



# SHADOWRUN

## QUICK-START RULES

## EVERYTHING HAS A PRICE

The year is 2075, and if you want to survive this world, you need to figure out what you are willing to pay. Megacorporations call the shots here, making most of the common citizens dance to their tune—or crushing them underfoot if they dare interfere with the pursuit of ever-expanding profit. Most people don't have the will to fight back, but there are some people called shadowrunners who stand as the last spark of independence. You are one of them, fighting to survive and maybe thrive. You may be human, elf, dwarf, ork or troll, but whatever you are, you will be tested to your limits if you want to have any chance in this world.

Standing up to the mightiest powers in the world isn't easy, but you are not defenseless. The world is both Awakened, filled with renewed magic, and wired. Cyber- and bioware implants make your meat body better-than-flesh, while the wireless Matrix enhances your perceptions with hyper-real senses.

Deals are made in steel and lead more often than gold or nuyen; success and failure live only a razor's edge apart. You may trade a piece of your soul to gain bleeding-edge gear, or you may learn how to bend and twist magic that threatens to overwhelm you.

Whatever you do, do it fast, because it's a dangerous world. Creatures of myth and legend walk the streets, while the arcane skills of spellslingers are in high demand. And of course the monolithic megacorps bleed the world dry, sabotaging each other in covert cutthroat competition as they go to war over the bottom line. But this is where you come in. They may not like you, they may want to crush you, but they need you and your skills. You may be a lethal street samurai or well-connected info broker, a spell-slinging mage or code-cracking decker; no matter what, you're good at what you do. Good enough, hopefully, to get the job done and stay alive.



# QUICK-START RULES

## WHAT'S A ROLEPLAYING GAME?

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

In *Shadowrun*, you roleplay within the dystopian near-future world of 2075, where your every action can earn you the street cred to turn you into a living legend ... or leave you forgotten in a back alley.

## QUICK-START RULES

We have specifically designed these quick-start rules (QSR) to drop you straight into the hyper-dangerous, shadowy streets of 2075 in minutes! Read through these quick-start rules, including the **Fast Food Fight** encounter (p. 19), once ... it won't take long. Then jump right into playing **Fast Food Fight**, which will have you practicing what you've just read, making the rules all the easier to understand and use. Additional helpful information can be found along the sides of each page, pointing out useful tips and tricks for both players and gamemasters, as well as providing numerous examples—using the pre-generated characters found in these quick-start rules (see **Characters**, at right)—of how the rules actually work in game play.

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

## DICE

*Shadowrun* uses a number of six-sided dice to resolve actions—normally through **tests** (p. 4). A typical player, even in these quick-start rules, may use up to a dozen dice at any one time, so having plenty on hand is a good idea. For ease of reference, once players have read the rules, we've included a dice icon next to any rules that requires a dice roll.

## CHARACTERS

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

## CHARACTER RECORD SHEET

**Character Record Sheets** note the game statistics (numbers and information) that allow the personality that a player has interjected into his character to interact within the framework of *Shadowrun's* game system. In other words, as you move, interact with people and fight, all the information you need to know for those actions is tracked on the Character Record Sheet. The Character Record Sheet also tracks damage done to your character during combat.

For these quick-start rules, pre-generated Character Record Sheets (at the end of this booklet) have been provided, with all their game statistics already noted, so players can immediately jump into the action. The front of the Character Record Sheet includes an illustration and short description, while the back contains all the game statistics. As players read through the various rules, they may find that glancing at one of the pre-generated Character Record Sheets after reading a particular section will enable them to better understand how a given rule—such as attributes, skills and so on—works.





## METATYPE

Characters may be of one of the five subgroups of Homo sapiens: human, elf, dwarf, ork, and troll. Non-humans are known as metahumans, while the five subgroups as a whole (including humans) are known as metahumanity. In the 2070s, humans are still the most numerous metatype.

## ATTRIBUTES

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

## PHYSICAL ATTRIBUTES

The **Body** attribute determines a character's resistance to outside forces: the character's cardiovascular fitness, immune system, how well she heals, and her muscle and bone structure. **Agility** represents fine motor control—manual dexterity, flexibility, balance, and coordination. A character's **Reaction** is her physical reflexes. **Strength** denotes what a character's muscles can do, including things such as raw lifting power and running speed.

## MENTAL ATTRIBUTES

**Willpower** keeps a character going when she wants to give up, or enables her to control her habits and emotions, while **Logic** represents memorizing ability and raw brainpower. **Intuition** covers "mental alertness"—the ability to take in and process information, to read a crowd, to assess a situation for danger or opportunity. More than just looks, **Charisma** represents a character's personal aura, self-image, ego, willingness to find out what people want, and ability to recognize what she can and can't get out of people.

## SPECIAL ATTRIBUTES

A derived attribute, **Initiative** is the sum of Reaction and Intuition, plus any **Initiative Dice** from implanted or magical reflex enhancers. Initiative is used to roll your **Initiative Score** (see **Roll Initiative**, p. 7), which is used for a **Combat Turn**.

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

## ATTRIBUTE RATINGS

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

## CONDITION MONITORS

The **Condition Monitor** consists of two tracks. The **Physical Damage Track** displays wound damage and indicates when the character dies. The **Stun Damage Track** shows fatigue and stun damage and indicates when a character falls unconscious. (See **Resolving Damage**, p. 10, for more information.)

## QUALITIES

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

## SHADOWRUN

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

## CHARACTER RECORD SHEETS

These pages record important information about your character—sample character sheets are provided with these Quick-Start Rules

## EXAMPLES

Throughout this QSR, we have placed special examples that refer to one of the four sample characters. These examples will show how to use certain character abilities and help explain how various rules work during a game.



## METATYPES ■ SKILLS

**Humans:** Standard model!

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

**Dwarfs:** Short & stout with thermographic vision.

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

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

## SKILLS

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

## ACTIVE SKILLS

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

## SKILL RATINGS

**Skill ratings** are the numerical values assigned to skills and are written as the name of the skill, followed by the rating. For example, Infiltration

3 means the character has the Infiltration skill at a rating of 3. The skill rating is added to the linked attribute to determine the number of dice rolled when that skill is used. For example, if the character with Infiltration 3 also had Intuition 4 she would roll 7 dice when making an Infiltration Test. In these quick-start rules, the pre-generated Character Record sheets already note the total dice pool of a skill (see **Dice Pools**, p. 5)

## USING SKILLS

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

## TESTS

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

## ATTRIBUTES

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

## INITIATIVE

Reaction + Intuition + Initiative Dice from Implant & Magic modifiers = number of dice rolled to determine Initiative Score

## AUGMENTED ATTRIBUTES

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

## CONDITION MONITORS

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

## QUALITIES

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

## CONTACTS

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



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

## DICE POOLS

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

When a player makes a test, she rolls a number of dice equal to her dice pool. The dice pool is the sum of the relevant skill plus its linked attribute. For these quick-start rules, on the pre-generated Character Record Sheets, the number in brackets following each skill is the total dice pool; i.e., the sum of the skill rating and the **linked attribute** value to this dice pool, based upon circumstances—the character is injured, fighting at night without proper vision equipment, the attempted task is extremely difficult, and so on—the gamemaster will then assign additional plus or minus modifiers (bonus or penalty dice) to determine the final dice pool. The **Gamemaster's Screen** (p. 30) contains several tables that a gamemaster can use during the adventure to determine which modifiers may apply in a given situation. If the players find themselves in a situation not covered by any of the modifiers on the table, and yet the gamemaster feels that additional modifiers are needed, the gamemaster can also use those tables as guidelines to quickly create appropriate modifiers.

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

## DEFAULTING

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

## TARGET NUMBER AND HITS

When you roll the dice in *Shadowrun*, you do not add them together (with the exception of Initiative Dice). Instead, you compare each individual die to the standard **target number** of 5. This target number never changes. Instead, as noted above, all modifiers—whether positive or negative—are applied to the dice pool (the number of dice rolled). Each die that is equal to or greater than 5 (a 5 or 6) is considered a **hit**. Generally speaking, the more hits, the better the result. Players should count the number of hits they score on each test and tell the gamemaster. Note that scoring one or more hits does not necessarily equal success—it is possible to score hits but still fail a test, if you don't score enough (see **Thresholds**, p. 6). You also may not be able to use all the hits you roll because of certain limits—see below!

