

SHADOWRUN® GAMEMASTER CHARACTERS REFERENCE

COYDOG FEMALE ELF



ATTRIBUTES

B	A	R	S	W	L	I	C	Edg	Ess	M
3	4	5	2	6	3	3	6	4	6	6

SKILLS

Active Skills

Acting skill group 3, Assensing 4, Blades 1 (Knives +2), Counterspelling 4, Etiquette 2 (Tribal +2), Gymnastics 2, Perception 2, Pistols 1, Sneaking 2, Spellcasting 7, Summoning (Air Spirits +2)

Knowledge Skills

Magic Threats 3, Magical Theory 3, Seattle Street Gangs 3 (First Nations +2), Sports (Stickball +2)

Language Skills

English N, Salish N

CONTACTS

Scout-Who-Kills-Six-Times

(Ganger, Loyalty 5, Connection 2)

Four-Paws-Laughing

(Talismonger, Loyalty 4, Connection 3)

Granny Smith

(Philanthropist, Loyalty 3, Connection 1)

STREET PROFILE

Street Cred:

Notoriety:

Public Awareness:

GENTRY MALE HUMAN



ATTRIBUTES

B	A	R	S	W	L	I	C	Edg	Ess
2	3(5)	4	2(4)	2	5(6)	6	2	5	3.66

SKILLS

Active Skills

Clubs 4, Cybercombat 5, Electronics skill group 4, Electronic Warfare 4, Gymnastics 4(7) (Parkour +2), Hacking 5, Influence skill group 2, Perception 4, Pistols 4(5) (Semi-Automatics +2), Running 3(6), Sneaking 2 (Urban +2)

Knowledge Skills

Deckers 3, Matrix Theory 3, National Politics 1 (Tir Tairngire +2), Sports 2 (Urban Brawl +2), Terrorist Organizations 2

Language Skills

English N, Sperethiel 5

CONTACTS

Willie Pete

(Seattle Screamers Quartermaster, Loyalty 1 Connection 2)

Signal

(Tir Techno-Terrorist, Loyalty 1, Connection 3)

Galadriel

(Elven Madam, Loyalty 2, Connection 2)

STREET PROFILE

Street Cred:

Notoriety:

Public Awareness:

HARDPOINT MALE DWARF



ATTRIBUTES

B	A	R	S	W	L	I	C	Edg	Ess
4	3	5(6)	4	3	6	3	3	2	0.98

SKILLS

Active Skills

Armorer 2, Automatics 2, Engineering skill group 3, Electronics skill group 2, Electronic Warfare 4, Etiquette 3 (Japanese +2), Gunnery 5, Navigation 3, Perception 2, Pilot Aircraft 5, Pilot Ground Craft 4, Pilot Watercraft 2, Unarmed Combat 4 (Jujutsu +2)

Knowledge Skills

Criminal Organizations 1 (Yakuza +2), Engineering 5 (Mechanical +2), Philosophy 2 (Eastern +2), Seattle Knowledge 3, Security Procedures 4

Language Skills

English N, Japanese N

CONTACTS

Johnson-san

(MCT Company Man, Loyalty 3, Connection 2)

Black

(Seattle Scrapyard Owner/Mechanic, Loyalty 1, Connection 2)

Quick Bill McCoy

(Smuggler, Loyalty 1, Connection 1)

STREET PROFILE

Street Cred:

Notoriety:

Public Awareness:

SLEDGE MALE ORK



ATTRIBUTES

B	A	R	S	W	L	I	C	Edg	Ess
8	5(7)	4(8)	7(7)	4	2	3	1	1	0.74

SKILLS

Active Skills

Automatics 4 (5), Blades 4 (5), Etiquette 1 (Street +2), Gymnastics 3, Intimidation 4 (Physical +2), Pistols 3 (4), Sneaking 1 (Urban +2), Unarmed Combat 5

Knowledge Skills

Ork Underground 3, Seattle Street Gangs 3

Language Skills

English N, Or'zet 4

CONTACTS

Red Dot

(Weapons Dealer, Loyalty 1, Connection 3)

Sturm

(Skraacha Smuggler, Loyalty 3, Connection 2)

Elkara

(Orkish Beat Cop, Loyalty 2, Connection 2)

STREET PROFILE

Street Cred:

Notoriety:

Public Awareness:

MS. MYTH FEMALE TROLL



ATTRIBUTES

B	A	R	S	W	L	I	C	Edg	Ess
5	2	2	5	4	4(5)	5	5	1	5.4

SKILLS

Active Skills

Automatics 4 (6), Computers 3 (7 (8)), Con 6 (11), First Aid 2 (6 (7)), Gymnastics 2 (4), Impersonation 3 (8), Influence skill group (3 (8)), Intimidation 6 (11), Negotiation 6 (11), Perception 5 (10), Pistols 3 (5), Running 2 (7), Stealth skill group 4 (6), Unarmed Combat 4 (6)

Knowledge Skills

Business 3, Corporate Policies 2 (Horizon +2), Fashion 2, Organized Crime 1, Psychology 3

Language Skills

English N, Japanese 2, Cantonese 2, Or'zet 2, Sperethiel 1, Mandarin 1

CONTACTS

The Juggler

(Elven fixer, Loyalty 1, Connection 4)

Frankie

(Bartender, Loyalty 1, Connection 1)

Esmeralda Expertise

(Talent broker, Loyalty 2, Connection 4)

Khayyim

(Street doc, Loyalty 1, Connection 2)

Billy Shen

(Triad red pole, Loyalty 1, Connection 4)

