

Modify the weapon's Damage Code by +2 Staging if using this ammo.

FLECHETTE AMMO

Modify the weapon's Damage Code by -1 Power Level and +1 Staging if using this ammo. Halve the Ballistic armor rating vs this type of ammo, but double the Impact armor rating.

GEL AMMO

Double the Impact armor rating vs this type of ammo. Gel ammo has its own damage code regardless of weapon: 4L1 Stun. See also "Non-Lethal Combat", next page.

STUN AMMO

This ammo bypasses Ballistic armor. It only works in large-bore weapons and has its own damage code regardless of weapon: 4M4 Stun. See also "Non-Lethal Combat", next page.

MACHINE GUNS

Medium and Heavy Machine Guns double the normal Recoil penalty.

HEAVY WEAPONS

If a heavy weapon hits a character, double the Power and Staging, and raise the Wound Category by one.

ARMOR

Armor has two ratings: an **Impact** rating and a **Ballistic** rating. Generally, you use the Ballistic rating to defend against bullets and explosives, and the Impact rating to defend against everything else. (Note certain types of ammo come with their own armor rules; see previous page for examples.)

ARMOR IMPROVES RESISTANCE

Wearing armor means you get free successes in your Resistance Tests against most physical attacks, equal to the highest applicable armor rating.

ARMOR DOESN'T STACK

If a character wears multiple pieces of armor, only the best armor rating applies. Apply the best Impact rating if struck with a melee weapon, and the best Ballistic rating if shot.

Helmets are an exception to this rule; the protection from a helmet is added to whatever other armor is worn.

DERMAL ARMOR ISN'T ARMOR

Dermal armor doesn't give automatic successes in the resistance roll; instead it provides extra Body dice. This applies both to natural dermal armor (e.g. Troll's skin), and implanted dermal plating.

NON-LETHAL COMBAT

Non-lethal combat has two types: attempting to render a target unconscious ("Dealing Stun Damage") or attempting to immobilize a target ("Grappling").

DEALING STUN DAMAGE

a.k.a. Mental Damage

Stun damage is recorded on the Mental Condition Monitor.

Using Stun Weapons/Attacks

If a weapon or attack has "Stun" or "Mental" after the damage code, it is a stun attack; its damage is recorded on the Mental Condition Monitor.

Using Lethal Weapons

To deal stun damage using a weapon that only does physical damage, add +2 to the TN and justify it story-wise.

Using Stun Ammo

Guns become stun weapons while loaded with ammo that deals stun damage, thus negating the above penalty for using lethal weapons.

K.O.

If a character reaches Deadly on the Mental Condition Monitor, they are knocked unconscious.

If a character takes more Stun damage after K.O., it becomes Physical damage.

GRAPPLING

To grab, pin, tackle or otherwise physically restrain a character, make a modified Opposed Success Test.

The attacker rolls whichever is higher, **Strength** or **Unarmed Combat** dice; the TN is the target's **Strength** or **Unarmed Combat** skill, whichever is higher.

The target rolls whichever is higher, **Strength** or **Unarmed Combat** dice; but the TN is the attacker's **Strength** **plus the number of successes** the attacker rolled.

If the attacker wins, the target is restrained, unable to act or move.

If the target wins, treat it as a successful melee counterattack and resolve damage to the attacker.

TARGET UNAWARE

Non-lethal attacks automatically hit if the target is unaware of the attacker's presence.

If dealing Stun damage, increase the Wound Level to Deadly. The target rolls Willpower dice for a Resistance Test; the target is knocked out unless the damage is reduced to nothing.

CREATURE COMBAT

Intelligent creatures with humanoid-type attacks, use normal combat rules. Otherwise:

For This...	...Use This
Unarmed Combat	Reaction
Dodge Pool	Reaction
Defense Pool	none

Creatures use their Dodge Pool to dodge melee attacks (instead of counterattacking).

Most creatures don't dodge ranged attacks.

Resolve everything else normally.



"The Attack of Balrog" by AlvaroSanJuan on DeviantArt

VEHICLE COMBAT

THIS SYSTEM IS TERRIBLE

Better vehicle rules, expanding and improving on these, can be found in **Rigger Black Book**.

If there's only one vehicle in the fight, use normal combat rules, allowing the driver to move according to the vehicle's Speed and Handling as explained in this section.

If there are two or more vehicles in the fight, use Vehicle Combat Turns.

VEHICLE ATTRIBUTES

Vehicle Attributes exist on their own scale apart from character Attributes.

Handling

The lower the Handling, the better; it's a Target Number to avoid crashes.

Speed

The standard cruising speed and top speed, in meters per Combat Turn. For Vehicle Combat turns, multiply Speed by 20.

Body

The endurance of the vehicle; also acts as a Hard Cover rating if anyone inside is attacked.

Armor

A vehicle is impervious to everything except heavy weapons if it has 1 or more points of Armor.

Signature

Lock-on weapons and other sensory devices use Signature as a Target Number when attempting to get a fix on the vehicle.

Pilot

Almost all vehicles in 2050 have a limited onboard A.I. (a.k.a. "dog brain") which can act as autopilot, gunner, sensor operator, electronic warfare operator, and so forth. Use the Pilot rating as skill dice whenever the autopilot is controlling a system and a Test is required.

The dog brain can control fixed weapon systems, but not turrets.

DRIVERS AND RIGGERS

A driver can perform a number of minor vehicle functions equal to her Quickness rating.

A jacked-in rigger has no limit to the vehicle functions she can perform per turn. However she can only use her own skill to operate one weapon; others must be fired by the dog-brain.

MINOR VEHICLE FUNCTIONS

Examples of minor functions:

- maintain control
- change speed
- turn
- dodge a road hazard
- fire a fixed weapon
- toggle an automatic system on or off

SYSTEMS AND TECHNICIANS

Most onboard gadgets can be used by either an operator, or by the A.I. Roll the respective vehicle skill dice or Pilot rating dice in any tests with that gadget.

PASSENGERS AND GUNFIGHTING

If a passenger wishes to engage targets outside the vehicle in combat:

- Their Target Numbers are subject to a penalty based on the vehicle's speed and driving conditions (see table "Speed and Terrain Modifiers")
- They are subject to attacks from outside

SAFE SPEED

Based on the terrain and the vehicle's ratings for Speed and Handling, there is a maximum safe speed. Exceeding this speed requires making a Crash Test at the beginning of the next Vehicle Turn.

Terrain	Safe Speed
Open	Maximum
Normal	Maximum $\times 2 \div$ Handling
Restricted	Cruising \div Handling
Tight	Cruising \div Handling $\div 2$

VEHICLE TERRAIN TYPES

Fog, rain, or darkness increases Normal terrain to Restricted.

Mist, low light, or glare increases Restricted terrain to Tight.

Smoke, heavy fog, or total darkness increases Normal terrain to Tight.

Open Terrain

Ground: flat; no features or obstacles

Aircraft: clear skies, little or no wind

Boats: calm waters

Normal Terrain

Ground: few obstacles, some turning

Aircraft: some clouds and gusts

Boats: light chop, only minor waves

Restricted Terrain

Ground: suburbia, winding hills, etc.

Aircraft: overcast skies, light storms

Boats: strong and significant waves

Tight Terrain

Ground: maze-like, full of obstacles

Aircraft: storms with high winds

Boats: storms with high/gusty winds

SPEED AND TERRAIN MODIFIERS

Condition	Modifier
Speed 1-20	+1
Speed 21-60	+2
Speed 61-200	+3
Speed 201-600	+4
Speed 601-2000	+5
Restricted terrain	Double
Tight terrain	Triple
Boat	Double
Aircraft	Halve (min. +1)
Off-road vehicle	Reduce terrain by one category

VEHICLE COMBAT TURNS

A Vehicle Combat Turn (or Vehicle Turn) is 1 minute or 20 combat turns.

VEHICLE INITIATIVE

If a driver or rigger is in control, roll **(Skill)d6** using the appropriate driving or piloting skill rating. **If the dog brain is driving, roll (Pilot)d6.** Add the total together; remember who rolled highest.

MOVEMENT IN VEHICLE TURNS

If one vehicle combatant has a major speed advantage over the others, that driver automatically gets to choose positioning. Otherwise:

The driver who rolled highest Vehicle Initiative chooses whether they want to approach, maintain distance, or move away from another vehicle. What happens next depends on whether the enemy drivers agree or disagree with that move.

Opposition Agrees

If all opposing drivers agree with the move, then the winner of Vehicle Initiative can simply change distance an amount equal to the difference in Speed between the two vehicles (in the direction that was declared before the opposition agreed, whether toward or away).

Opposition Disagrees

If enemy drivers choose to oppose the move, make an Opposed Test, rolling each driver's appropriate vehicle skill (or Pilot rating), with their own vehicle's Handling as TN. The winner chooses what happens next: a move toward, away, or to maintain distance.

Only One Driver Gets to "Move"

Only one driver can choose positioning: the winner of vehicle initiative, or of the opposed test. All characters' other actions (including using other vehicle systems) occur in normal Combat Turn Initiative order, with drivers and riggers acting as described in "Drivers and Riggers" on the previous page.

