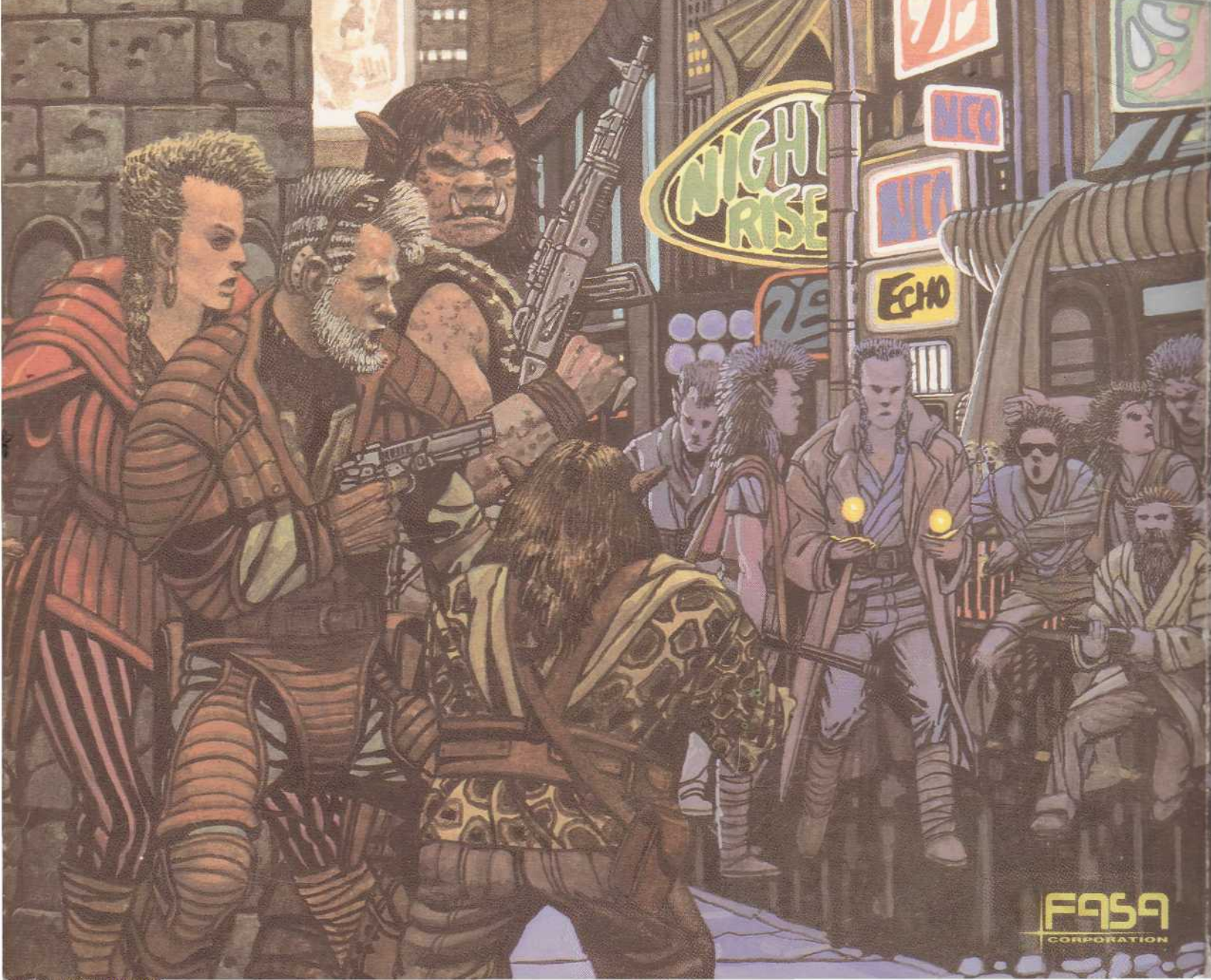
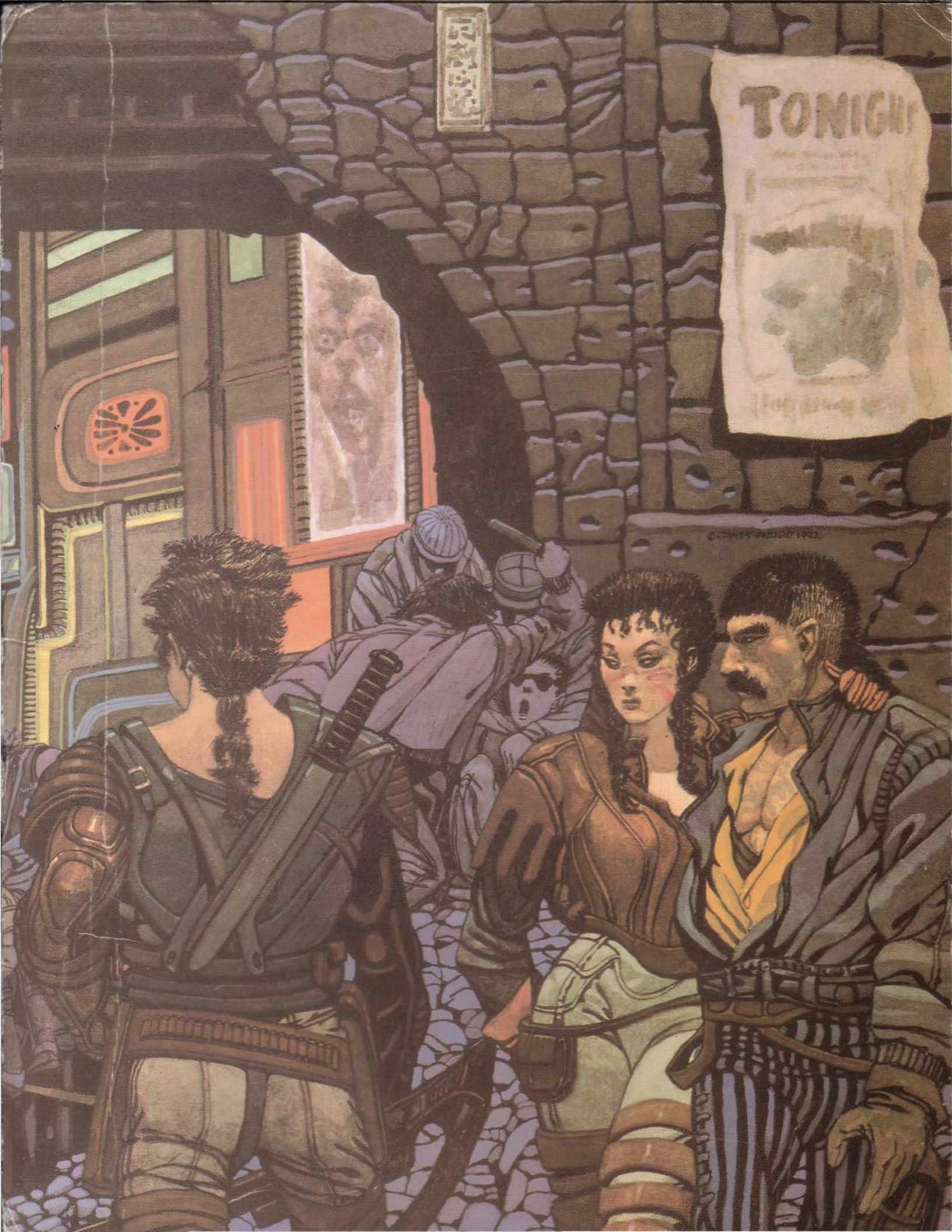