## LIMITS

There are certain capabilities that are difficult for characters to surpass, limitations that are built into themselves or into their gear. In *Shadowrun*, these are called **limits**, and they place a cap on the number of hits you can count on any test. When gear is involved in a test, the gear imposes the limit (such as the Accuracy rating of a weapon). In other cases, one of a character's inherent limits is used. There are three of these—Physical, Mental, and Social. The appropriate limit to use is noted as part of any test.

Typically limits only apply in tests involving skills; tests using dice pools from two attributes are not subject to limits.

## GLITCHES

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

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

## SKILL EXAMPLES

Here's some examples of Skill and Attribute combinations:

### FIRE A GUN:

Firearms + Agility

### SMACK SOMEONE WITH A BASEBALL BAT:

Clubs + Agility

### READ A SCRAWLED NOTE WRITTEN IN JAPANESE:

Japanese + Intuition

### ATTEMPT TO NEGOTIATE A BETTER DEAL FOR A JOB:

Negotiation + Charisma

### CAST A SPELL TO HEAL AN ALLY'S WOUNDS:

Spellcasting + Magic

## DICE POOL

Skill + Attribute +/- modifiers = Dice Pool

## GAMEMASTER'S SCREEN

The Gamemaster's Screen on the last page will be handy for players, too—you should print out extra copies or photocopy it, so you have extras at the table!

## TARGET NUMBER

Your target number (TN) is always 5. If you roll a 5 or a 6, that's a hit.

## THE NATURE OF GLITCHES

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



**EXAMPLE: DECKER**

**SUCCESS TEST**

The Decker is trying to bypass an old maglock on a security door. The Decker has a Hardware skill rating of 4 (it's part of the Electronics skill group). The linked Logic skill of 7 makes a dice pool of 11. The Decker's Mental limit of 7 applies to this test. Now the gamemaster looks on the Gamemaster's Screen and doesn't see a modifier that applies in this case.



Thinking on the fly (a very useful skill for a gamemaster), he determines that since the maglock is old, he applies a +2 dice pool modifier. This provides a final dice pool for the Decker to make his Success Test of 13 dice: 7 (Logic attribute rating) + 4 (Hardware skill rating) + 2 (modifier for old maglock) = 13.

However, if the Decker didn't have the Hardware skill, she would have to default to the linked attribute of Logic. This means that her dice pool for making the test would only be 8: 7 (Logic attribute rating) + 2 (modifier for old maglock) - 1 (defaulting modifier) = 8

**TYPES OF TESTS**

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

**SUCCESS TESTS**

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

**THRESHOLDS**

Hits represent a measure of achievement on a test. In order to succeed completely on a Success Test, you must meet or exceed a gamemaster-determined threshold with your hits. The higher the threshold, the more difficult the action. The average threshold is 2 (so 2 hits are needed to succeed), though other tests may have a threshold as high as 4. If the threshold is larger than the character's dice pool, then there is simply no way the character can succeed. The **Difficulty Table** on the **Gamemaster's Screen** (p. 30) provides an easy-to-use formula to determine thresholds, based upon the difficulty of the task.

**NOTATION**

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

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

The standard notation for a Success Test uses the skill called for by the test plus the skill's linked attribute, followed by the applicable limit in brackets and the number indicating the threshold in parentheses. For example, the Success Test for using the Hardware skill with a threshold of 2 would be written as: "Hardware + Logic [Mental] (2) Test." Note that additional modifiers the gamemaster may apply are not included in this standard notation as they can change from situation to situation. If no threshold is listed, then the threshold for the test is 1.

**OPPOSED TESTS**

An Opposed Test occurs when two characters are in direct conflict with one another. In this case, the chance of success is based more on the opponent than the situation. When making an Opposed Test, both characters roll their dice pools and compare the number of hits. The character generating the greater number of hits achieves her goal. In the event of a tie, the action is typically a stalemate, and the characters have to choose between continuing with another test or withdrawing. If the gamemaster needs a result on a tie, then rule in favor of the defending character.

**EXAMPLE: COMBAT ADEPT**

**OPPOSED TEST**

The Combat Adept is holding a door shut while a security guard tries to push it open. This test has no appropriate skill, so the gamemaster calls for a Strength + Body Opposed Test. Since it is a test of two attributes, no limit applies to the test. The Combat Adept rolls 8 dice [4 (Strength attribute rating) + 4 (Body attribute rating) = 8] and gets a 1, 2, 3, 4, 4, 5, 5, 6—four hits! The guard rolls seven dice [4 (Strength attribute rating) + 3 (Body attribute rating) = 7] and gets 1, 2, 3, 3, 5, 5, 6—only 3 hits; a net success of 1 hit for the Bounty Hunter. The Combat Adept's strength comes through for the team, and she holds the door shut while her team escapes.



**EXAMPLE: DECKER**

**ROLLING DICE**

In the example of the Decker attempting to bypass the maglock from the previous page, the Decker has a dice pool of 13. Even though the gamemaster already applied a modifier to the dice pool for the age of the maglock, after looking at the Difficulty Table (p. 30), he determines that it's an Average task and so only assigns a Threshold of 2.



The player rolls her 13 dice for a result of 1, 1, 1, 1, 1, 3, 3, 4, 4, 5, 5, and 6. She's got 3 hits (well under his limit of 7) so she's opened the door! However, the player breathes a sigh of relief, because if she'd rolled just one more 1, she'd still have succeeded in opening the door, but she would've gotten a glitch in the process because half of her dice would've been 1s (and knowing the gamemaster, it would've been real good, like the old maglock short-circuiting as it was bypassed, giving the Decker an electrical jolt of Stun Damage).

**OPPOSED TEST MODIFIERS**

Situational modifiers that affect both sides of an Opposed Test in an equal fashion are applied to both dice pools. Situational modifiers that give an advantage to one character in an Opposed Test over another are only applied to the one initiating the action. Thresholds are never applied to Opposed Tests.

**OPPOSED TEST VS. A GROUP**

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

**OPPOSED TEST NOTATION**

When an Opposed Test is called for, write it out (as with the Success Test, it will make it easier to understand and train you how to quickly determine such tests for future games) using the skill + attribute for each side of the test with the applicable limit in brackets: "Athletics + Strength

[Physical] Opposed Test." Many Opposed Tests, however, call for two different skills to be used against each other. For example, if a character is trying to sneak past a guard, the gamemaster would call for an "Opposed Test between the character's Infiltration + Agility [Physical] and the guard's Perception + Intuition [Mental]."

If the Opposed Test is between attributes, use the attribute in place of the skill: "Agility + Body Opposed Test." Note that if two attributes are used to make the dice pool, the test is not subject to limits.

**COMBAT**

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

**THE COMBAT TURN**

Combat proceeds in a sequence known as the Combat Turn. Each Combat Turn is 3 seconds long (20 per minute). The Combat Turn attempts to mimic real combat, resolving issues such as who acts first, who is faster on the draw, what happens when one character punches another, and so on. During the Combat Turn, each player—starting with the player whose character is the fastest—takes turns describing his character's action and rolls dice to see how well he performs it. The gamemaster describes the actions and reactions of the non-player characters (NPCs), as well as the final outcome of all actions. Combat Turns may be broken up into a series of Initiative Passes if any characters have the ability to take extra actions in a Combat Turn. The point during each Combat Turn when a specific character can act is called an Action Phase. For ease of reference during game play, gamemasters can refer to the **Combat Turn Sequence Table** (p. 30).

**1. ROLL INITIATIVE**

Determine Initiative for all the characters, and anything else that has an Initiative attribute involved in the fight. To determine a character's Initiative Score, roll the character's Initiative Dice (noted as a "+xD6" number next to the Initiative rating), add up the total of that roll and then add that number to the Initiative rating. The order of Initiative Scores from high to low determines the order in which the action will take place. The gamemaster should roll for and record the Initiative of all nonplayer characters.

**SUCCESS TESTS IN A NUTSHELL**

Roll your dice pool—every 5 and 6 you get is a hit. More hits are better, but you can only count the hits equal to or less than your relevant limit. Tell your gamemaster how many hits you got, and your gamemaster will tell you the results of your character's actions.

**TELLING PLAYERS ABOUT THRESHOLDS**

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



*“You may need to cut flesh, you may need to cut chrome. Either way, you need a sharp blade.”*

—Scar Tissue, Ancients gang member

## INITIATIVE

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

Initiative rating + sum of rolls of Initiative Dice = Initiative Score

### 2. BEGIN FIRST INITIATIVE PASS

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

### 3. BEGIN ACTION PHASE

The acting character now declares and takes his actions.