Extra Successes

During the Opposed Test for movement, a driver who wins with extra successes gets the following benefits:

- can reduce or increase the number of Combat Turns before the next Vehicle Turn, up to one turn per success
- gets a Superior Position modifier (-1 TN) in all combat-related tests until the next Vehicle Turn

Even if all belligerents agreed to the move, the Opposed Test should be made anyway, to determine who scores extra successes.

VEHICLE COMBAT IS COMBAT

Each vehicle has a Condition Monitor. Firing weapons from a vehicle works as Gunfighting, whether it's a mounted cannon, or a passenger's pistol.

Use normal modifiers, except replace all movement-based penalties with those on the previous page, in the table "Speed and Terrain Modifiers".

All vehicle-mounted weapons have at least Level 1 Gyro Stabilization.

VEHICLE DAMAGE EFFECTS

If a vehicle takes Serious damage, it must make a Crash Test.

If a vehicle is destroyed, everyone aboard must resist damage as if it had crashed; see "Crash Test".

THE DRIVER MUST DRIVE

When the driver's turn comes up in Combat Turn order, she must attend to controlling the vehicle (see "Drivers and Riggers", previous page). Otherwise, make a Crash Test.

RAMMING

At zero distance, a driver may spend an action to ram another vehicle.

Make an Opposed Success Test; roll each vehicle's Body dice, with TN equal to the other vehicle's Body + Armor. The faster vehicle takes a -1 TN bonus to this roll. The loser of the contest must make a Crash Test.

MIXING COMBAT TURNS & VEHICLE COMBAT TURNS

If characters want to take actions other than controlling a vehicle, you do this by mixing Combat Turns and Vehicle Combat Turns.

Side effect: if your multi-vehicle battle includes ground combatants, Vehicle Turns cease being exactly 1 minute.

In the table below, find a base number of Combat Turns to conduct for each Vehicle Combat Turn, based on the terrain type.

Terrain	Combat Turns per Vehicle Combat Turn
Open	8
Normal	6
Restricted	4
Tight	2

All ground characters, drivers, passengers and system operators (gunners, technicians, etc) participate in these Combat Turns, using normal Initiative.

CRASH TEST

Start the Vehicle Combat Turn with a Crash Test for any vehicle that:

- is moving faster than safe speed (see "Safe Speed", previous page),
- just took Serious damage,
- isn't being actively controlled,
- is the loser of a Ramming contest,
- or hits an obstacle.

Make a Resistance Test using the appropriate vehicle skill. The TN is the vehicle's Handling, modified for terrain, conditions and speed (see previous page: "Vehicle Terrain Types" and "Speed and Terrain Modifiers"). Remember this final "crash TN".

Failure means a crash. Everyone aboard makes a Resistance Test vs **(crash TN ÷ 2)D2**. Dodge Pool is not available for this test. The vehicle resists **(crash TN)D(crash TN ÷ 2)**, with Armor as free successes.

CONCISIONRUN

MAGIC

VERSION 0.1

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MAGIC-USER RULES [EARLY BETA]

MAGICALLY ACTIVE

A character with a Magic Attribute rating of 1 or above is magically active, aka a magician, a magic-user. If the Magic Attribute goes below 1, the character is no longer magically active.

ESSENCE & MAGIC

At most, the Magic Attribute rating is equal to the Essence rating rounded down.

EXCLUSIVE & PERMANENT

A magically-active character must choose only one way to use magic (hermetic, shamanic, etc); the choice can never be changed.

SKILLS REQUIRED

Some magical abilities require a magical skill. Spellcasting is performed via the Sorcery Skill (or its Spellcasting concentration); summoning is done via the Conjuring Skill (or its various concentrations).

SORCERY DRAIN

Casting spells causes damage to the caster. After casting, roll a Willpower Resistance Test (TN = the Spell Force) to reduce this damage using normal Resistance Test staging; the Staging Number is in the spell's description, as part of its Drain code. If casting a spell with a Spell Force higher than the caster's Magic rating, the damage is physical; otherwise, the damage is fatigue/mental.

READING THE SPELL DESCRIPTIONS

DRAIN

Each spell's Drain code shows the base damage the caster takes from Sorcery Drain when casting the spell.

TYPE: PHYSICAL VS MANA/MENTAL

A spell's classification is either P or M (physical or mental/mana). Any spell can be cast at a living thing. Otherwise:

- Only Physical (P) spells can target inanimate objects;
- Only Mana (M) spells can target purely magical or mental targets.

DURATION

Spell duration is either Instant, Sustained, or Permanent.

Instant spells are quick-cast magics with potentially lasting effects.

A sustained spell takes effect while it is being sustained, after which the effects are undone.

A permanent spell must be sustained for a time before taking effect, after which the effects are permanent.

SPECIAL EFFECTS

Spells often have additional effects, including narrative effects that change the game situation in ways other than throwing dice or stacking modifiers. These effects are game mechanics.

PURPOSE CATEGORIES

The five spell Purpose Categories are: Combat, Detection, Health, Illusion, and Manipulation.

SPELLCASTING RULES

SPELLCASTING SKILL

The Spellcasting Skill is a concentration of the Sorcery Skill.

Spellcasting Skill can be used in place of the Sorcery Skill in all Success Tests related to non-ritual spellcasting.

SPELL FORCE VS MAXIMUM FORCE

When casting a spell, the caster chooses a Spell Force up to the maximum force they have learned.

LEARNING SPELLS

A character must spend Karma to learn a spell before using it. (Mages: having a spell in your Sorcery Library does not mean you've learned that spell.)

SPELL OPPOSITES & ALTERNATES

Every spell has an opposite or alternate version. Spells can't be inverted on the fly; you must spend Karma to learn either the normal version, or the alternate/reversed version, or both; they are separate spells.

LINE OF SIGHT REQUIRED

You can only cast magic at targets you can see via natural vision, including through low-tech aids such as a non-electronic binocular. Seeing your target with the aid of an anti-darkness spell is valid; seeing via Clairvoyance, isn't (you're using someone else's senses).

SUSTAINING SPELLS

Sustaining a spell triggers the Distraction mechanic if any other actions are attempted.



SHAMANIC RULES

These rules apply only to all *shamanic* magic-users, e.g. shamans, shamanic adepts, etc.

SHAMANIC TOTEM

All shamanic characters (shamans, shamanic adepts, etc) must choose a totem at character creation. This choice can never be changed.

NO INSECT SHAMANS

Shamans who follow an insect totem are not playable.

TOTEM LIST

The list of totems and their descriptions is found on pgs. 75-77 of **Shadowrun**, and pgs. 107-108 of **Grimoire**.

TOTEM MODIFIERS

Most totems provide bonus dice for casting certain categories of spells, and disadvantages that reduce dice for certain kinds of spells and situations. These are called Totem Modifiers.

TOTEM CHARACTERISTICS

Most totems impose Totem Characteristics. If a shamanic character behaves too contrary to these traits for too long, the totem will first remove totem advantages, and then gradually reduce the Magic Attribute Rating one point at a time. These penalties are removed when the shamanic character behaves correctly for long enough.

MEDICINE LODGE

Learning new spells requires a medicine lodge, aka shamanic lodge or simply lodge. A lodge has a rating. The lodge's Rating must be equal to or greater than the force of any spell being learned. The lodge must be at least 3x3 meters. Materials must be purchased from a talismonger (see Magical Equipment, pg. 140). Setting up the lodge takes 1 day per rating point.

LODGES ARE REUSABLE & MOVABLE

Medicine lodge materials are reusable and the lodge can be moved. Setup time is repeated if the lodge is moved.

HERMETIC RULES

These rules apply only to all *hermetic* magic-users, i.e. mages, hermetic adepts, etc.

HERMETIC LIBRARIES

Mages need separate libraries for each magical skill they actively pursue: Sorcery, Conjuring, etc. A library has a rating. They don't have Concentrations or Specializations.

LIBRARY RATINGS DON'T STACK

Combining hermetic libraries doesn't result in a higher Rating.

WORKS LIKE A LIBRARY

Hermetic libraries can be shared and copied. Copying from a library brings the lower-rated library up to the same rating as the higher-rated library. A hermetic library can be electronic, print, Datasoft, or a mix.

SORCERY LIBRARY

A hermetic mage requires a Sorcery Library to learn new spells.

CONJURING LIBRARY

A hermetic magic-user needs a Conjuring Library to summon spirits.

HERMETIC SUMMONING

Unlike shamans, mages must perform ritual magic to summon a spirit. See "Hermetic Ritual Magic", this chapter.

HERMETIC RITUAL MAGIC

HERMETIC CIRCLE

Ritual magic requires a hermetic circle when cast by a hermetic magician. A circle has a rating.

SPECIFIC & REUSABLE

Each hermetic circle is for either a specific spell, or a specific type of elemental. The circle can be reused to cast the same spell, or summon the same kind of elemental.

CIRCLE TIME & SIZE

Time to draw (Rating) x 1 hour
Size (diameter) (Rating) + 3 meters

CIRCLE'S RATING LIMITS FORCE

The rating of the hermetic circle determines the maximum force of the spell cast or spirit summoned within it.