# HADOWRUN





TONIGHT

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## RACISM TABLE

Dice Result	Racial Bias
1	All, except own race
2	Humans
3	Elves
4	Dwarfs
5	Orks
6	Trolls

## SOCIAL SKILL TABLE

Situation	Target Modifier
With respect to the character, the NPC is:	
Friendly	-2
Neutral	+0
Hostile	+4
An enemy	+6
Suspicious	+2
Player's desired result is:	
Advantageous to NPC	-2
Of no value to NPC	+0
Annoying to NPC	+2
Harmful to NPC	+4
Disastrous to NPC	+6

## VEHICLE OPERATION TABLE

Situation	Modifier
Complex controls	+1
Unfamiliar vehicle	
Non-stressful situation	+1
Stressful situation	+3
Large vehicle of type	+2
Very large vehicle of type	+3
Bad conditions	+2
Terrible conditions	+4
Rigger in control	-(VCR Level x 2)

## INJURY MODIFIERS TABLE

Physical or Stun Damage Level	Target Number	Initiative Total
None	—	—
Light	+1	-1
Moderate	+2	-2
Serious	+3	-3
Deadly	Unconscious	

## SURPRISE TEST

**Dice:** Reaction

**Target Number:** 4 (modified)

**Note:** All characters make a Surprise Test. Compare net successes. Character must generate more successes than opponent in order to react to or act against that opponent.