#### A. DECLARE ACTIONS

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

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

#### B. RESOLVE ACTIONS

Resolve the actions of the acting character.

### EXAMPLE: STREET SAMURAI

#### INITIATIVE

The Street Samurai has an Initiative attribute of 10 [5 (Reaction attribute rating) + 5 (Intuition attribute rating) = 10] and 3 Initiative Dice thanks to his wired reflexes. He rolls three dice, getting a 2, a 1, and a 1 for a total of 4. That makes his Initiative Score 14 [10 (Initiative attribute rating) + 4 (Initiative Test hits) = 14]. The street ganger running his way with a baseball bat has an Initiative Score of 12, so the Street Samurai will go first.



### 4. DECLARE AND RESOLVE ACTIONS OF REMAINING CHARACTERS

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

### 5. REDUCE INITIATIVE SCORES AND BEGIN NEXT INITIATIVE PASS

All Initiative Scores at this point are reduced by 10. Any characters who still have an Initiative Score above 0 can act again; return to step two, giving those characters who can still take a turn a chance to act again, in order of their Initiative Score. Continue this process until all Initiative Scores are at 0 or lower.

### 6. BEGIN A NEW COMBAT TURN

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

## MOVEMENT

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

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

### SPRINTING

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

## COMBAT TESTS

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

Combat is handled as an Opposed Test between the attacker and defender. The exact skills and attributes used depend on the type of combat, method of attack, and style of defense, as described in each section. Various modifiers may also apply. If the attacker scores more hits





than the defender (the defender wins on ties), the attack hits the target. Otherwise, the attack misses.

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

## THE COMBAT SEQUENCE

### 1. DECLARE ATTACK

The attacker declares an attack as part of the Declare Actions part of his Action Phase and spends an appropriate action depending on the type of attack.

### 2. APPLY SITUATIONAL MODIFIERS

Apply appropriate situation dice pool modifiers to the attacker according to the specific attack (see the various tables on the **Gamemaster's Screen**, p. 30). Modifiers may also apply to the defender's dice pool depending on his method of defense.

### 3. MAKE THE OPPOSED TEST

The attacker rolls attack skill + attribute +/- modifiers limited by weapon Accuracy or their Physical limit. The defender rolls Reaction + Intuition +/- modifiers. If the attacker scores more hits than the defender (the defender wins on ties), the attack hits the target. Otherwise, the attack misses. If the attack hits the target, note the net hits (the number of the attacker's hits that exceed the defender's hits), as this is important.

### 4. COMPARE ARMOR

Add the net hits scored to the base **Damage Value** of the attack (p. 11); this is the modified Damage Value. Determine the type of **armor** used to defend against the specific attack, and apply the attack's Armor Penetration modifier; this is the modified Armor Value.

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

### 5. RESIST DAMAGE TEST

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

### 6. APPLY DAMAGE

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

## RANGED COMBAT

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

### RANGED ATTACK MODIFIERS

Using a weapon is not always as easy as it might seem. Weapon accessories, range, intervening terrain, atmospheric conditions, and the movement of the attacker and the target can apply dice pool modifiers. The **Ranged Combat Modifiers Table** on the **Gamemaster's Screen** (p. 30) includes a list of such modifiers.

To determine the attacker's final dice pool for a ranged attack, add up all the applicable modifiers and apply that sum to the character's Agility and appropriate combat skill. The result is the final, adjusted dice pool. If the dice pool is reduced to 0 or less, the attack automatically fails. In these quick-start rules, each weapon type has specified Short (S) and Long (L) ranges, along with range modifiers, listed directly on the Character Record Sheets. Distances are measured in meters.

### DEFENDING AGAINST RANGED COMBAT

As with all defenses, characters simply roll Reaction + Intuition, combined with any modifiers (p. 30).

### FIRING MODES

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

### SINGLE SHOT MODE

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

### MOVEMENT RATES

#### WALKING

10m per Combat Turn

#### RUNNING

25m per Combat Turn

### ACTION PAGE

See *Step 3*, p. 8

### DECLARE ACTIONS

See *Step 3A*, p. 8

### DAMAGE VALUE

The Damage Value of every weapon is listed after its name, in brackets, like this: [Damage: 6P]



**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 or Put Down Object
- Ready Weapon
- Remove Clip
- Sprint
- Stand Up
- Take Aim
- Throw Weapon

**COMPLEX ACTIONS**

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

**SEMI-AUTOMATIC MODE**

Guns that fire in semi-automatic mode fire more bullets, and thus are more likely to hit. Each shot requires a Complex Action. Firing in semi-automatic mode delivers a -2 dice pool penalty to the defender.

**MELEE COMBAT**

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

**MELEE MODIFIERS**

Various factors may affect a character's ability to attack, parry, or dodge in melee combat. The **Melee Modifiers Table** (p. 30) includes a list of such modifiers.

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

**DEFENDING AGAINST MELEE ATTACKS**

As with Ranged Combat, defenders use Reaction + Intuition to defend against Melee Attacks.

**RESOLVING DAMAGE**

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

**TYPES OF DAMAGE**

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

**PHYSICAL DAMAGE**

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

**STUN DAMAGE**

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

**EXAMPLE: STREET SAMURAI**

**COMBAT**



The player controlling the Street Samurai isn't about to let a punk street ganger hit him with a baseball bat. When it is his Action Phase, the player declares one Simple Action to ready his Ceska Black Scorpion (after checking the Gear & Lifestyle section of his character's sheet, the player thinks the Remington Roomsweeper is overkill for a ganger). For his next Simple Action, he declares he will fire his weapon in single shot mode. Finally, just to be on the safe side (the Street Samurai is not scared, he's smart), he uses his Free Action to run backwards to put some distance between him and the attacker ... a baseball bat could hurt. The controlling player of the Street Samurai then adds up all applicable modifiers for ranged combat. First, as the ganger is running at him—as described by the gamemaster in the set-up of the situation—he is within ten meters, and so the range is short: after looking at the information in the brackets following the Black Scorpion on the Character Record Sheet, the controlling player notes there are no range modifiers. Next, the player checks the Ranged Combat Modifiers Table on the Gamemaster's Screen (p. XX) and finds a modifier that applies: -2 modifier for attacker running. The controlling player simply adds the Street Samurai's Agility rating to the character's Automatics skill: he remembers that all he has to do is at the brackets after the skill rating on the Character Record Sheet to find the sum of both ratings. The total is 12, and then he takes off 2 for the attacker running modifier, leaving 10 dice.

His limit for the test is the gun's Accuracy. Since both he and the weapon are equipped with a smartlink, he can use the higher rating in parentheses, meaning his limit for this test is 7.

He rolls 1, 1, 3, 3, 4, 4, 4, 5, 6—a total of 3 hits. Not great, but far under his limit for the test.

The gamemaster, controlling the non-player character (NPC) of the street ganger, rolls the NPC's Reaction + Intuition, which adds up to 6. He rolls a 1, 2, 3, 4, 5—for 2 hits. Not good enough to beat the Street Samurai, who wins the Opposed Test (he notes the 1 net hit) and hits the ganger!



## DAMAGE CODES

All weapons have Damage Codes that indicate how difficult it is to avoid or resist the damage, and how serious the actual wounds are that the weapon causes.

## DAMAGE VALUE (DV)

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

## ARMOR PENETRATION (AP)

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

## ARMOR

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

## RESIST DAMAGE TESTS

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

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

## APPLYING DAMAGE

Once the final DV is calculated, it must be recorded on the character's Condition Monitor. The Condition Monitor has two columns: Physical and Stun. Each point of Damage Value = 1 box on the Condition Monitor. Damage is cumula-

tive. For example, a character who already has 3 boxes filled in and takes another 3 boxes of damage ends up with 6 boxes filled in.

## WOUND MODIFIERS

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

### EXAMPLE: STREET SAMURAI

#### COMBAT

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



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

The gamemaster then looks at the Melee Modifiers Table to find which modifiers apply. Since the ganger is running and attacking, he receives a +2 modifier for making a charging attack. No other modifiers apply. The gamemaster adds that +2 modifier to the sum of the Street Ganger's Agility rating plus Club skill: his final dice pool for this Opposed Test is 9 [4 (Agility attribute rating) + 4 (Club skill rating) + 2 (charging modifier) - 1 (Injury modifier—see Damage example on p. 12) = 9]. His limit for the test is the bat's Accuracy, which is 4. He rolls 1, 2, 3, 4, 5, 5, 6—a total of 5 hits. Nice roll, but he can only count 4 of the hits due to the weapon's Accuracy.