THERE'S MORE

This section applies only to hermetics doing rituals, whether summoning or sorcery. Shamanics skip this section.

For hermetic summoning use this section plus "Conjuring".

For hermetic ritual sorcery use this section plus "Ritual Sorcery".

For faster spellcasting (without the ritual, no matter who's doing it) see "Spellcasting Procedure".

SPELLCASTING PROCEDURE

1. Refresh Magic Pool
2. Spell Declaration
3. Success Test
4. Resistance Test
5. Immediate Results
6. Resist Drain
7. Ongoing Results

#1: REFRESH MAGIC POOL

Reclaim your spent Magic Pool dice, except those spent for Spell Defense since your previous action.

#2: SPELL DECLARATION

Name one or more spells, the Spell Force at which you'll cast each of them, and their targets or areas of effect. Also declare if you're dropping spells you were previously sustaining.

All this can be conditional, delayed, or immediate. Once the magic-user begins executing this plan, it can be canceled early.

DECLARING MULTIPLE TARGETS

A single spell can be cast at multiple targets by dividing the Spell Force dice among the targets; this incurs separate Drain rolls for each target.

DECLARING AREA OF EFFECT

Spells targeting an area of effect use only one Sorcery Success Test even if the area envelopes multiple targets. Do not divide dice between targets for area-targeted spells.

Spells which target an area can be cast so the area is bigger or smaller than normal. The normal radius in meters is equal to the caster's Magic Attribute rating. Remove one die from your Success Test to expand the radius by one meter; remove two dice to shrink the radius by one meter.

#3: SUCCESS TEST

The caster rolls Spell Force dice with a TN equal to the target's Body (for P spells) or Willpower (for M spells).

TARGET MODIFIERS

Target modifiers from Fire Combat rules apply to the Sorcery Success Test, except for the modifier for a moving target; it does not apply.

A magical barrier protecting the target adds a penalty to the caster's TN equal to its rating.

TARGET NOT RESISTING

The TN for healing magic is equal to 10 minus the target's Essence. Other spells that are not resisted use a TN of 3.

ROLL EXTRA DICE CONCURRENTLY

If using extra dice in a Sorcery or Spellcasting test, e.g. from Magic Pool, totem modifiers, foci, etc, they must be rolled at the same time as the skill dice, not afterward. The total dice must be declared before being rolled.

#4: RESISTANCE TEST

The target rolls either Body dice (for Physical spells) or Willpower dice (for Mana spells) with a TN equal to the caster's Sorcery Skill rating, with no modifiers (except for bonus dice from foci, totem modifiers, dice pools, etc).

SPELL DEFENSE

To defend oneself and allies against enemy magic, a magic-user can allocate a number of Magic Pool dice, and multiply that number by their Sorcery Skill rating. The dice do not refresh for one extra turn. Spell Defense dice must be declared before the enemy rolls their Success Test. These dice can be added to Resistance Tests against that spell for the caster and any targets physically visible to the defending magician.

ARMOR AND MAGIC RESISTANCE

Worn armor has no effect on magic. Natural or cybernetic dermal armor does add to the Body Attribute rating for purposes of rolling Resistance Tests against harmful Physical magic such as combat spells.

INANIMATE OBJECTS DO RESIST

Even inanimate objects roll Resistance Tests against spells which can be resisted: see **Shadowrun**, pg. 81.

#5: IMMEDIATE RESULTS

If the caster scores any successes, the spell takes effect, assuming either:

- it's a combat spell, or
- the caster's successes exceed at least one target's Resistance Test successes

COMBAT SPELL DAMAGE

All combat spells deal base damage of Light (either type P or type M, per spell type) and use normal damage scaling according to the Scaling number in their spell description. See "Damage Scaling" in the Combat Rules.

DETECTION SPELL RESULTS

Detection magic is typically not resisted. Extra net successes improve the results.

HEALTH SPELL RESULTS

Divide the base casting time (threshold) of a health spell by the number of extra successes.

ILLUSION SPELL RESULTS

Extra successes improve illusion magic results.

MANIPULATION SPELL RESULTS

Manipulation magic usually fails unless the caster rolls a minimum number of net successes; this number is given in the spell description as its Threshold.

#6: RESIST DRAIN

Roll Willpower to resist Sorcery Drain normally; see the beginning of this chapter.

#7 ONGOING RESULTS

Assuming the caster is still conscious after resisting Drain, the casting of sustained and permanent spells can continue, if applicable.

OTHER RULES PER SPELL PURPOSE CATEGORY

DETECTION SPELLS

HYPERSENSES

A hypersense spell gives new senses while the spell is sustained.

HYPERSENSE RANGE

The range of the sense in meters is calculated via a Spell Force Success Test vs TN 4; multiply the Magic Attribute by the number of successes.

GENERAL DETECTION SPELLS

TN is based on where the caster must search:

Target is	Target Number
Within sight	4
Out of sight	6
In astral space	10
Out of sight & behind a magical barrier	+Barrier Rating

Results are based on the number of successes:

# Successes	Level of Detail
1	General knowledge, no details
2	Detailed but slightly inaccurate
3	Detailed & accurate except minor missing parts
4	Detailed & accurate

SUSTAINING GENERAL DETECTION

Sustaining General Detection spells reveals new subjects as they enter the area of effect, without repeat dice rolls.

HEALTH SPELLS

PERMANENT THRESHOLD

A permanent-duration Health spell has a Threshold based on the wound level it is trying to heal. If the patient is wounded again while being targeted by a Health spell, or if the spell is not sustained until its Threshold passes, no healing occurs. Each retry suffers a +2 Retry penalty.

Base Healing Time

Total Wound/Drug/Disease Level	Base Time (Threshold)
Light	5 turns
Moderate	10 turns
Serious	15 turns
Deadly	20 turns

TOUCH REQUIRED

Health spells require the caster to touch the target unless otherwise noted.

CAN'T HEAL FATIGUE

No spell can ease fatigue or reduce boxes on the mental Condition Monitor.

WEAK HEALS WON'T WORK

If a target's total wound level is worse than the wound category of the spell used to heal them, no healing occurs.

ILLUSION SPELLS

NO DIRECT PERMANENT EFFECTS

Any symptoms directly caused by Illusions will disappear when the spell ends.

CHOOSE YOUR ILLUSION

Illusions can target an area, such that all within the area experience the illusion; can reside on a subject like a disguise; or can target a subject like an eyes-only message.

ENCHANTED ITEM RULES

FOCI

An enchanted item is called a focus; there are six types of foci. Foci have ratings and can be bought from talismongers (see *Magical Equipment*, **Shadowrun** pg. 140). If a focus's rating is reduced to 0, it's no longer enchanted.

REQUIRES MAGIC TO USE

Magical items can only be used by magic-users.

BINDING FOCI

A focus must be bound to a magic-user before they can use it. It can only be bound to one person at a time, and that's the only person who can use it at that time. Binding costs Karma; see **Shadowrun** pg. 151.

ACTIVATING FOCI

In addition to binding, the focus must also be activated before use. Activating a focus is an action. (Using the focus is yet another action.) The focus remains activated so long as it is carried or worn.

MAXIMUM ACTIVATED FOCI

A magic-user can have, at most at one time, a number of active foci equal to their Intelligence Attribute rating.

TYPES OF FOCI

SPECIFIC SPELL FOCI

A Specific Spell Focus is a spell focus that provides extra Magic Pool dice equal to its rating when casting a specific spell. These dice refresh when your Magic Pool refreshes. The focus's rating points can also be permanently sacrificed to buy extra successes at casting that specific spell, at a rate of one success per rating point.

SPELL PURPOSE FOCI

A Spell Purpose Focus is a spell focus that provides extra Magic Pool dice equal to its rating when casting or defending against any spell within its purpose category. These dice refresh with your Magic Pool. The focus's rating points can also be permanently spent to buy extra successes at relevant actions, at a rate of one success per rating point.

SPIRIT FOCI

A Spirit Focus works only with a specific type of spirit (for example, fire elementals or city spirits). The focus provides extra Magic Pool dice for use in any roll connected to summoning, banishing, and control contests with that specific kind of spirit.