## WEAPON RANGE TABLE

Base Target Number WEAPON	4	5	6	9
	(Range in Meters)			
<b>Firearms</b>	<b>Short</b>	<b>Medium</b>	<b>Long</b>	<b>Extreme</b>
Hold-out Pistol	0-5	6-15	16-30	31-50
Light Pistol	0-5	6-15	16-30	31-50
Heavy Pistol	0-5	6-20	21-40	41-60
Submachine Gun	0-10	11-40	41-80	81-150
Taser	0-5	6-10	11-12	13-15
Shotgun	0-10	11-20	21-50	51-100
Sporting Rifle	0-30	31-60	61-150	151-300
Sniper Rifle	0-40	41-80	81-200	201-400
Assault Rifle	0-15	16-40	41-100	101-250
Light Machine Gun	0-20	21-40	41-80	81-150
<b>Heavy Weapons</b>				
Medium Machine Gun	0-40	41-150	151-300	301-500
Heavy Machine Gun	0-40	41-150	151-400	401-800
Assault Cannon	0-50	51-150	151-450	451-1,300
Grenade Launcher	5-50*	51-100	101-150	151-300
Missile Launcher	20-70*	71-150	151-450	451-1,500
<b>Impact Projectiles</b>				
Bow	0-Str	to Str x 10	to Str x 30	to Str x 60
Light Crossbow	0-Str x 2	to Str x 8	to Str x 20	to Str x 40
Medium Crossbow	0-Str x 3	to Str x 12	to Str x 30	to Str x 50
Heavy Crossbow	0-Str x 5	to Str x 15	to Str x 40	to Str x 60
Thrown Knife	0-Str	to Str x 2	to Str x 3	to Str x 5
Shuriken	0-Str	to Str x 2	to Str x 5	to Str x 7
<b>Grenades</b>				
Standard (1D6 meters Scatter)	0-Str x 3	to Str x 5	to Str x 10	to Str x 20
Aerodynamic (2D6 meters Scatter)	0-Str x 3	to Str x 5	to Str x 20	to Str x 30
Launched (3D6 meters Scatter)	5-50*	51-100	101-150	151-300

\*Minimum Range Requirement

## PERCEPTION SUCCESS TABLE

Successes	Resulting Perception
1	That something is there, but little else.
2	Something is definitely there, and the perceiver suspects the kind of thing it is.
3	The perceiver knows what kind of thing it is, and suspects its exact nature.
4+	The perceiver knows what it is, but has no specifics without further information or examination.

## VISIBILITY TABLE

Condition	Type Of Vision		
	Normal	Low-Light	Thermographic
Full Darkness	+8	+8/+8	+4/+2
Minimal Light	+6	+4/+2	+4/+2
Partial Light	+4	+2/0	+4/+2
Glare	+2	+4/+2	+4/+2
Mist	+2	+2/0	0
Light Smoke/Fog/Rain	+4	+4/+2	0
Heavy Smoke/Fog/Rain	+6	+6/+4	+1/0
Thermal Smoke	As smoke	As smoke	As Normal