The controlling player for the Street Samurai rolls his Reaction plus Intuition skill, which provides a total dice pool of 10 [5 (Reaction attribute rating) + 5 (Intuition attribute rating) = 10]. He rolls 1, 1, 2, 3, 4, 4, 5, 5, 6—a total of 4 hits! It's a tie, and ties always go to the defender, so the Street Ganger fails to strike the Street Samurai with his baseball bat.

### HIDDEN ARMOR

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



**EXAMPLE: STREET SAMURAI**

**DAMAGE**

In the Street Samurai successfully shooting the ganger example from the previous page, the controlling player of the Street Samurai looks at his Character Record Sheet. He informs the gamemaster that the Ceska Black Scorpion has a Damage Value of 6P, increased to 7P for the 1 net hit. The gamemaster then looks at the NPC game stats for the Street Ganger and notes he has Body 3 and is wearing 6 points of armor. The gamemaster rolls his 9 dice pool [3 (Body attribute rating) + 6 (points of armor) = 9] for the Damage Resistance Test. He rolls a 1, 1, 2, 2, 3, 3, 4, 5, 6—only 2 hits! This reduces the 7P Damage Value from 7 to 5 (7 - 2 = 5).



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

**EXAMPLE: STREET SAMURAI**

**DAMAGE, CONT.**

The gamemaster notes the 5 points of damage on the Street Ganger's Physical Damage Track, marking off the first three squares from left to right on the first row and then moving to the first square on the far left of the second row on the Physical Damage Track and marking off the next two squares. The gamemaster notes that the first row of the Condition Monitor is full, so the Street Ganger now incurs a -1 modifier to almost any test he makes in the future. If the Street Ganger takes 5 more points of Physical Damage, he'll fall unconscious immediately.



**EXAMPLE: STREET SAMURAI**

**EXCESSIVE DAMAGE**

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



**CONDITION MONITOR TRACKS**

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

**UNCONSCIOUSNESS**

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

**EXCEEDING THE CONDITION MONITOR**

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

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



## AWAKENED WORLD

In 2011, the Awakening transformed the world by making magic a reality. The Awakened world is permeated by mana, the energy of magic. Mana is invisible and intangible. It cannot be detected, measured, or influenced by machines, only by living beings. Some people in *Shadourun* have the rare gift to use the power of magic. They are the Awakened: magicians. By using their gift to manipulate mana, magicians cast spells (the art of Sorcery). An Awakened character has a Magic attribute of 1 or greater. Magicians follow many different traditions. A tradition is a set of beliefs and techniques for using magic. It colors the magician's outlook and affects how the magician learns and uses magic. The most common traditions are hermetic and shamanic; the only pre-generated character in these quick start rules with the ability to use magic follows a hermetic tradition (see **Street Shaman**, p. 29).

## AWAKENED ATTRIBUTES

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

### MAGIC

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

### FORCE

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

## MAGIC USE

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

### SORCERY

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



### SIXTH WORLD

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

### SORCERY SKILL GROUP

Counterspelling  
Ritual Spellcasting  
Spellcasting



**SPELL TYPES**

**PHYSICAL**

Resisted by Body

**MANA**

Resisted by Willpower

**MAGIC ACTIONS**

**SPELLCASTING**

Complex

**COUNTERSPELLING**

Free

**SPELL DESCRIPTIONS**

To try and make them as easy as possible to use in these Quick-Start Rules, spells are written out using the following format:

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

**NAME:** Name of the spell

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

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

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

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

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

**SPELLCASTING**

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

All spells fall into two categories: **Physical (P)** and **Mana (M)**; the Street Shaman’s note their type directly on his Character Record Sheet (see p. 29). A target resists a Physical spell using the Body attribute and a Mana spell using the Willpower attribute (see **Opposed Tests**, p. 6).

Using Spellcasting requires a Complex Action.

**COUNTERSPELLING**

**Counterspelling** is used to interrupt other spells, either as they are being cast or while they are sustained. For spell defense, Counterspelling dice are added to each protected defender’s dice pool. When dispelling, a Counterspelling + Magic Opposed Test is made against the target spell’s Force + caster’s Magic, with net hits reducing the hits scored to cast the spell (see **Counterspelling**, p. 15).

Using counterspelling is a Free Action.

**CASTING A SPELL**

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

**1. CHOOSE A SPELL**

The character chooses the spell she wants to cast. She can cast any spell she knows. If the magician has any other spells currently active, called sustained spells, she must choose whether to drop them or keep them active while she casts the new spell. The Street Shaman’s spells and descriptions are listed directly on the Character Record Sheet (see p. 29).

**2. DETERMINE THE FORCE**

The Force for a spell equals the spellcaster’s Magic rating. It also serves as the limit for the Spellcasting Test.

**3. CHOOSE THE TARGET(S)**

A spellcaster can target anyone or anything she can see directly with her natural vision. This is known as Line of Sight, or LOS. Some spells can

only be cast on targets the caster touches—these targets do not need to be seen, but the caster must succeed in an unarmed attack (see **Melee Combat**, p. 10) to touch an unwilling target of such a spell. Note that ranged combat visibility modifiers (see **Ranged Combat Modifiers Table**, p. 30) also reduce the magician’s Magic + Spellcasting dice pool when casting spells.

**AREA SPELLS**

Some spells target areas or points in space; in this case the caster must be able to see the center of the area affected. The base radius for all area spells is the Force in meters. Area spells affect all valid targets within the radius of effect, friend and foe alike (including the caster); this applies whether the caster saw all valid targets or not.

**4. MAKE SPELLCASTING TEST**

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

**5. DETERMINE EFFECT**

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

**OPPOSED TESTS**

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

**GLITCHES**

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



fect the caster herself, or have similar disastrous consequences.

## COUNTERSPELLING

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

## SPELL DEFENSE

A magician can use Counterspelling to defend herself and others against a spell being cast. To do this, the magician must spend a Free Action and declare who she is protecting. If Counterspelling was not declared in advance, it may not be used to defend others. A protected character must also stay within the magician's line of sight in order for Counterspelling to be used. Note that a magician can always use Counterspelling to defend herself.

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

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

## DISPELLING SUSTAINED SPELLS

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

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

### EXAMPLE: STREET SHAMAN

#### SPELLCASTING & COUNTERSPELLING

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



The Force of the spell is 5, as the Radical Eco-Shaman's Magic attribute rating is 5. To that dice pool he adds the NPC's Spellcasting skill rating of 3. Next, the gamemaster looks at the Visibility Modifiers Table (p. 30) and notes that since there is a light rain, an additional -2 modifier applies. Finally, the Radical Eco-Shaman NPC has taken 3 boxes of Physical Damage, which applies a -1 modifier as well. The total dice pool is 5 [5 (Magic attribute rating) + 3 (Spellcasting skill rating) - 2 (rain visibility modifier) - 1 (3 boxes of Physical damage) = 5].

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

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

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

*"Magic is not a way to do the impossible, for if it can be done, it is by definition not impossible. It certainly has a way of expanding our understanding of the possible, which means it enhances our knowledge and understanding of the world."*

—Li, Magical Consultant

*"Spike someone in the heart from across the room with nothing but the air and your mind. That's magic in every sense of the world."*

—Maria G., Student, Massachusetts Institute of Technology and Thaumaturgy



**MATRIX JARGON**

**ARROW**  
(from ARO, or  
**Augmented Reality Object**)

Virtual representations (usually visual graphics) used to represent things in augmented reality.

**ARTIFICIAL INTELLIGENCE (AI)**

Self-aware and self-sustaining intelligent programs that evolved within the Matrix.

**AUGMENTED REALITY**

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

**BETTER-THAN-LIFE (BTL)**

Hyper-real levels of simsense that are potentially dangerous and addictive.

**COMMLINK**

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

**CYBERDECK**

The device used to fight and crack the new protocols of the Matrix. The legal owners are corporate Matrix security and research officers; illegal owners are shadowrunners and others looking to twist these protocols to their own ends.

**DEAD ZONE**

A location with no wireless networks.