POWER FOCI

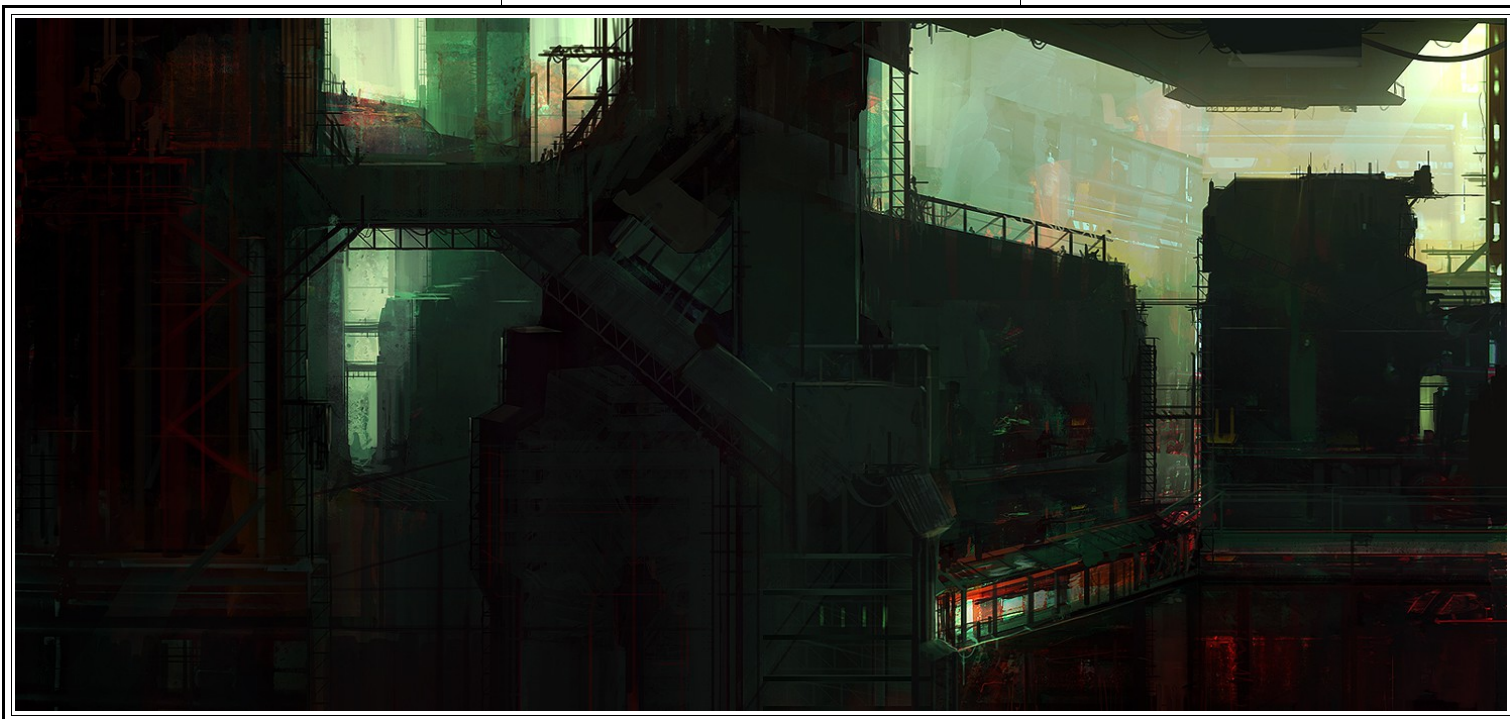
A Power Focus both raises its bearer's Magic Attribute rating and provides extra dice to the general Magic Pool, both equal to the focus's rating. Rating points can be permanently spent to buy extra successes for any magical test.

SPELL LOCKS

A Spell Lock always has a rating of 1 and costs 1 Karma to bind. After binding the focus, activating and using it, and initiating a sustained spell, the focus is then placed on the spell's target while the spell is sustained, making the spell permanent. It lasts until the spell or focus is destroyed via astral combat or the spell is dispelled. The locked spell's force is 1. Only a magician can remove, or even touch, a successfully-placed spell lock. The lock maintains an astral link to its owner.

WEAPON FOCI

Magic weapons can act as power foci, can bypass the critter ability Immunity to Normal Weapons, and can be wielded in astral space. If made of orichalcum, they also add their rating to the wielder's Armed Combat Skill.



CONJURING

CONJURING SKILL

The Conjuring Skill allows a magically-active character to summon, banish, and seize control over controllable spirits. A spirit has a Force rating.

CONJURING SUCCESS TEST

Roll Conjuring dice; TN = the Force of the spirit, as chosen by the summoner. If no successes are rolled, summoning has failed; otherwise, the spirit appears, owing a service for each success. Roll to resist Drain whether summoning was successful or not.

CONJURING DRAIN

Conjuring spirits causes Drain similar to sorcery. After conjuring, roll a Charisma Resistance Test (TN = the Spirit Force) to reduce this damage using normal Resistance Test staging.

Drain must be calculated based on the difference between the summoner's Charisma and the spirit's Force:

Conjurer's Charisma is	Drain is
More than spirit's Force	M1 Mental
Equal to spirit's Force	M1 Mental
Less than spirit's Force	S1 Physical
Less than ½ spirit's Force	D1 Physical

UNCONSCIOUS CONJURER

If Drain or anything else renders a conjurer unconscious, the spirits under that magician's sway are now uncontrolled.

UNCONTROLLED SPIRITS

When a spirit becomes uncontrolled, roll 2d6 (non-exploding, add the dice); if the result is higher than the spirit's Force, it vanishes; lower or equal, it manifests and attacks.

An uncontrolled spirit seeks to kill its master, and attacks anyone who gets in its way. If its master is dead, or if it is losing the fight, it vanishes.

An uncontrolled spirit is not bound and is freed of remaining services.

BANISHING

Hermetics and shamanics can both banish elementals and nature spirits.

Banishing is an exclusive action.

Roll an Opposed Success Test:

- The banishing magician rolls Conjuring, TN = Spirit Force. The magician who conjured the spirit may add Charisma Attribute dice.
- The spirit rolls Force vs TN = the banishing magician's Magic rating.

The loser's Force or Magic rating is temporarily harmed by 1 point per net success. The winner declares whether there will be another turn in the contest; the loser cannot break it off.

Repeat until the winner of a turn breaks off the contest or until a temporary rating is reduced to 0.

If the magician's Magic rating reaches 0 in this contest, he is unconscious with Deadly fatigue. If the spirit's Force reaches 0, it is destroyed. Lost rating recovery rate is 1 point/hr.

If a spirit gets a chance to break off this contest and flee, it will do so.

CONTESTING CONTROL

Any spirit a character could summon, can also be seized via a control contest.

Make an Opposed Success Test, both actors rolling Conjuring dice with the Spirit's Force as TN.

The defending magician may defend even if they wouldn't otherwise be able to act. Extra dice used to defend in a control contest are refreshed immediately after the contest.

If the defender wins, the attacker rolls Drain normally. (See "Conjuring Drain".)

If the attacker wins, both actors roll Drain. If neither rolls any successes, the spirit is uncontrolled and both actors roll Drain.

SHAMANIC CONJURING

Nature spirits only respond to shamanic summons, and only in the spirit's natural home. At the next sunrise or sunset, a nature spirit will vanish, no longer owing any services.

NATURE SPIRIT DOMAINS

A nature spirit can't leave its domain or exercise its powers outside its domain. Nature spirit domains can be highly specific, such as the hearth spirit of a bakery, or the city spirit of a sidewalk.

NATURE SPIRIT POWER LIMITS

A nature spirit can use powers in its Astral Form only if the power is beneficial and the target is the shaman who conjured it. For all other uses, it must manifest.

A nature spirit can only use a power on a single target at a time.

NATURE SPIRIT ATTACKS

When a nature spirit uses a power to attack, roll an Unresisted Success Test:

- If the target has a Conjuring Skill rating, it may be used as the TN
- Otherwise, the TN is the greater of the target's Body or Willpower.

Any successes cause the power to take effect with rating equal to Spirit Force.

For Area Effect powers, roll Spirit Force dice and note the highest roll. All designated targets in the area of effect are affected whose Willpower, Body, and Conjuring ratings are all exceeded by the roll.

Powers which act as ranged attacks use normal Fire Combat rules, except the TN is the higher of Body or Willpower. Damage Staging works normally.

NATURE SPIRIT SERVICES

The scope of a single service depends on situation and phrasing. It can range from a single use of a single ability, to protection through an entire combat.

CONJURING, CONTINUED

HERMETIC CONJURING

Elemental spirits only respond to hermetic summons, via ritual. A hermetic circle and conjuring library must be used, each with ratings equal or greater to the Force of spirit being summoned. (See “Hermetic Ritual Magic” earlier this chapter.)

Materials are required, costing 1,000¥ multiplied by the Force of the spirit. Materials are consumed even in failure.

An appropriate source is also required, e.g. a bonfire, swimming pool, etc.

BOUND ELEMENTALS

An elemental spirit is Bound if it owes services to a hermetic magician. Ordering a bound spirit to come is an action; it will instantly appear before the mage in astral space.

BOUND SPIRIT LIMIT

A hermetic can keep a number of bound spirits equal to her Charisma Attribute rating.

HERMETIC PRESENCE REQUIRED

A bound elemental must be in the mage's presence to receive orders. The spirit must be in the mage's sight while doing services, except remote services. Magical senses can be used to keep the spirit in sight, but not electronic tools.

ASSIGNING CONTROL TO OTHERS

The conjuring mage can transfer control and services to another character, even if mundane.

ELEMENTAL SERVICES

Elementals have five types of service:

- Aid Sorcery
- Aid Study
- Sustain Spells
- Physical Service
- Remote Service

AID SORCERY

Each type of elemental can provide extra dice for Sorcery Success Tests and Resistance Tests, but only when casting or resisting against a specific purpose category. Using Spirit Force points in this way drains the spirit's force at a rate of 1 force per die; if the spirit's Force rating reaches 0, the spirit disappears, requiring an action to summon again (if still bound).