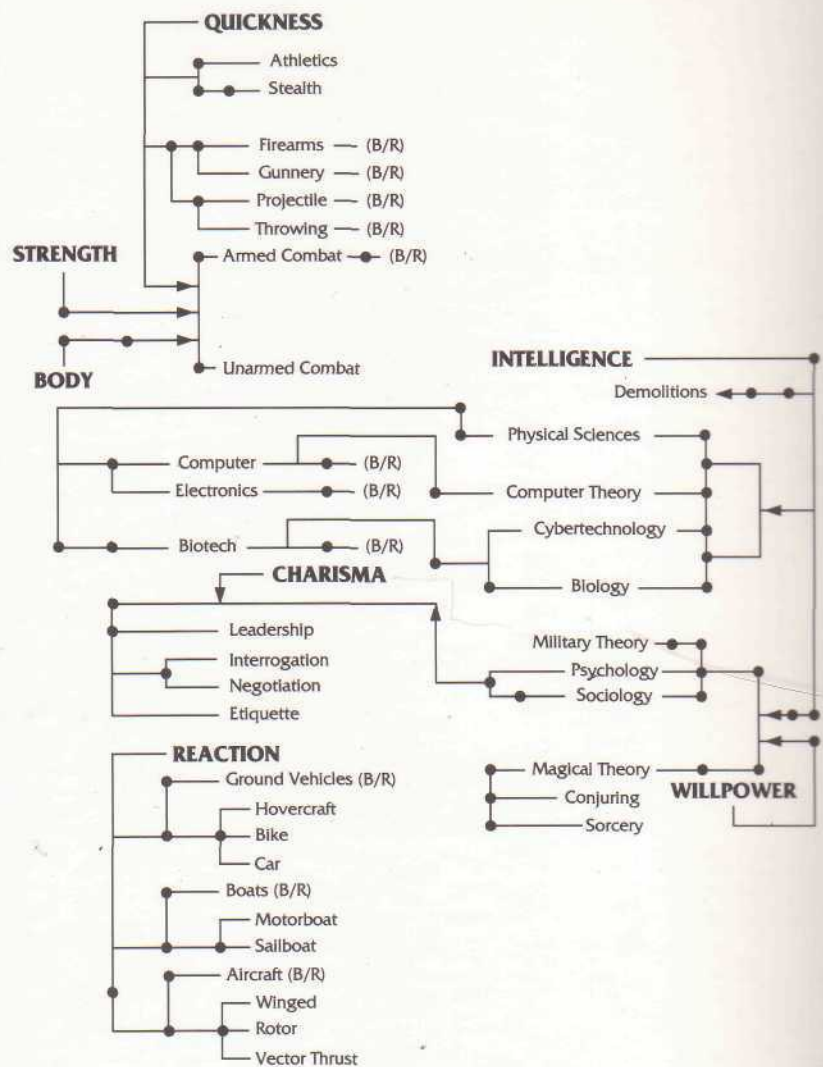
## LANGUAGE SKILLS TABLE

Situation	Target Number
Speaking dialect (variation of a particular language)	+2
Universal concept (hunger, fear, bodily functions)	2
Basic conversation (concerns of daily life)	4
Complex subject (special/limited interest topics)	6
Intricate subject (special/limited interest topics)	9
Obscure subject (deeply technical/rare knowledge)	11

## SITUATIONAL MODIFIERS TABLE

SITUATION	MODIFIER
<b>Ranged Combat</b>	
Recoil, semi-automatic	+1 for second shot that Combat Phase
Recoil, burst-fire	+3 per burst that Combat Phase
Recoil, full-auto	+1 per previous round fired that Combat Phase
Recoil, heavy weapon	2 x uncompensated recoil
Blind Fire	+8
Partial Cover	+4
Visibility Impaired	See <b>Visibility Table</b>
Multiple Targets	+2 per additional target that Combat Phase
Target Running	+2
Target Stationary	-1
Attacker in Melee Combat	+2 per opponent
Attacker Running	+4
Attacker Running (difficult ground)	+6
Attacker Walking	+1
Attacker Walking (difficult ground)	+2
Attacker is Wounded	See <b>Injury Modifiers</b>
Smartlink (with smartgun)	-2
Smart Goggles (with smartgun)	-1
Laser Sight	-1
Using a Second Firearm	+2
Aimed Shot	-1 per Simple Action
Image Magnification	Special
Recoil Compensation	Reduces recoil modifier
Gyro-stabilization	Reduces recoil or movement modifier
<b>Melee Combat</b>	
Character has friends in the melee	-1 per friend (max -4)
Opponent has friends in the melee	+1 per friend (max +4)
Visibility Impaired	See <b>Visibility Table</b>
Character is wounded	See <b>Injury Modifiers</b>
Character's weapon has longer reach	-1 per point longer
Character's weapon has inferior reach	+1 per point shorter
Character is attacking multiple targets	+2 per target
Character has superior position	-1
Opponent is prone	-2

## SKILL WEB



## BARRIER RATING TABLE

Material	Rating
Standard Glass	2
Cheap Material/Regular Tires	3
Average Material/Ballistic Glass	4
Heavy Material	6
Reinforced/Armored Glass	8
Structural Material	12
Heavy Structural Material	16
Armored/Reinforced Material	24
Hardened Material	32

## BUILD/REPAIR TABLE

Situation	Target Number
Working Conditions:	
Bad	+2
Terrible	+4
Superior	-1
Tools are:	
Unavailable	Usually not allowed
Inadequate	+2
Reference material available	0
Working from memory	+(5 - Intelligence)

## BARRIER EFFECT TABLE

### Comparison

Power is less than 1/2 the adjusted Barrier Rating  
 Power is equal to or greater than 1/2 the adjusted Barrier Rating, up to the Rating  
 Power is greater than the adjusted Barrier Rating

### Effect

No effect, barrier holds. (Minor cosmetic damage.)