## WIRELESS WORLD

In 2075, a world of augmented perceptions and wireless connections exists: the **Matrix**. It is built to ensure that it is omnipresent, accessible from all locations, and integrated into daily life. Nearly everyone is part of this interlinked electronic world, whether they will it or not. Your personal commlink allows you to be online wherever you go, 24-7-365.

The megacorporations recently tightened their grip on the Matrix, imposing new protocols that allow them to better control the traffic—and even better, monitor it for valuable consumer data.

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

## AUGMENTED REALITY

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

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

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

## HOW THE MATRIX WORKS

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

Every character possesses basic computer and electronics skills. Standard denizens of the Sixth World use their commlinks/PANs on a constant basis to make telecom calls, experience augmented reality, search for data, keep in touch with teammates, and manage their finances. If they want to hack, though, they need something more—a small black box called a **cyberdeck**.

With a cyberdeck, deckers pit their wits and skills against the guardians of the Matrix. They have **programs** that can help them, but in the end it's like any other fight—a test of abilities, skill on skill. May the best decker win.

## MATRIX TESTS

Matrix skill tests use the same skill + attribute dice pool as other tests. The character's cyberdeck determines the limit for any Matrix Tests, while programs can add certain benefits.

## GETTING MARKS

**Matrix authentication recognition keys, or marks**, are how the new Matrix protocols recognize ownership of a device. If you have four marks on a device, you are recognized as an owner; if you have one to three marks, you are recognized as an authorized user with different levels of control over the device.

The basic hacking activity, then, is getting marks in order to control devices. To place a mark on a device, deckers take a Complex Action to make a Hacking + Logic Test with a threshold of the target device's rating. The limit for this test is the rating of the decker's cyberdeck.

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

Hacking a mark on a device requires a Complex Action.





## CONTROLLING DEVICES

The more marks you get on a device, the more you can do with it. Below is a quick list of the actions you can perform, along with how many marks you need and any additional tests that may be required.

**Crack File (Complex Action, 1 mark):** If you want to copy a file you've been sent to steal, you need one mark on the device holding the file so that you can attempt to crack the protection on the file (assuming the owner was smart enough to protect it). Make a Hacking + Logic [Cyberdeck rating] vs. Device Rating Opposed Test to break any protection that is present.

**Edit File (Complex Action, 1 mark):** Perhaps you want to edit some important information out of a corporate document, or perhaps edit some surveillance camera footage so that you don't appear in it. This requires 1 mark as well as a Hacking + Logic [Cyberdeck rating] vs. Device Rating Opposed Test.

**Erase Mark (Complex Action):** It could be that some enemy deckers are out there trying to gain control of your cyberdeck by placing a mark on it, and you want that mark gone. Make a Hacking + Logic [Cyberdeck rating] vs. Willpower + Intuition Opposed Test to take out the mark that enemy decker put on you.

**Matrix Perception (Complex Action):** Some deckers try to hide their footsteps in the Matrix by running silent. Cautious deckers are on the look for these people, and they also keep their eyes open for any marks someone else may have placed on their device. Seeing these things can be tricky; deckers must make a Hardware + Intuition (2) Test to perceive any hidden icons or personas (including anything running silent).

**Perform Free Action (1 mark):** If you are making the device perform a Free Action—for example, looking through a camera—you only need one mark on the device. No additional test is needed to perform Free Actions.

**Perform Simple Action (2 marks):** Making a device perform a Simple Action requires two marks. This can include making a wireless-enabled gun (i.e., a gun with a smartlink) eject a clip or fire a round. This requires a Hacking + Logic [Cyberdeck rating] vs. Device Rating Opposed Test to perform successfully.

**Perform Complex Action (3 marks):** Making a device perform a Complex Action, such as crashing the device, requires 3 marks. This also requires a Hacking + Logic [Cyberdeck rating] vs. Device Rating x 2 Opposed Test to perform successfully.



### DECKER

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

### DOT

(from DOT , or Digital Object Tag)

Data attached to AROs/ icons within augmented reality.

### DRONE

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

### FIREWALL

A program that guards a node from intrusion.

### GRID

A series of interlocking networks.

### ICON

The virtual representation of a program in the Matrix.

### INTRUSION COUNTERMEASURES (IC)

Any software program installed in a computer system (host) with the express purpose of protecting that system from unauthorized users. Pronounced "ice."

### JACKPOINTS

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

### MATRIX

The worldwide telecommunications network.

### MESHED

Slang for online, connected to the Matrix.

### NETWORKS

Interacting groups of computerized devices.



## MATRIX JARGON, CONTINUED

### OPERATING SYSTEM (OS)

The master program that controls a specific device.

### PERSONAL AREA NETWORK (PAN)

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

### PERSONA

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

### SIMSENSE (a.k.a. *sim*, *simtime*)

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

## CRACKING SKILL GROUP

Cybercombat  
Electronic Warfare  
Hacking

## ELECTRONICS SKILL GROUP

Computer  
Hardware  
Software

**Run Silent (Simple Action):** You switch to running silent to make yourself more difficult to see. You take a -2 dice pool penalty on all Matrix actions while running silent due to the processing power it takes to cover your tracks.

## PROGRAMS

Programs add benefits to the Decker’s efforts. For the limited scope of these rules, two programs are included—Exploit, which gives +2 dice to actions to place a mark, and Fork, which lets you perform the same action against two different targets.

## MATRIX ROLEPLAYING

It should be noted that compared to the rest of these quick-start rules, the rules for how to use the Matrix are lightly covered. This has been done on purpose, not only to accentuate the roleplaying nature of the Matrix, but also to allow both the players’ and gamemaster’s imaginations to fly during the adventure! Once players dive into the more fully fleshed out rules of the Matrix found in *Shadowrun, Fifth Edition*, they’ll find a host of exciting additional rules. For example, in these quick-start rules, players are able to hack into some of the devices at McHugh’s and cause some trouble with them, dice rolls allowing. However, the owners of such devices don’t like deckers manipulating their systems and have security; security deckers can bite back with just as much deadly power as a Manaball spell or high-powered weapon.

## EXAMPLE: DECKER

### FAST FOOD FIGHT



Upon entering McHugh’s, the gamemaster decides to throw the player characters right into the fire and a gun battle erupts. While the other three characters move to deal directly with the threat, the Decker does what she does best and hides behind a stack of charcoal bags while she hacks into devices in the restaurant. The devices here are wireless enabled, so she doesn’t have to plug in anywhere; she simply breaks out her cyberdeck and gets to work).

The Decker notices the sentry guns descending from the ceiling and decides things would go better if she were in control of one of them.

The first step is to get a mark on the guns—two if the Decker wants to fire them. The gamemaster decides the Decker has to deal with a -1 modifier for the distraction of the firefight; it’s that low because the Decker is in the back of the action and not directly targeted by any shots. The gamemaster tells the player that the Threshold is 3. The player decides to use the Fork program to target both guns at once, and her final dice pool is 12 [4 (Hacking skill rating, part of Cracking skill group) + 7 (Logic rating) + 2 Exploit bonus - 1 (situation modifier for gun fight) = 12]. She rolls 1, 1, 2, 2, 3, 3, 4, 5, 5, 6, 6. With four successes, the Decker beats the threshold and has a mark on each gun.

During her next Action Phase, she rolls 12 dice again and gets 1, 2, 2, 3, 3, 4, 4, 5, 5, 5, 6, 6. Five hits this time! She’s got two marks on each gun.

Now it’s really time to get down to business. On her next Action Phase, she fires the guns, a single shot from each one. This is a Simple Action, and thanks to her Fork program she can fire each gun. She rolls Hacking 4 + Logic 7; her Exploit does not help him on this test, and she still has the -1 penalty from being in the firefight. That’s 10 dice total. She rolls 1, 1, 2, 3, 3, 4, 4, 4, 5, 6 for two hits. The guns each get a chance to resist by rolling their Device Rating of 3. One of them rolls 2, 4, 4 for no hits, while the other gets 1, 5, 6 for two hits. The Decker can get a shot off with the first gun, but not the second one—her virtual hold on that one apparently isn’t tight enough yet.

There are plenty of other devices in the restaurant the Decker can try to get control of as the fight continues. She could turn the AutoGrill up high or make sure the fryer vats have an open valve so that they’re full of bubbling oil. With so much of the world being both wireless and electronic, the Decker is often only limited by her imagination.