Elemental Type	Spell Purpose
Fire	Combat
Water	Illusion
Air	Detection
Earth	Manipulation

AID STUDY

The elemental's Force dice can be sacrificed when learning a new spell, but only if the spell matches the spirit's spell purpose category as shown under Aid Sorcery.

SUSTAIN SPELLS

By spending a point of an elemental spirit's Force, the spirit can take over sustaining one spell for three seconds. The spell must be in the appropriate category shown under Aid Sorcery. The mage may resume sustaining the spell as the spirit's Force reaches 0, or else the spell drops when the spirit vanishes. This consumes one service.

Alternatively, the elemental can be bound to the spell. The spirit sustains the spell one day per Force Rating point, but this consumes all remaining services even if the spirit is released from this service early; the spirit is now bound to the spell, not the mage. Banishing the spirit ends the spell.

PHYSICAL SERVICE

Manifest and do a task. Based on wording and situation this can range from a single act, to defending your team through an entire battle.

REMOTE SERVICE

Remote Services can only be ordered immediately after the conjuring ritual. The elemental is bound until the service is done, but all services are used up at once. The service cannot be canceled unless the spirit is banished or destroyed.

ASTRAL SPACE

PROJECTION & PERCEPTION

Astral projection and astral perception require no skills. Full shamanics and hermetics can do both.

ASTRAL PERCEPTION [ASSENSING]

Astral perception (“assensing”) allows seeing nearby astral space, the astral nature of things, and astral entities.

It takes an Action to switch from normal vision to assensing, and another to switch back again.

ASTRAL ENTITIES

In astral space, magical things are corporeal, and have visible auras and agency. Examples: foci, spells, spirits, and people using astral senses or astral projection. Astral entities can see living things and each other via their auras.

VULNERABLE WHILE ASSENSING

Assensing makes a magician assailable via astral combat.

AURAS

Auras are distinctive for each living or magical thing. To those assensing, auras are impossible to hide or disguise. Diseases, wounds, drugs active in the body, and cyberware are visible in the aura. The strength of Essence and Magic ratings is also visible in an aura.

NO ASSENSING THROUGH OBJECTS

Assensing can't see through objects magical or nonmagical, living or dead.

CASTING WHILE ASSENSING

A magician may cast Mana-type spells while assensing.

MUNDANES IN ASTRAL SPACE

Nonmagical living things, e.g. non-magicians, plants, animals, and the Earth, all exist in astral space. They are visible and corporeal to astral entities, but they cannot act upon astral entities.

ELEMENTS IN ASTRAL SPACE

Water and fire reduce range of assensing. All elements are tangible, but water, air and fire cause no harm, are low-density, and can be passed through.

INANIMATE OBJECTS

Astral entities can freely pass through inanimate objects, which, lacking auras, are barely visible in astral space.

TEXT/SYMBOLS IN ASTRAL SPACE

Pictograms i.e. letters, words, numbers, and symbols cannot be perceived from astral space. With printed materials the emotional content is perceived; with symbols on a screen, the emotional context of the file is perceived (such as legal/illegal, public/secret, business/personal, technical/emotive).

ADDITIONAL SENSES

Assensing/astrally projecting also allow the magician to see and trace auras of:

- magical energy on the physical plane
- Ritual sorcery Sending in progress
- spells sustained via spell locks or ritual sorcery

ANALYZING MAGICAL AURAS

To identify something magical, roll Conjuring (for spirits) or Sorcery (for everything else) against TN 4.

Successes	Information Revealed
1-2	Item type & spell purpose
3	Force or Magic rating
4+	Full details

ASTRAL PROJECTION

Astral projection means entering a trance, separating the spirit from the body, and moving through astral space.

It takes an Action to begin astrally projecting.

Copies of magical gear go with the astral body during astral projection.

COMA-LIKE TRANCE

Until the astral body returns to the physical body, the magician cannot feel his body or use its senses.

Astral travel reduces the body's Essence by 1 point/hour; if it reaches 0, it dies. After returning to the body, Essence restores at 1 point/minute.

SEARCHING FOR YOUR BODY

If someone moves your body, roll the higher of Body or Willpower with TN 4. Time for the search is 6 hours divided by the number of successes.

BODILY DEATH

A magician whose body is killed during astral travel survives as an astral entity until her Essence fully evaporates, at which time she dies.

ASTRAL ATTRIBUTES

Physical Attributes don't apply to the astral body. If a rule calls for a Physical Attribute, use the matching Astral Attribute instead:

Physical Attribute (instead of this...)	Astral Attribute (...use this)
Strength	Charisma
Quickness	Intelligence
Body	Willpower

CASTING DURING ASTRAL TRAVEL

Only mana-type spells can be cast during astral projection.

ASTRAL MOVEMENT

Astral movement has two speeds.

Normal: Movement rate in meters per turn is equal to Astral Quickness, multiplied: by 3 for Dwarves and Trolls; by 4 for others.

Fast: Movement rate is the Magic rating, multiplied by 1,000 km per hour. A character moving at this rate cannot assense their surroundings in detail except to avoid obstacles.

ASTRAL FLIGHT

Astral entities can “fly” up to the limits of the atmosphere, ~50 miles up.

ASTRAL COMBAT

ASTRAL COMBAT IS MELEE

The procedure varies depending on what type of astral entity is fighting, but the basic model is described in “Fighting Other Magicians”.

FIGHTING OTHER MAGICIANS

TN for all rolls is 4. Use Sorcery Skill in place of combat skills. Counterattacking is an Opposed Success Test, Sorcery Skill vs Sorcery Skill.

Net successes determine wound level:

Net Successes	Wound Level
1	Light
2	Moderate
3	Serious
4	Deadly

A Resistance Test is Astral Body with a TN equal to the attacker's Sorcery Skill rating.

Resistance Staging depends on the type of attack:

Type of Attack	Staging Number
Barehanded	1
Weapon focus	Focus Rating

As in melee, a combatant can't dodge and counterattack at the same time.

FIGHTING MAGICAL BARRIERS

Magical barriers surround lodges (at all times) and circles (when in use). A barrier's owner knows if it's attacked.

A barrier rolls Rating for the Opposed Success Test and the Resistance Test.

If the attacker wins the opposed roll, one net success means penetration and passage. If the barrier wins, it causes wounds to the attacker, as with “Fighting Other Magicians”.

If one attacker penetrates a barrier, it remains effective against others.

An injured barrier heals fully in the first turn during which it is not attacked.

Barriers fight back, but won't harm attackers who stop their assault.

SPELLS VS. MAGICAL BARRIERS

A spell cast through a magical barrier must fight its way through the barrier. If the spell is injured, its wounds persist.

FIGHTING MAGICAL ITEMS

Magical items behave like barriers. The enchantment is destroyed upon defeat.

FIGHTING MAGICAL CREATURES

Use the creature's Essence rating as its number of dice in both tests.

FIGHTING RITUAL TEAMS

During Sending and sustaining, team members are present in astral space.

Members (not the leader) can exit a barrier to engage. Drain from fallen teammates is Physical for those outside a barrier. (See “Ritual Team Quitters”).

FIGHTING SPELLS

Spells have a Condition Monitor with a number of boxes equal to their force.

Spells only fight if blocked. If a spell is injured but hits its target, it hits with full Spell Force. If all attackers get out of the way, the spell hits its target.

When a spell is attacked, its caster knows, and can provide support to the spell. First resist Drain; if the caster is still up, she can give dice to the spell's Dodge Pool. This Distraction can go on until the spell wins or is destroyed. The caster can stop supporting the spell on any action.

The spell vanishes if the caster is knocked out.

OPPOSED SUCCESS TESTS

Target	Attacker's Dice	Target's Dice
Magician	Sorcery	Sorcery
Barrier	Sorcery	Rating
Item / focus	Sorcery	Rating
Creature	Sorcery	Essence
Ritual team member	Sorcery	Sorcery
Spell	Sorcery	Spell Force

ATTACKER RESISTANCE TESTS

Attacker's Intended Victim	Attacker's Resistance Dice	Attacker's Resistance TN
Magician	Astral Body	Defender's Sorcery
Barrier	Astral Body	Rating
Item / focus	Astral Body	Rating
Creature	Astral Body	Creature's Essence
Ritual team member	Astral Body	Defender's Sorcery
Spell	Astral Body	Spell Force

DEFENDER RESISTANCE TESTS

Defender	Defender's Resistance Dice	Defender's Resistance TN
Magician	Astral Body	Attacker's Sorcery
Barrier	Rating	Attacker's Sorcery
Item / focus	Rating	Attacker's Sorcery
Creature	Essence	Attacker's Sorcery
Ritual team member	Astral Body	Attacker's Sorcery
Spell	Spell Force	Attacker's Sorcery

REPERCUSSION

Damage taken in astral combat manifests on the physical body as wounds. Healing applied to either body (astral or physical) also heals the other.

NO PENALTY FOR MOVEMENT

Movement (at any speed) is a free action during combat. It does *not* cause Distraction when combined with other actions.