Barrier damaged, reduce Barrier Rating by 1.  
 For every increment equal to half the Barrier Rating that the Power exceeds that rating, a one-half meter hole is opened and the Barrier Rating is reduced by 1.

## COMBAT TURN SEQUENCE

### All Dice Pools Refresh (First Combat Turn Only)

- Determine Initiative** (Reaction + Initiative Dice)
- Characters Take Actions** (Descending Initiative Totals)
  - Character's Dice Pools Refresh**
  - Character's Actions Declared**
  - Character's Actions Resolved** (Next Action in 10 Combat Phases)
  - Declare and Resolve Actions of Remaining Characters**
- Begin New Combat Turn** (Go to Step 1)

## VEHICLE COMBAT TURN SEQUENCE

(Use normal Combat Turn Sequence, with the following adjustments.)

- Determine Initiative** (Resolve A and B below for riggers before normal Initiative.)
  - Allocate Control Pool Dice**
  - Make Position Test** (Vehicle skill, plus Control Pool dice against Target Number of vehicle's Handling, modified by terrain.)
- Resolve Actions**
- Begin New Combat Turn**
  - Make Escape Test** (Before beginning new Combat Turn, resolve an Escape Test.)

## SAMPLE WEAPON DAMAGE CODES

Weapon	Damage Code
Hold-out Pistol	4L
Light Pistol	6L
Heavy Pistol	9M
Submachine Gun	7M
Assault Rifle	8M
Shotgun	8S or 10S
Bow	(Str + 2)M
Thrown Knife/Shuriken	(Str)L
Katana	(Str + 3)M
Knife	(Str)L
Sword	(Str + 2)M
Club	(Str + 1)M Stun
Hand Razors/Spurs	(Str)L/(Str)M
Fist/Unarmed	(Str)M Stun
Offensive Grenade	10S (Blast -1/meter)
Defensive Grenade	10S (Blast -1/half-meter)
Concussion Grenade	12M Stun (Blast -1/meter)

## KNOWLEDGE SKILL TABLE

Situation	Target Number
Character is seeking:	
General knowledge	3
Detailed knowledge	5
Intricate knowledge	8
Obscure knowledge	12

### Number of Successes

Number of Successes	Result
1	General knowledge, no details
2	Detailed information, with some minor points inaccurate
3	Detailed information, with some minor points obscure or missing
4	Detailed and accurate information

## MELEE COMBAT PROCEDURE

- Make Attacker's Test** (Combat Skill + Combat Pool against Target Number 4)
- Make Defender's Test** (Combat Skill + Combat Pool against Target Number 4)
- Compare the Successes** (Higher net successes does damage, tie goes to the attacker)
- Determine Damage** (Winner does damage per net successes)
- Resist Damage** (Body dice against weapon-modified Strength, minus Impact Armor)

## RANGED COMBAT PROCEDURE

- Determine Range** (Consult Weapon Range Table for Base Target Number)
- Apply Situational Target Modifiers** (Consult Situational Modifiers Table)
- Resolve Attacker's Success Test** (Combat Skill + Combat Pool dice against Modified Target Number)
- Resolve Target's Damage Resistance Test** (Body + Combat Pool dice against Target Number of Weapon Power Rating, minus appropriate Armor)
- Determine Result** (Use net successes to stage weapon)
- Apply Damage**

## PERCEPTION TEST TABLE

Situation	Modifier
Perceiver is distracted	+2
<b>Sight</b>	
Very small object	+6
Object partially hidden	+2
Object brightly colored	-2
Action very obvious	-4
Action not obvious	+4
Visibility modifiers	See <b>Visibility Table</b>
<b>Sound</b>	
Single gunshot	-2
Silenced single gunshot	0
Burst fire	-4
Sound-suppressed burst fire	-2
Full autofire	-6
Sound-suppressed autofire	-4
Grenade blast	-8
A person's yell	-2
Sound is rooms away	+2
Sound is on same floor	+4
Sound is floors away	+6
Perceiver has active sound enhancements	Rating, or -2
<b>Smell</b>	
Odor obvious	-4
Other odors present	+2
<b>Touch</b>	
Temperature extreme (hot or cold)	-4
Perceiver wearing gloves	+2
<b>Taste</b>	
Taste obvious	-4
Perceiver has a cold	+2

See Perception Success Table on left hand panel.