## FAST FOOD FIGHT

**Fast Food Fight** (a.k.a. **Food Fight 5.0**) is a quick-and-dirty brawl with a touch of drama, developed to give the gamemaster and players a sense for how the *Shadowrun, Fifth Edition* rules work. Don't worry too much about role-playing at this point. Just focus on rolling some dice and having some high-cholesterol fun.

Each player should select one of the Sample Characters. The opponents in this scenario are mob thugs capable of throwing around their weight, with some Matrix and magic muscle thrown in to keep things interesting.

### OVERVIEW

George Hampton, a local business magnate and owner of Hampton Holistic Healthcare, ran a little behind on his protection payments to a small-time Mafia family, and his teenage daughter Moxie was kidnapped as collateral until he coughs up the nuyen. For reasons he doesn't want to go into, Hampton can't pay the whole amount the mobsters are demanding, but he's willing to part with a small fee to have some shadowrunners get her back—hopefully in one piece.

Hampton gives the runners information on Vincenzo "Vic" Fratelli, a mobster he believes might be the easiest to pump for information. Vic is often seen hanging out at the local McHugh's, which sees a lot of foot traffic. McHugh's is the home of the Beast™, which provides about three thousand percent of one's recommended daily grease intake, and for some reason the restaurant happens to be the Fratelli family's favorite hangout in the area. Normal mafiosi haunt bars or diners, but the Fratellis really like their fast food.

The real reason the Fratellis frequent this place is it's a franchise location owned by Vic's family, which allows them to use the place as a legitimate business front without the McHugh's Corporation sticking its nose where it doesn't belong.

The players will find Vic going into the McHugh's, and they can follow him in. Inside the restaurant Vic is enjoying a sandwich. The players attempting to pump Vic for information or otherwise confronting or accosting him in any way draws the McHugh's crew, mobsters all, to come out with guns blazing.

When the players clear out the place, they hear shouting and pounding coming from the back. If they investigate, they find Moxie locked in a walk-in freezer at the back of the food-preparation area. After they unlock the door, they find an unconscious mobster lying at Moxie's feet. As soon as she started hearing gunfire, she managed to get the drop on her guard by shoving a shelf and

dislodging a twenty-kilo box of frozen soyburger patties right on top of his head. She couldn't get the door open, though, because it was locked from the outside. The players may also notice a few wrapped items in the freezer that are just the right size and shape to be human bodies.

If the players choose, they can pump the mobsters for more information in order to help Hampton fix the fiscal problems he's been having.

### TELL IT TO THEM STRAIGHT

Some connections have put you in touch with a Mr. George Hampton. Seems the local business owner has misplaced something important, and he'd like some help finding it.

The interior of Hampton Holistic Healthcare looks like a shaman's medicine lodge exploded all over the place, which is probably not that far from the truth. Hampton, however, doesn't fit the rest of the shamanic image; the clean-shaven, middle-aged elf is wearing a really nice suit, but it looks like he hasn't slept in days.

"The mob's got my daughter, Moxie," he says. "I pay them a protection fee to keep the gangs away from my property, but business has been slow lately, and I couldn't pay this month's fee. The Fratellis are holding her hostage until I can pay them. And if I don't pay them—well,

let's just say I bought Moxie a really nice ring for her sweet sixteen, and the Fratellis have more than one use for a cigar cutter.

"I can't offer much—seeing as how I can't even ransom my own daughter—but can give you five hundred each, plus a free toxin flush or a colonic."

#### WHEN THE CHARACTERS ACCEPT THE JOB, READ THE FOLLOWING ALOUD:

"I think your best lead for finding out where they've stashed my daughter," Hampton says, "is to follow Vic Fratelli. He's a few crayons short of a full box, so you might be able to pump him for some info without him being the wiser.

"Also, if you do end up exchanging more than just words to get my daughter back, I'd be grateful if you could make it look like someone else was responsible. I'll gladly throw in an extra five hundred if it'll mean getting the Fratellis off my family's back for awhile."

#### WHEN THE CHARACTERS ARRIVE AT MCHUGH'S, READ THIS ALOUD:

You can smell the grease and other food-service by-products long before you step foot inside.



**THIS SECTION FOR GM ONLY!**



To your knowledge, McHugh's has never served real, bona-fide meat in its entire history. McHugh's takes the "greasy spoon diner" concept, applies it to fast food, and takes it two steps further. If you get anything to-go here, you'll be able to see right through the paper bag, and odds are the burger and fries you ordered will probably fall out through the bottom of the bag before you can get back to your doss. The Hugh Sliders are so named because they treat your digestive tract like a playground slide. The twisty kind. Ordering anything on the menu inevitably ends up in sadness and regret. Whoever makes all this stuff should probably be charged with violating a dozen different environmental laws and health hazards.

But, *man*, does it smell delicious. And it's super cheap. That's an offer you can't refuse.

The outside of this particular building looks pretty new, which means it's probably been torn down and rebuilt within the last five years or so to conform to McHugh's corporate policy of cleanliness. A large macroplast sign next to the front door proudly declares, "Bring your hunger, but leave your weapons at home! Thank you! —Lou McHugh." On the plaque sits the smiling clown face of the McHugh's mascot, which will probably be in your nightmares tonight.

#### WHEN THE CHARACTERS ENTER MCHUGH'S, READ THIS ALOUD:

McHugh's standards have certainly gone down the tubes in recent years. You can tell just from walking in that this is a franchise-run location rather than a corporate-owned establishment. Even though this place has been recently torn down and reconstructed within the last five years, there's already dirt caked in the tile grout, and the macroplast tabletops and chairs have been beaten to hell and back. Plus, the building's security staff has suffered a major downgrade. Stores the McHugh's Corporation runs usually have about five guards on tap at any given time, but whoever owns this particular dump only has the budget for one really bored guard standing out in the open, which is either incredibly arrogant or extremely foolish. Maybe the other guard on duty—assuming there *is* another guard—is in the bathroom.

### HOOKS

Players should be expecting to meet and possibly interrogate a mob contact here. Other than the few abnormalities such as the number of guards, the gamemaster should stress this is a normal, everyday burger joint—though calling the establishment's sandwiches "burgers" is charitable at best. Feel free to throw in a few colorful hints that might lead the players to suspect that the Mafia actually runs the establishment, such as Vic being on a first-name basis with the lone guard and the staff, or perhaps some of the kitchen workers look a little too rough-and-tumble for burger flippers.

## BEHIND THE SCENES

### MCHUGH'S

This McHugh's has been recently rebuilt to conform to McHugh's Corporation standards of health and cleanliness. As such, this location features the new and improved McHugh's layout.

**Lobby:** The lobby is like every other McHugh's in existence: large, faux-clay floor tiles and wide open seating. Customer seating consists of macroplast tabletops and chairs made of metal poles. Since one of McHugh's customer draws is the restaurant's (illusion of) security, there are no booths to be had, as they would provide cover in the event of a firefight. However, there are a few trash bins by the front doors that can provide a modicum of cover (Structure 5, Armor 4). The lobby also sports a youngish but brawny-looking guy in an ugly yellow-and-red uniform mopping up the floor.

**Bathrooms:** The bathrooms at this establishment are perhaps the cleanest bathrooms in the whole sprawl. Say what you want about McHugh's, but their bathroom floors are clean enough to eat off of (the restaurant floor, by contrast, is not). The bathrooms feature automated toilets, urinals, sinks, soap dispensers, and hand dryers, all Device Rating 1.

**Front Counter:** The counter features an interactive console where customers can make their order by speaking or pushing the appropriate buttons. Most prefer the buttons, since the voice recognition tends to screw up orders, but Ghost only knows what kind of germs live on the buttons. The front counter itself is made of a metal countertop situated on top of plascrete bricks (Structure 11, Armor 14).