There is also no penalty for attacking a moving target.

COVER IN ASTRAL SPACE

Astral entities can pass through solid objects effortlessly but cannot sense through them. Living things and astral entities are solid in astral space.

MUNDANES ARE FURNITURE

Only astral entities can engage in astral combat. Non-magical entities cannot fight astral entities as such, nor directly be harmed in astral combat.

RITUAL SORCERY

RITUAL SORCERY SKILL

The Ritual Sorcery Skill is a concentration of the Sorcery Skill, and can be used in place of the Sorcery Skill in all ritual spellcasting Success Tests.

NO COMBAT MAGIC RITUALS

Combat magic rituals don't exist.

RITUAL REQUIREMENTS

- Caster(s) must be inside a medicine lodge (if shamanic) or hermetic circle (if hermetic).
- Materials (see table), which are expended regardless of outcome.
- Material Link (or Line of Sight; see “Spellcasting Rules”, this chapter).

RITUAL TEAMS

A team can assist a lead caster in ritual sorcery. All members of the team must:

- be from the same tradition as the lead caster. (Same totem is not required for shamans).
- know the spell being cast.

The team also:

- has a size limit equal to the lowest Sorcery Skill rating among the team.
- has a designated leader.

RITUAL TEAM SPOTTERS

A ritual team spotter, maintaining line of sight with the target in astral space, counts as using Line of Sight.

A spotter does not add their Magic Pool to the ritual pool, but is subject to Drain. If the spotter is killed or driven away from the target, the ritual aborts and all members resist Drain.

RITUAL TEAM QUITTERS

If anyone leaves the team early (or is rendered unconscious), deduct their Sorcery Skill rating from the combined ritual pool; if this reduces the ritual pool to 0 dice, the ritual is aborted and all team members must resist Drain.

MATERIAL LINK

Without a line of sight to the target, a ritual requires one of the following:

- (For living targets) any tissue-based DNA sample
- (For inanimate targets) a whole, integral chunk of the object

An example of an integral chunk is a brick pried from a wall of a targeted building.

RITUAL SORCERY MATERIALS

Purpose	Cost
Detection	100¥ x Force
Health	500¥ x Force
Illusion	100¥ x Force
Manipulation	1,000¥ x Force

RITUAL SORCERY PROCEDURE

1. Preparation
2. Form Magical Link
3. Sending
4. Determine Effect
5. Resist Drain

PREPARATION

Prepare and enter the lodge or circle.

Teams combine all Magic Pools as one pool under the leader's control.

Leader declares the Spell Force.

Everyone drops all sustained spells.

FORM MAGICAL LINK

This step is only necessary if using a Material Link. Spend a number of hours equal to the Spell Force, then roll a Success Test using only dice from the ritual pool; TN is given on pg 83 of **Shadowrun**. If no successes are scored, the ritual ends; resist Drain.

SENDING

Using only dice from the ritual pool, roll a Success Test using a TN from page 83 of **Shadowrun**, and the modifiers from the following table:

Status	Modifier
Target moving in car, plane	+2 TN
Ritual spell targets an area	-1 TN

Sending takes a number of hours equal to the Spell Force divided by the number of successes. Minimum 1 hour.

If no successes are rolled, the ritual ends; resist Drain.

Magicians seeing the target (and the target himself, if magically active) immediately know Sending is in progress. An astral link is present leading to the ritual team.

DETERMINE EFFECT

Roll a Resisted Success Test. The leader's wounds, distractions, and totem modifiers are the only modifiers which apply to this roll.

RESIST DRAIN

Once a ritual begins, Drain is inevitable.

After Sending (or ritual failure), every team member rolls Drain as if they had cast the spell themselves. Any dice left in the ritual pool can be used by all members of the team equally to assist this resistance roll. Any dice from spirit aid or foci that were not dedicated to the ritual may also be used.

If the team plans to stay together to sustain the spell, see “Sustaining the Spell” before rolling Drain.

SUSTAINING THE SPELL

After resisting Drain, the ritual leader and team has options for sustaining the spell, if they so wish:

- Allocate remaining ritual pool dice; the spell remains for 1 day per die but the ritual link dies. Elemental aid can augment this roll or be used in place of ritual pool dice if that pool is empty.
- Stay locked as a team for as long as desired. This counts as sustaining a spell; which means the team will be Distracted when they resist Drain.

CONCISIONRUN

MATRIX

VERSION 0.1

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MATRIX RULES

GENERAL MATRIX MECHANICS & CONCEPTS

COMPUTER SKILL REQUIRED

All computer tasks, including decking and hacking, use the Computer Skill.

The Decking Skill is a specialization of the Software Skill, which is a concentration of the general Computer Skill. Decking Skill or Software Skill can be used in place of Computer Skill in most Matrix tests.

DATAJACK REQUIRED

Using a cyberdeck requires a Datajack (pg. 126, **Shadowrun**). Note, this isn't required for old-fashioned terminals (nor for ordinary simsense use).

INSTANTANEOUS MOVEMENT

Matrix movement is instantaneous, except when trying to bypass IC without a relevant passcode, or when in cybercombat.

INSTANTANEOUS ACTIONS

Matrix actions that don't require attention are instantaneous, unless taken while negotiating with IC or engaged in cybercombat.

Examples of non-instant actions: download data; upload data; use system commands; load a program.

GETTING SLOWED DOWN

Certain things slow deckers down. Cyberdecks present this by exaggerating appearances of distance.

Examples: low memory in the target node or along the route; a telecom or cyberdeck running near its capacity; or lag/high traffic on a grid.

GETTING TANGLED UP

When negotiating with IC or in cybercombat, actions are no longer instantaneous.

TELECOM OR THEFT

Matrix service can be bought (pg. 125, **Shadowrun**, "Telecom"), or stolen by beating security at a jackpoint.

JACKPOINT

A jackpoint is any device that allows a decker to jack into the Matrix.

DATALINES

Datalines are connections between nodes. Datalines are not nodes; they support no actions, have no security, and cannot host cybercombat.

PERCEPTION & RANGE

Observation Range: In a grid, you can perceive all System Access Nodes leading to hosts and other grids. In a system node, you can see adjacent nodes exist, but not their type, security info, nor info about their IC or contents.

Sensor Range: After transiting a dataline, you can stop short of fully entering a node and disturbing its IC. This allows you to run Sensor programs in the node. Grey and Black IC may react to this during an alert.

Contact Range: As a free and instant action, any actor in a system node can move within Contact Range of anything else within the same node. Contact Range allows using any Utility.

JACKING OUT

Willingly exiting the Matrix can normally be done any time by unplugging the data cable between datajack and deck; this is called jacking out.

DUMP SHOCK

Being involuntarily booted from the Matrix causes Dump Shock, which is a +2 TN penalty to everything, for a base duration of 30 seconds.

Roll Willpower dice vs TN 4 and divide the base duration by the number of successes to reduce time.

ACTING IN A NODE

Each type of node supports various actions; all of them require a Success Test, rolling Computer dice vs Security Rating (explained in "Node Security Code"). The actor must score enough successes to beat a threshold.

Failing and retrying an action incurs a +2 TN penalty for each retry.

After failing and retrying, when the actor is either successful or gives up, the system goes on Internal Alert if the GM rolls under or equal to the number of tries on 1d6.

NODE SECURITY CODE

Every node has a Security Code – a color and a number – for example, Green-5.

The number is the Security Rating; it is the Target Number for Success Tests to act upon the node.

The color is the Security Level; it determines how many successes are required to act upon the node.

THRESHOLD BY SECURITY LEVEL

Node Security Level	Successes Required
Blue	1
Green	2
Orange	3
Red	4

IC & CYBERPROGRAMS

Intrusion Countermeasures (IC) are programs similar in function to today's real-world login prompts, action loggers, automatic trap & trace, anti-malware, admin bots, data encryption, and other computer security features.

A decker's cyberprograms can trick or otherwise overcome IC. Some are specific to overcoming specific types of IC; others attempt to crash any IC outright.

PERSONA (MPCP)

A hacker's Persona, aka the Master Persona Control Program (MPCP), is a 'deck's operating system and its icon as seen by other actors in the Matrix.

If a Cyberdeck Condition Monitor reaches a total wound state of Deadly, the 'deck's MPCP crashes, dumping the hacker from the Matrix.

THE MATRIX ISN'T THE INTERNET

After the global internet was crashed in 2029, a new data architecture was created. Although similar, the Matrix is more secure and restricted than the old internet, which no longer exists.

Trust your GM if they say something isn't possible or doesn't work in Shadowrun's Matrix the way it does in the real world internet.

ALT-TAB ISN'T A TELEPORT

In the Matrix, your connection endpoint (your apparent location) only resides in one place; you can't Alt-Tab between concurrently open locations. You're either in one specific LTG, one specific RTG, or one specific system node.

DECKING ISN'T ASTRAL PROJECTION

Deckers use a high-tech computer interface, replacing keyboard, mouse, and screen with full two-way simsense.

Although you see, hear, feel, smell and taste the Matrix, and the Persona moves in response to mental commands, you have not "left your body" while decking.