**SHADOWRUN** 7902  
SECOND EDITION

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### ICE PROGRAM TABLE

#### WHITE IC

2D6 Roll	IC Type
2	Trapped IC*
3-7	Access
8-11	Barrier/Scramble**
12	Trapped IC*

\*Trapped IC: Gray IC is hidden in the white IC. Roll 1D6 + 4 on the White IC part of the table to see what the obvious IC is. Then roll on the Gray IC part of the table for the hidden IC.

\*\*Use scramble IC only in a datastore. Use barrier IC in any node (including a datastore.)

#### GRAY IC

2D6 Roll	IC Type
2-4	Blaster
5-6	Trace
7-8	Killer
9-11	Tar Baby
12	Tar Pit

### SECURITY CODE TABLE

Security Level	IC Initiative	Success to Beat
Blue	Not Applicable	1
Green	5 + System Rating	2
Orange	7 + System Rating	3
Red	9 + System Rating	4

### NODE GENERATION TABLE

1D6 Roll	Current Node		
	CPU	SPU	Datastore
1	SPU	CPU	CPU
2	SPU	SPU	CPU
3	SPU	Datastore	SPU
4	Datastore	Datastore	SPU
5	Datastore	*	SPU
6	*	*	Datastore

\*Add a line to a dead-end node: an SN, I/OP, or SAN. Stay in the current node for the next roll.

### MATRIX COMBAT PROCEDURE

1. **Decker Declares Range** (Observation, Sensor, or Contact)
2. **Sensor Range**
  - A. **Make Execution Test**
    - **Program Success Test** (Program Rating dice + Hacking Pool dice against the node's System Rating. Must beat Security Code Threshold.)
    - **Node's Resistance Test** (System Rating dice against the persona's Evasion Rating.)
    - **Compare Successes.**
  - B. **Run Sensor Utility** (Program's Rating dice + Hacking Pool dice, against the IC's Rating. Must beat node's Security Code Threshold.)
  - C. **IC Resistance Test** (IC's Rating dice against the persona's Evasion Rating.)
  - D. **Determine Result.** (Compare successes, apply result.)
3. **Contact Range**
  - A. **Execute Masking Utility** (Use special Masking Execution rules, page 176.SR 2.)
  - B. **Use Combat Utility**
    - **Conduct Attack** (Program Rating + Hacking Pool dice if a program, or IC Rating if IC, against the node's System Rating (if IC) or Bod (if persona).)
    - **Resolve Resistance Test** (IC rating dice (if IC) or MPCP dice (if persona), plus Hacking Pool dice, against the decker's Computer skill (if persona) or System Rating of the node (if IC).)
    - **Determine Effect** (Compare successes, remembering that persona must overcome a node's Security Code Threshold.)

### DATA VALUE TABLE

2D6 Roll	Value per 10 Mp of Data		
	Green	Orange	Red
2	0	0	0
3-4	500¥	1,000¥	2,500¥
5-7	1,000¥	2,500¥	5,000¥
8-10	5,000¥	10,000¥	50,000¥
11	10,000¥	50,000¥	100,000¥
12	0	0	0

### IC INSTALLATION TABLE

Security Code	White IC	Gray IC	Black IC
Green	2-8	9-11	12
Orange	2-7	8-10	11-12
Red	2-6	7-10	11-12