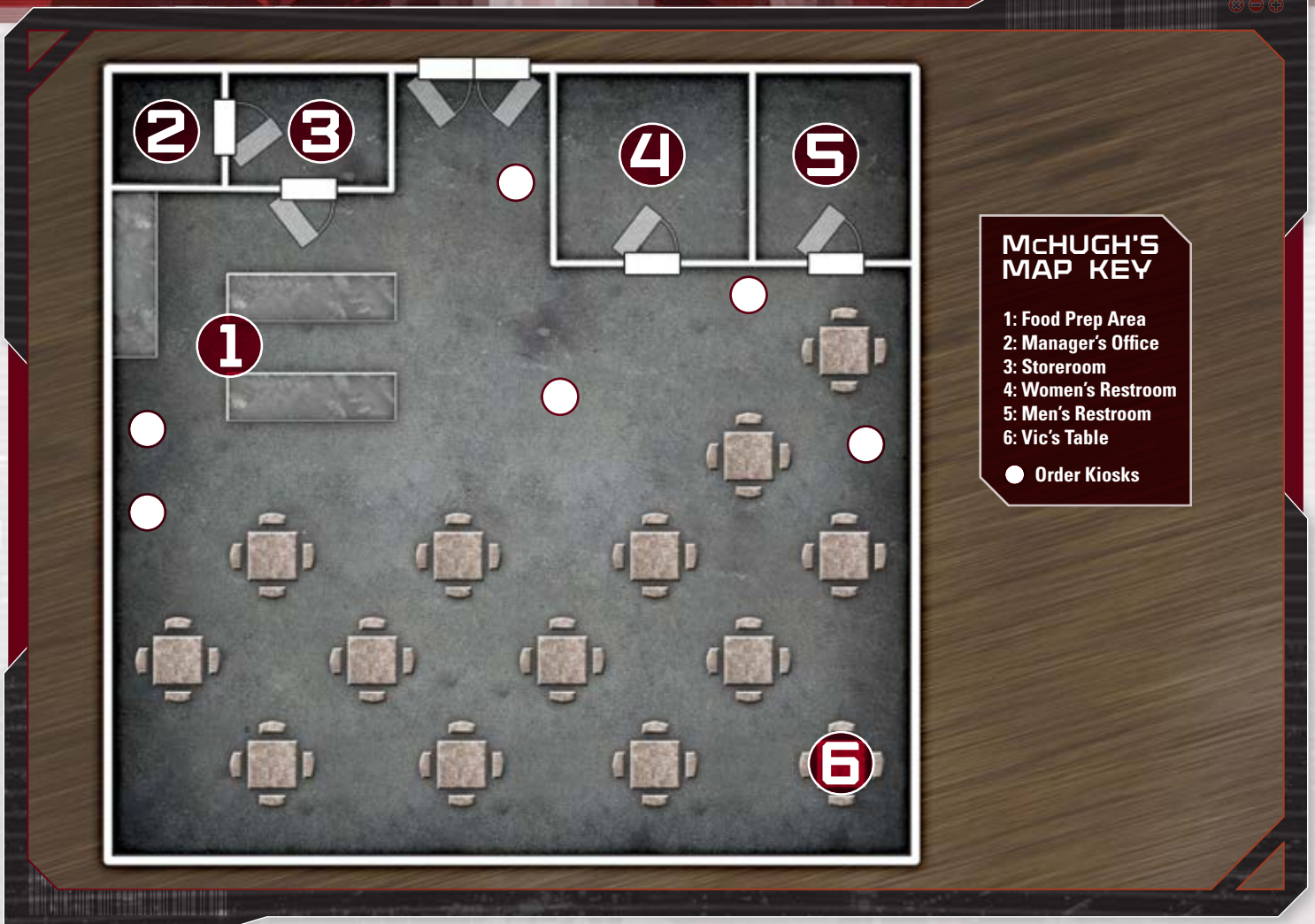
**Food Prep Area:** The floor of the food prep area is incredibly slick due to a few years' worth of grease buildup. Any character or NPC attempting to run into or through the prep area must pass a Reaction (2) Test or slip and fall down, forfeiting the rest of their actions until the next Action Phase. Walking characters incur no test or penalty.

**Walk-in Fridge/Freezer:** The walk-in refrigerator/freezer is where all perishable items, such as frozen soy patties and egg substitute, are stored. Most McHugh's don't lock their walk-ins, but this is where the mobsters store bodies they need to dispose of, so it stays locked most of the time.

**Manager's office:** The manager's office is in the back next to the walk-in freezer. When the characters arrive, the office is locked, and Frank Fratelli is inside working. The office door stays closed until either Frank pokes his head out to yell at the kitchen crew, the silent alarm is sounded, or Frank hears gunshots.

**Storeroom:** The storeroom is where nonperishable dry goods, such as dehydrated onion substitute or various condiment packets, are kept. This room is generally kept unlocked to allow the crew easy access.





**McHUGH'S  
MAP KEY**

- 1: Food Prep Area
- 2: Manager's Office
- 3: Storeroom
- 4: Women's Restroom
- 5: Men's Restroom
- 6: Vic's Table
- Order Kiosks

**SECURITY**

The McHugh's boasts the following security measures:

One noticeable "security guard" mobster, Lucy Fratelli, is standing on duty in the lobby. This guard is viewable through the front windows, which are made of ballistic glass (Structure 5, Armor 4).

The front doors have a huge potted planter on either side of them. These planters are rooted into the ground with reinforced steel rods and are thus intended to prevent vehicles from ramming through the door. Any attempt to ram the building results in an automatic vehicle crash.

The front doors are unlocked, but they boast a Rating 3 metal detector. Ideally, disabling this sensor would fall under the decker character's responsibility. Otherwise, if the characters set off the scanner, Vic Fratelli, the security guard on duty, and all of the kitchen staff pull out their weapons and tell the characters to slot off.

The back door and the manager's office are secured with Rating 5 maglocks that only Vic or the security guard can open via fingerprint.

The storeroom has a Rating 3 maglock but is usually not locked.

The walk-in refrigerator/freezer is locked with a Rating 4 maglock. Vic and the shift manager on duty all have passkeys.

Two concealed, automated sentry guns are located in the ceiling on either side of the front counter and will pop down when activated. Each has a Device Rating of 3. Patsy can activate these by remote, if necessary, but once triggered, each gun operates independently, without further input. The guns can only face toward the lobby and cannot fire on targets directly beneath them. Each gun is considered to have Pistols Skill 3 and can inflict a Damage Value of 5P in SA fire mode.

**KITCHEN APPLIANCES**

For hacking purposes, all kitchen appliances in the food prep area have a Device Rating of 2. All devices are located in the food preparation area.

**AutoGrill:** The AutoGrill cooks just about any flash-frozen meat substitute—such as shaped krill and



soy patties—to perfect temperature in seconds by passing an arc of electrical current through it. Then the patties pass through a heat press that adds those famous charbroiled grill lines. Anyone caught in the electricity arc must resist a Damage Value of 6P. Anyone whose head or hand gets crushed in the heat press must resist a burn causing a 3P of damage, and they cannot apply their armor rating to the resistance test.

**Fryer vats:** The McHugh’s chain is famous for its fries, and one of the secrets is the industrial-size fryer vats filled with a patented, all-synthetic fry oil. These vats are large enough for a person’s entire torso to fit into, and accidents involving McHugh’s employees happen on a semi-regular basis. Anyone who comes in contact with the hot fryer oil in any capacity must resist a Damage Value of 7P.

**Industrial Pick’l™ slicer:** McHugh’s is also famous for its sliced “Pick’ls™,” although the argument rages as to whether the Pick’l™ in question is made from *real* pickled cucumbers or some carefully crafted facsimile using some laboratory product. Either way, the Pick’ls™ don’t cut themselves. The industrial Pick’l™ slicer takes several whole “pickles” and slices all of them at once with a bank of blades. Anyone unfortunate enough to be caught in the slicer when it goes off must resist a Damage Value of 15P.

**Rehydrator:** The industrial rehydrator is essentially a large tub of saline solution that the kitchen staff uses to reconstitute dried foodstuffs such as onion and tomato substitute. The rehydrator itself isn’t particularly threatening; however, if someone’s head is held under the water, they need to resist 5S damage per combat turn until they are freed or fall unconscious. Their armor rating is not used on the test to resist this damage.

## PEOPLE OF NOTE

### MCHUGH’S CREW

The crew working this McHugh’s is a rather interesting crop of people. All of them look far too old to have been reduced to working at a fast food joint and have an imposing, hard-knock appearance. The crew consists of several different members of the Fratelli family.

**Vic:** Vincenzo Fratelli sometimes works as a security guard or whatever else his brother Frank needs on a given day. Today, however, is his day off, and he’s hanging out to catch up with the boys and have a quiet meal. In spite of having dinner at a burger joint, Vic is dressed to the nines in a nice suit jacket and black tie—a classic mobster look. Unfortunately he’s dripped some unidentifiable condiment on his lapel, so he’ll probably need to hit the dry cleaners later.