However, you are numb to the real world while jacked in, unable to sense anything in or around your meat body. You are blind and your motor nerves are rerouted to the Matrix, but you can still move enough to jack out.

ONE DECKER PER CYBERDECK

'Troles and vidscreens let others witness a Matrix run, but there is no way for two deckers to act in the Matrix independently by sharing a cyberdeck.

YOUR CYBERDECK & YOU

CYBERDECK ATTRIBUTES

Deckers get new attributes while decking, based on their hardware:

- **Hardening** works as armor.
- **Onboard Memory** is measured in Megapulses (Mp). This is the maximum total size of Utility programs a 'deck can keep loaded at once. This memory erases if the 'deck reboots, shuts down, or crashes.
- **Storage** is a number of Mp, and is where Utilities load from. So, Storage must be equal to or greater than the total size of all Utilities you want on that 'deck in a single run. Storage can also store files such as paydata.
- **Load Speed** is how many Mp get moved to Onboard Memory each turn spent loading a Utility from Storage. If the amount of Mp to load is equal to the Load Speed, loading finishes at the end of that turn. If Mp to load is half the Load Speed, loading finishes during the character's action. Loading data is a Distraction.
- **I/O Speed** is a number of Mp. A cyberdeck can transfer (upload/download) this many Mp per turn. Transferring data is a Distraction.
- **Response Increase** has a rating from 1-3 and can optionally be added at extra cost. Each point adds +2 to Reaction and +1d6 to Initiative – only in the Matrix, in both cases.

PERSONA PROGRAMS

Four programs, collectively called "Persona Programs", also work like new character attributes in the Matrix:

- **Bod** is the Body Attribute analog.
- **Evasion** is the Security Rating of the cyberdeck.
- **Masking** measures the ability to resist being identified and traced.
- **Sensors** is the quality of a cyberdeck's perceptive routines.

PERSONA PROGRAMS VS UTILITIES

All four Persona programs are always loaded, and they do not use Onboard Memory or Storage. (They reside on their own chips.)

All other cyberprograms are Utilities.

HACKING ON THE FLY

Once per Matrix run, a hacker can spend Hacking Pool dice to mimic a known Utility, with Rating equal to half the Hacking Pool dice spent. The program can only be used once. Refresh the Hacking Pool dice as normal.

ALTERNATIVES TO CYBERDECKS

OLD-FASHIONED TERMINALS

Matrix-ready personal computers can be purchased at 1/10th the price of a 'deck with equivalent attributes. Its user can't be harmed by cybercombat or black IC.

Such users reduce their Reaction by 1 while hacking (minimum 1), and their Hacking Pool by 1 die (minimum 1d6).

Persona programs are locked at Rating 3, and Utilities lose 1 point of Rating.

HACKING WITH A NAKED BRAIN

To run "naked in the Matrix":

- Load a Program Carrier (pg. 128, **Shadowrun**) with Evasion, Masking, and Sensors.
- Plug a datajack into an I/O or Slave Module node.
- Use Willpower as Bod.
- Use Intelligence as I/O Rating.
- Take all Persona damage as Fatigue; being knocked out dumps you.
- Wired Reflexes and Vehicle Control Rigs work in cyberspace using this method.
- Headware memory works for data, not programs.
- You can't carry Utility programs via this method; see "Hacking on the Fly" for an alternative.

SYSTEMS & NODES

SYSTEMS VS NETWORKS

The difference between a system and a network is moot. A network is a large system, with System Access Nodes acting as border checkpoints between otherwise separated groups of nodes – a design which only exists if the GM deliberately designs things that way. But, see also “LTG's and RTG's”, in this chapter, for the other kind of network.

WHAT ARE NODES?

Nodes are a game abstraction. They reduce the complexity of computer design to a few types of interactive objects with clear rules.

In-game, nodes are the MPCP's way of giving deckers an efficient, consistent workflow for manipulating a wide variety of computer systems. With that workflow and the right knowledge, cracking systems is like playing a game!

In any given system map, each node might be part of a computer (linked with other nodes to make a whole computer); or each node can be a whole computer, or even several devices. Nodes can also represent software instead of parts. A system map can mix these types of nodes, and others.

By far, the most common kind of node is one that represents both: one or more devices, and the software that runs it.

The “mission” of a computer or a node can be spread across many nodes or even many systems: e.g., a Datastore might be used for collecting illegal data, but other nodes (at least a SPU and a SAN) are also involved in getting that data and sending it to the Datastore. Sometimes several whole systems act as slaves to one central decision-making system.

The point is, nodes are an abstraction. They help hand-wave the possibilities of future computers, without anyone needing a college degree in computer science in order to play.

TYPES OF NODES

Each type of node has a standard conceptual appearance (but the specifics can vary). Each type can perform certain commands, and can connect only to certain other types.

SPU NODES

The Sub-Processing Unit is a mini-CPU often used as a security layer.



SPU Commands: None

Appearance: A chamber with circuitboards for walls, busy with pulsing bands of energy.

Can connect to: Any type of node

CPU NODES

The Central Processing Unit usually has high security compared to other nodes.



CPU Commands:

- **Cancel Alert:** Stop an Internal Alert.
- **Change Node:** One-way jump to any node in the same system.
- **Shutdown:** Halts the system immediately and dumps the decker.
- **System Map:** Display a system map.

Appearance: A huge chamber of circuitboards, screens, and energy.

Can connect to: Any node type

DATASTORE (DS) NODES

A datastore stores data.

DS Commands:

- **Edit:** Change a file.
- **Erase:** Destroy a file.
- **Read:** Visually scan a file.
- **Transfer:** Copy a file to or from the node at a rate equal to the 'deck's I/O speed. This Distraction aborts if the decker leaves the node or the Matrix.

Appearance: Stacks of rectangular storage units arranged in a maze. Each rectangle swirls with energy and data.

Can connect to: DS, CPU, SPU



SLAVE MODULE (SM) NODES

A Slave node controls one or more devices: e.g. cameras, turrets, maglocks, credstick readers, factory machines, etc. Can be used as a jackpoint if hacking with a naked brain.



SM Commands

- **Control:** Take control of the attached device(s), with capabilities limited by GM discretion and player creativity.
- **Sensor Readout:** Observe any data being collected by devices attached to this node.

Appearance: A cubical room with flashing lights.

Can connect to: CPU, SPU

I/O NODES

Input-Output nodes can each represent a single piece of I/O hardware, e.g. a touchscreen terminal, chip reader, etc; or can represent a whole office full of terminals and cyberdecks. In meat-space, I/O nodes are valid jackpoints.



I/O Commands:

- **Display Message:** show a message on the attached device(s).
- **Lockout:** Isolate the node from the rest of the system, preventing communication. Any active cyberterminal session must first be crashed via cybercombat.

Appearance: One or more white pyramid-shaped chambers.

Can connect to: CPU, SPU

SYSTEM ACCESS NODES (SAN)

A SAN acts like a gateway.



SAN Commands

- **Lockout:** Put the SAN in exclusive mode; no other Personas can use it.

Appearance: Any complex of gateways.

Can connect to: CPU, SPU

MORE RULES ABOUT SYSTEMS & NODES

ALERTS

There are two kinds of system alerts.

Internal Alert: An internal alert can be set off by IC, or by failing repeat attempts at an action. Every IC in the system raises its rating by 50%.

External Alert: External alerts can be caused by IC, or by triggering an internal alert while one is already active. The system's owners are notified, who may deploy a defensive decker, or simply shut down the system. In the latter case, the decker has 2d6 turns of unmistakable warning while the system safely shuts down.

NODE ACTION PROCEDURES

To run a node command:

1. Enter the node and choose a valid command for that node.
2. Roll Computer dice; TN equal to the node's Security Rating.
3. Beat the node's Security Level threshold with net successes.

To run a MASKING UTILITY:

1. Get in Contact Range.
2. Make a Resisted Success Test;
 - a) Roll Utility's Rating dice with TN equal to the node's Security Rating.
 - b) The IC rolls its rating, with TN equal to the decker's Masking Rating.
3. Beat the node's Security Level threshold with net successes.

To run a SENSOR UTILITY:

1. Get within Sensor Range.
2. Roll a Resisted Success Test;
 - a) Decker rolls Utility's Rating dice with TN equal to the node's Security Rating.
 - b) Node or IC rolls Rating dice vs TN of the decker's Sensor Rating.
3. Beat the node's Security Level threshold with net successes.

INTRUSION COUNTERMEASURES

Find more details about IC and enemy deckers on pgs. 114-116, **Shadowrun**.

IC BLOCKS NODE COMMANDS

Node commands won't run in a node with IC active. (Deckers don't count.)

WHITE IC

Access	A login barrier; vulnerable to Deception and Sleaze
Barrier	A security barrier; vulnerable to Sleaze
Scramble	Defeat with Deception or Decrypt, or it will scramble the data you're about to download, and slow down your 'deck

GRAY IC

Blaster	Attacks with the goal of damaging the 'deck
Killer	Initiates cybercombat
Tar Baby	Forces reload of any Utility that fails to trick it
Tar Pit	Corrupts all copies of any Utility that fails to trick it
Trace & Report	Find the decker's real world location and report
Trace & Dump	Find decker's real location and dump from the Matrix
Trace & Burn	Find decker's real location & try to fry his cyberdeck

BLACK IC

Black IC is similar to Killer (Gray) IC with the important distinction that it attacks the decker's brain directly!