## ELEMENTAL & NATURE SPIRIT TABLES

### ELEMENTAL TABLE

Name	B	Q	S	C	I	W	E	R
<b>Air</b>	F - 2	(F + 3) x 4	F - 3	F	F	F	(F)A	F + 2
<b>Attacks:</b> As Powers <b>Powers:</b> Engulf, Manifestation, Movement, Noxious Breath, Psychokinesis <b>Weaknesses:</b> Confinement, Vulnerability (Earth)								
<b>Earth</b>	F + 4	(F - 2) x 2	F + 4	F	F	F	(F)A	F - 2
<b>Attacks:</b> (F)S as Unarmed Combat (Reaction); +1 Reach <b>Powers:</b> Engulf, Manifestation, Movement <b>Weaknesses:</b> Vulnerability (Air)								
<b>Fire</b>	F + 1	(F + 2) x 3	F - 2	F	F	F	(F)A	F + 1
<b>Attacks:</b> (F)M as Ranged Combat (Reaction); Range = Force x 2 meters <b>Powers:</b> Engulf, Flame Aura, Flame Projection, Guard, Manifestation, Movement <b>Weaknesses:</b> Vulnerability (Water)								
<b>Water</b>	F + 12	F x 2	F	F	F	F	(F)A	F - 1
<b>Attacks:</b> (F)S Stun as Unarmed Combat (Force) <b>Powers:</b> Engulf, Manifestation, Movement <b>Weaknesses:</b> Vulnerability (Fire)								

### NATURE SPIRIT TABLE

Type	B	Q	S	C	I	W	E	R
<b>—Of Man</b>	F + 1	(F + 2) x 3	F - 2	F	F	F	(F)A	F + 1
<b>City Spirit</b>	<b>Powers:</b> Accident, Alienation, Concealment, Confusion, Fear, Guard, Search							
<b>Hearth Spirit</b>	<b>Powers:</b> Accident, Alienation, Concealment, Confusion, Guard, Search							
<b>Field Spirit</b>	<b>Powers:</b> Accident, Concealment, Guard, Search							
<b>—Of the Land</b>	F + 4	(F - 2) x 2	F + 4	F	F	F	(F)A	F - 2
<b>Desert Spirit</b>	<b>Powers:</b> Concealment, Guard, Movement, Search							
<b>Forest Spirit</b>	<b>Powers:</b> Accident, Concealment, Confusion, Fear, Guard							
<b>Mountain Spirit</b>	<b>Powers:</b> Accident, Concealment, Guard, Movement, Search							
<b>Prairie Spirit</b>	<b>Powers:</b> Accident, Alienation, Concealment, Guard, Movement, Search							
<b>—Of the Sky</b>	F - 2	(F + 3) x 4	F - 3	F	F	F	(F)A	F + 2
<b>Mist Spirit</b>	<b>Powers:</b> Accident, Concealment, Confusion, Guard, Movement							
<b>Storm Spirit</b>	<b>Powers:</b> Concealment, Confusion, Electrical Projection, Fear							
<b>—Of the Waters</b>	F + 2	F x 2	F	F	F	F	(F)A	F - 1
<b>Lake Spirit</b>	<b>Powers:</b> Accident, Engulf, Fear, Guard, Movement, Search							
<b>River Spirit</b>	<b>Powers:</b> Accident, Concealment, Engulf, Fear, Guard, Movement, Search							
<b>Sea Spirit</b>	<b>Powers:</b> Accident, Alienation, Concealment, Confusion, Engulf, Fear, Guard, Movement, Search							
<b>Swamp Spirit</b>	<b>Powers:</b> Accident, Binding, Concealment, Confusion, Engulf, Fear, Guard, Movement, Search							

### SPELLCASTING PROCEDURE

1. **Determine Spell** (Spell sets Target Number)
2. **Determine Target** (Type of target may affect Target Number)
3. **Apply Situational Modifiers** (Cover, visibility, injury, and effects of certain spells)
4. **Make Spell Success Test** (Force dice plus Magic Pool dice against Target Number)
5. **Make Spell Resistance Test** (Body or Willpower dice against Force of spell)  
(If using damaging manipulation spell, make Damage Resistance Test as for Ranged Combat)
6. **Determine Result** (Caster needs more successes than target)
7. **Make Drain Resistance Test** (Willpower dice plus Magic Pool dice against Force of spell)

### CONJURING TEST

**Dice:** Conjuring Skill  
**Target Number:** Force of spirit  
**Drain:** Charisma dice vs. Force of spirit  
**Note:** Elemental Summoning requires hours equal to Force of spirit.

### OBJECT RESISTANCE TABLE

Category	Target Number
Natural objects	3
Manufactured low-tech objects/materials	5
Manufactured high-tech objects/materials	8
Highly processed objects	10 or more