Mr. Satou

(Renraku company man, Loyalty 2, Connection 4)

Kelly Quick

(Cutters gangbanger, Loyalty 1, Connection 2)

STREET PROFILE

Street Cred:

Notoriety:

Public Awareness:

SHADOWRUN[®]

GAMEMASTER SCREEN

RANGED COMBAT MODIFIERS

SITUATION	DICE POOL MODIFIER
Attacker running	-2
Attacker in Melee Combat	-3
Attacker in a moving vehicle	-3
Attacker firing from cover	-2
Attacker wounded	-Wound Modifiers
Attacker using image magnification	No range modifiers
Attacker using second firearm	Splits dice pool
Attacker using off-hand weapon	-2
Aimed Shot	+1 per Simple Action
Blind Fire	-6
Multiple Targets	-2 per additional target that Action Phase
Target has partial cover	+2
Target has good cover	+4
Visibility Impaired	see Visibility Table

VISIBILITY MODIFIERS TABLE

SITUATION	NORMAL	LOW-LIGHT	THERMO-GRAPHIC	ULTRA-SOUND
Full Darkness	-6	-6	-3	-3
Partial Light	-2	0	-2	-1
Glare	-1	-1	-1	0
Light Fog/Mist/Rain/Smoke	-2	-1	0	-1
Heavy Fog/Mist/Rain/Smoke	-4	-2	-2	-2
Thermal Smoke	-4	-2	-6	-2

SPELLCASTING STEPS

- 1. CHOOSE A SPELL**
- 2. CHOOSE THE FORCE** up to the caster's Magic attribute (for Stun Damage for Drain) or up to twice the caster's Magic attribute (for Physical Damage for Drain)
- 3. CHOOSE A TARGET** within the Caster's Line of Sight or Touch Range
- 4. ROLL MAGIC + SPELLCASTING** Net successes count up to the Force of the spell
- 5. DETERMINE EFFECT** (see spell description)
- 6. RESIST DRAIN** Depending on magic tradition, Caster will either roll Willpower + Charisma or Willpower + Intuition to resist the Drain Value as indicated in the spell description
- 7. DETERMINE ONGOING EFFECTS** (-2 sustaining modifier per sustained spell)

MELEE MODIFIERS TABLE

SITUATION	DICE POOL MODIFIER
Attacker making charging attack	+2
Attacking making a Called Shot	-4
Attacking with a touch-only attack	+2
Attacker has friends in melee	+1
Character wounded	-Wound Modifier
Character has longer Reach	+1 per point of Net Reach
Character using off-hand weapon	-2
Character attacking multiple targets	Splits dice pool
Character has superior position	+2
Opponent prone	+3
Friends in the melee	+1 per friend (max +4)
Defender receiving a charge	+1
Visibility impaired	see Visibility Modifiers

**You may apply Reach as a -1 dice pool modifier per net point to the opponent instead*

COMBAT TURN SEQUENCE

- 1. ROLL INITIATIVE**
Initiative Score = Initiative attribute + total rolled on Initiative Dice
- 2. BEGIN FIRST INITIATIVE PASS**
Characters act in turn from highest Initiative Score to lowest
- 3. BEGIN ACTION PHASE**
A. Declare Actions. Each character may take 1 Complex Action or 2 Simple Actions during their Action Phase. Each character also gets 1 Free Action to be taken in this phase or during any subsequent phase in the Combat Turn.
B. Resolve Actions.
- 4. DECLARE AND RESOLVE ACTIONS OF REMAINING CHARACTERS**
- 5. BEGIN NEXT INITIATIVE PASS**
All characters subtract 10 from their Initiative Score. Those with scores above zero may act again, in order from highest to lowest score.
- 6. BEGIN NEW COMBAT TURN**

ACTIONS

FREE ACTIONS

- Counterspelling
- Eject Smartgun Clip
- Gesture
- Speak/Text Phrase

SIMPLE ACTIONS

- Change Gun Mode
- Drop Object
- Drop Prone
- Fire Single Shot Weapon
- Insert Clip
- Observe in Detail
- Pick Up/Put Down Weapon
- Remove Clip
- Sprint
- Stand Up
- Take Aim
- Throw Weapon

COMPLEX ACTIONS

- Fire Semi-Automatic Weapon
- Melee/Unarmed Attack
- Reload Firearm
- Spellcasting
- Use Skill

DIFFICULTY TABLE

DIFFICULTY	THRESHOLD
Easy	1
Average	2
Hard	3
Extreme	5+

PERCEPTION TEST THRESHOLDS

ITEM/EVENT IS:	THRESHOLD
Obvious/Large/Loud	1
Normal	2
Obscured/Small/Muffled	3
Hidden/Micro/Silent	5+

PERCEPTION TEST MODIFIERS

SITUATION	DICE POOL MODIFIER
Perceiver is distracted	-2
Perceiver is actively looking/listening for it	+3
Object/sound not in immediate vicinity	-2
Object/sound far away	-3
Object/sound stands out in some way	+2
Interfering sight/odor/sound	-2
Perceiver has active enhancements	+ Rating
Perceiver using Virtual Reality	-6

DEFENSE MODIFIERS TABLE

SITUATION	DICE POOL MODIFIER
Defender unaware of attack	No defense possible
Defender wounded	-Wound Modifier
Defender inside a moving vehicle	+3
Defender has defended against previous attacks since last action	-1 per additional defense
Defender prone	-2
<i>Ranged Attacks Only:</i>	
Defender running	+2
Defender in melee targeted by ranged attack	-3