Cybercombat damage taken from Black IC is usually physical, but a merciful security system might be set to deal only mental damage.

ENEMY DECKERS

Quick suggestions to help the GM deploy enemy deckers, at various difficulty levels, with appropriate hardware and software, are found on pg. 116, **Shadowrun**.

UTILITY PROGRAMS

See details on pg. 107-109, **Shadowrun** and **Virtual Realities**, pgs. 37-39.

DEGRADABLE UTILITIES

Certain utility programs degrade with use. Unless otherwise noted (see pgs. 107-109, **Shadowrun**), they lose a point of Rating with each use. Some have extra degradation effects, such as losing effectiveness each turn it's active, or each time you enter the Matrix.

Most Degradable Utilities restore to full strength upon jacking out. Some do not. In the list below, Degradable Utilities are noted by *italicized names*.

COMBAT UTILITIES

See the "Cybercombat" section for details on using combat utilities.

Attack	Extra successes deal wounds
Slow	Lowers Reaction & prevents launching alerts and traps

DEFENSE UTILITIES

Of these, only Medic requires a test. (That test is **not** resisted by the node).

Medic	Repair MPCP (see bottom-right of next page)
Mirrors	Adds to the Evasion Rating
Shield	Prevents damage
Smoke	Adds to any TN in the node

MASKING UTILITIES

See "Node Action Procedures", left column, for Success Test instructions.

Deception	Defeats Access & Gray IC
Relocate	Defeats Trace IC
Sleaze	Defeats all but Scramble

SENSOR UTILITIES

See "Node Action Procedures", left column, for Success Test instructions.

Analyze	Reveals details about nodes, IC, & other objects
Browse	Manual search for data
Decrypt	Defeats Scramble IC
Evaluate	Smart search for data

CYBERCOMBAT

CONTACT RANGE REQUIRED

Actors must be in Contact Range of each other to engage in cybercombat.

MATRIX TIME IS NORMAL TIME

Matrix time is tracked in Cybercombat Turns. A Cybercombat Turn is approx. 3 seconds, same as a combat turn.

INITIATIVE WORKS THE SAME

Initiative works as in normal combat.

INITIATIVE MODIFIERS

Hacking How?	Source of Modifiers	Modifiers
Cyber-deck or Terminal	Response Increase (a hardware attribute)	Reaction: +(Rating)x2 and Initiative: +(Rating) dice
Terminal	Penalty for using inferior tech	Reaction: -1 (minimum of 1)
Naked Brain	Vehicle Control Rig (rigger gear)	Normal
Naked Brain	Wired Reflexes (cyberware)	Normal

IC REACTION ATTRIBUTE RATING

An IC's Reaction attribute is calculated according to the table below:

Node Security Level	IC Reaction
Blue	N/A
Green	(IC Rating) + 5
Orange	(IC Rating) + 7
Red	(IC Rating) + 9

CYBERCOMBAT ACTIONS

This is not an exhaustive list of options.

JACK OUT

Black IC might prevent a decker from jacking out; otherwise it should work.

NODE COMMANDS IN CYBERCOMBAT

Node commands work in cybercombat unless the node has active IC.

LOAD, DOWNLOAD & UPLOAD

Loading, uploading, and downloading are all Distractions.

CHANGE RANGE, FLEE & PURSUE

If one actor moves to approach or back away from another actor, and the other actor doesn't resist, no test is needed.

If an actor tries to maintain distance or flee, while another moves to approach or pursue, make an Opposed Success Test; see the table below. Hacking Pool dice can be used for this test:

Actor Type	Dice to Roll	Target Number
IC	Rating	Opponent's dice
Persona	Evasion	Opponent's dice

RUNNING CHASE

If the actor being pursued is forced into slowing down to cybercombat turns, e.g. by entering cybercombat or negotiating with an IC, the pursuer might catch the runner.

The GM rolls 2d6. If the result is higher than the runner's Masking rating, the pursuer will arrive in 1 turn.

LOSING A TAIL

If the pursuer in a running chase slows down to cybercombat turns, the runner gets away.

RUNNING A NON-COMBAT UTILITY

This works as normal; see the "Node Action Procedures" section.

RUNNING A COMBAT UTILITY

For each new target, a Combat program must be modified; this is a Distraction.

ROLL TO HIT

Unlike other utilities, Combat Utilities **don't** roll Program Rating dice.

Roll a Success Test:

Attacker Type	Roll Dice	Target Type	Target Number
Persona	From Hacking Pool	IC	Node Security Rating
Persona	From Hacking Pool	Persona	Evasion
IC	IC Rating	Persona	Evasion

ROLL TO DAMAGE

A Resisted Success Test determines damage.

Target was IC:

Add the Combat Utility's Rating to the net successes (from beating the node's Security Level Threshold in the to-hit roll). This is how many dice to throw for the damage test.

*For example, you hit with **Attack-5** by scoring **4 successes** in an **Orange node**: Orange threshold is 3, so net successes equals 2; add that 2 to the Attack program Rating of 5, for a total of 7 damage dice.*

The TN is the node's Security Rating.

To Resist, the IC rolls its Rating with TN of the attacker's Computer Rating.

Every net success fills a box on the IC's Condition Monitor.

IC suffer the normal penalties to TN and Initiative when they are wounded.

Target was a Persona:

Attacker and defender can both add Hacking Pool dice to these rolls.

Add the attacking Utility's or IC's Rating dice to the net successes from the to-hit roll. This is the number of dice to roll.

TN is equal to the Bod of the target.

Resist by rolling MPCP (Persona) Rating dice; TN is the attacker's Computer Rating.

If the attacker wins, every net success fills a box on the defender's Condition Monitor.

Hardening reduces damage point-for-point. A Shield utility reduces damage by its Rating, and degrades one point.

MEDIC PROGRAM SUCCESS TEST

Roll Medic Rating. Each success heals 1 box on the Cyberdeck Condition Monitor.

Total Wounds	Target Number
Light	4
Moderate	5
Serious	6

LTG'S AND RTG'S

GRID MECHANICS & CONCEPTS

A grid is like today's real-world cellular networks and other data backbones.

There's the LTG (**Local** Telecom Grid), which represents all the nearby cell towers and buried data cables within a local area code.

And there's the RTG (**Regional** Telecom Grid) which represents all the service providers in a large geographic area pooling their resources to provide a unified service platform.

To a decker, these grids are giant VR environments, with each grid hosting millions of icons and constructs hovering in a glittering dark. Most of the icons will be standard, boring rectangular SAN's; many of them will be expensive, detailed constructs resembling everything from castles to floating eyes.

GRIDS HAVE SECURITY CODES

An RTG has a Security Code, like a node. Except private LTG's, every LTG within that RTG has the same Security Code as the RTG.

RTG'S CONTAIN LTG'S

A Regional Telecom Grid (RTG) contains many Local Telecom Grids (LTG's). An RTG covers something like the Seattle Metroplex, or larger; an LTG covers something like Redmond.

LTG'S CONTAIN SYSTEMS

Individual systems connect to the Matrix by connecting a SAN to the LTG in the local area where that system resides.

PRIVATE LTG'S

Large corporations, and other organizations with huge internal networks, sometimes have their own LTG's. These can be accessed from the normal LTG as if they were systems.

Private LTG's usually *don't* share the same Security Code as the normal LTG.

LOCAL TELECOM GRID (LTG)

Matrix runs often begin in an LTG.

LTG ACTIONS

- Connect to a system on that LTG
- Move to another LTG in the same RTG
- Move to the RTG

CONNECTING TO A SYSTEM

Approach or enter the system's SAN by approaching the system's Matrix construct. Unless the SAN is in Lockout mode or is offline, and assuming you have the LTG address for the system, the SAN will be in plain sight.

LTG TO LTG MOVEMENT

Moving from LTG to LTG in the same RTG requires passing through one SAN.

The security code of the SAN connecting two LTG's in the same RTG, is the security code of the RTG.

LTG TO RTG MOVEMENT

Moving from LTG to its parent RTG requires passing through one SAN, with security code equal to the RTG.

REGIONAL TELECOM GRID (RTG)

All RTG's in the UCAS are Green-4.

RTG ACTIONS

- Search for the LTG address of a specific system
- Move to any LTG in that RTG
- Move to any other RTG in the world

SEARCHING FOR AN ADDRESS

Roll Computer dice, vs. TN equal to the RTG's security rating. Retry incurs +2 TN penalty.

After each failure, the GM rolls 1d6; rolling under or equal to the number of attempts thus far, triggers an Internal Alert on the system being searched-for.

RTG TO RTG MOVEMENT

Moving from RTG to RTG requires passing through one SAN; its security code is that of the destination RTG.

RTG TO LTG MOVEMENT

Moving from an RTG to one of its LTG's requires passing through one SAN, with security code equal to the RTG.