**Frank:** Vic’s older brother Franco is acting as the current shift manager and starts out in the manager’s office until either someone sets off the silent alarm or gunfire starts. He’ll stick his head out occasionally and yell at

one of the other crew to stop slacking off: “If you’ve got time to lean, you’ve got time to clean.” Of all the restaurant crew currently on shift, Frank is dressed the best, with a collared button-down shirt and a tie, but he’d rather be wearing something like Vic’s outfit. What look like crew-service award pins on his lapel and ball cap are actually magical talismans (these have no effect on gameplay).

**Dipsy:** Vic and Frank’s nephew Demetrio is comparatively young and means well, but he’s a little slow on the uptake, probably from slotting too many chips. On the other hand, he’s strong as a bull. For weeks the poor guy’s been stuck cleaning the lobby and bathrooms and taking out the garbage. He would literally kill for a little more responsibility. So far Frank’s not budging a centimeter on the issue, so off Dipsy goes to mop the lobby for the billionth time. Dipsy is dressed in a hideous yellow-and-red McHugh’s outfit, complete with a red visor.

**Patsy:** Vic and Frank’s cousin Patrizio, the computer whiz, is working the kitchen and takes care of serving meals to paying customers. Odds are, if there’s spit in your sandwich, Patsy was responsible for it. He hates this job with a passion and often complains to Frank or Vic—sometimes within earshot of the customers—that a mobster’s life should be consist of firing bullets, not flipping burgers. Patsy is also dressed in a hideous McHugh’s outfit, but he refuses to wear that stupid visor. Who cares if a few stray hairs find their way into a burger? That’s just more protein for the customer’s nuyen, right?

**Lucy:** Another of Vic and Frank’s cousins, Luciano Fratelli is on duty as the McHugh’s security guard. Lucy is the only member of the McHugh’s crew that doesn’t look completely out of his element. He’s feeling a little exposed tonight since his brother came down with a bad case of food poisoning and had to beg off for the night. Lucy’s wearing overtly obvious armor, which is painted yellow and red to match the rest of the restaurant’s décor.

**Fab:** A distant Fratelli cousin, Fabrizio’s been given the unglamorous job of babysitting Moxie in the walk-in freezer. He will already be unconscious when the characters find him, as a twenty-kilo box of frozen meat substitute falling right on the noggin tends to do that.

### UNFORTUNATE BYSTANDERS

Since all McHugh’s locations are open twenty-four hours a day, at least a few patrons are always going to be present, even after midnight. The following people are having something vaguely resembling dinner at this McHugh’s when the characters enter.

**Dick and Tricia Simmons:** Dick and Tricia are father and daughter. Dick is middle-aged, and Tricia is around ten years old. Dick and Tricia’s mom divorced a few years ago, and from the haggard look on Dick’s face, the split was messy. To get back at his ex, Dick takes Tricia to nothing but fast-food restaurants on the days he has custody. So far his ploy to replace Tricia’s mom as



the “fun parent” is working: Tricia appears to be already hopped up on sugar and saturated fat, and she’s playing with the unidentifiable plastic toy from her Jolly Meal.

**Carlos Martinez:** Carlos is an ork in his early twenties. Judging from the half-dozen empty soykaf cups on his table and the textbook he’s reading in AR, he’s pulling an all-nighter to study for his college finals. He’s from a rough neighborhood with a lot of gang activity, so the rude nature of the restaurant’s staff doesn’t bother him. He’s got a ceramic knife in his back pocket just in case someone tries to start something with him.

**Stuart Rothschild:** Stuart is another area business owner whose livelihood is under the mob’s “protection.” Like George Hampton, he was worked over the same way and has instead decided to take matters into his own hands. About two or three nights a week, he wanders into the McHugh’s with his composite hold-out pistol and vows to kill Vic Fratelli for ruining his business. Every time, however, he chickens out and ends up ordering something off the menu to avoid suspicion. Today, he might actually try something. Or not. He’s really wishy-washy about the whole thing. Maybe he’ll try again in a few days. To reflect this, the gamemaster may choose to have Stuart take a Willpower (2) Test. If he passes, then he has finally mustered the nerve to carry through with his plot.

## NOT-SO-FINE DINING

The characters can order items from the menu, if they desire, and the gamemaster should encourage players to do so, to add some flavor to the scene or to allay any of Vic’s suspicions that the characters are anything but normal customers in search of a quick bite.

## BRING ON THE NOISE

### BEFORE THE PLAYERS CONFRONT VIC

Vic Fratelli is sitting at the table closest to the front counter. He is eating a Beast™ burger when the characters confront him (and there’s a second Beast™ waiting on his tray). He becomes considerably annoyed when approached, regardless of the tack the players use, because on the most surface level, they are interrupting his dinner. He regards the characters with undue suspicion.

### AFTER THE PLAYERS CONFRONT VIC

If the characters approach Vic in a nonthreatening way, he quietly alerts the other mobsters at the restaurant to a problem using a hand gesture or some other nonverbal form of communication that is noticeable to the characters with a successful Perception + Intuition (2) Test. The mobsters in the kitchen start readying their weapons.

## MENU

ITEM	PRICE
The Basic—soyburger with Pick’Is™	2¥
The Hugh™—soyburger with processed cheese-flavored food and Pick’Is™	3¥
The Beast™—triple soyburger with processed cheese-flavored food and fried egg substitute	5¥
The Beast Deluxe™—The Beast™, now with three strips of bacon substitute!	7¥
The Jolly Meal—soyburger, HughFries, and a surprise toy!	5¥
Hugh Sliders (3)—bite-sized soyburgers with processed cheese-flavored food	3¥
The Kriller™—shaped krill patty, grilled to perfection. Now with Pick’Is™!	3¥
Kriller Deluxe™—shaped krill patty, grilled to perfection, with processed cheese-flavored food	5¥
The Egg’r™—fried egg substitute and processed cheese-flavored food	3¥
HughFries—hand-cut cassava, deep-fried using our secret method! In three handy sizes!	2¥/4¥/6¥
The Green Plate—vegetarian salad with Pick’Is™	4¥
The Squealer™—pork-flavored soy patty, infused with BBQ flavor!	4¥
Soykaf (regular and “de-kaf”)	1¥
Soyshake (5 flavors)	2¥
Soysundae (15 flavors)	2¥

## FOOD POISONING

If a player character eats anything at the restaurant, make a Body Test and consult the following table for the result:

HITS	RESULT
0	Character gets food poisoning. Resist 4S Damage.
1	Character has stomach cramps. Resist 2S Damage.
2	Character suffers from acid reflux. Resist 1S Damage.
3+	Character has dodged a bullet for now but might get some painful indigestion later...
Glitch	Character gets the “green apple quicksteps” and must run to the bathroom. Character must immediately pass a Body (1) Test to avoid suffering a very embarrassing public accident.



If the characters approach Vic in a threatening way, either verbally or with weapons, he draws his firearm and not so politely tell them to get stuffed.

The players should now roll for Initiative. It's time for the fries to hit the fat!

## STATS

In skill listings, numbers in brackets are the final dice pool, (Skill + linked Attribute rating). The Damage Value listed for melee weapons has the user's Strength factored in.

VINCENZO "VIC" FRATELLI									
B	A	R	S	W	L	I	C	ESS	
5	5	4	4	4	3	4	4	5	
<b>Initiative</b>	8+1D6								
<b>Condition Monitor</b>	11								
<b>Limits</b>	Physical 6, Mental 5, Social 6								
<b>Armor</b>	10								
<b>Skills</b>	Intimidation 3 [7], Pistols 3 [8], Unarmed Combat 2 [7]								
<b>Augmentations</b>	Dermal Plating (Armor Rating 2)								
<b>Gear</b>	Ares Predator V [Heavy Pistol, Accuracy 5(7), DV 6P, AP -1, Range, 0-5m (S, -0), 6-20m (M, -1)] 5 clips of ammo (15 shots per clip) Knucks [Unarmed Combat, Reach —, DV 5P] Actioneer Business Clothes (Armor Rating 8)								

FRANCO "FRANK" FRATELLI										
B	A	R	S	W	L	I	C	ESS	M	
4	4	3	3	5	4	3	4	6	5	
<b>Initiative</b>	6 + 1D6									
<b>Limits</b>	Physical 5, Mental 6, Social 7									
<b>Armor</b>	8									
<b>Skills</b>	Counterspelling 2 [7], Intimidation 3 [7], Pistols 2 [6], Unarmed Combat 2 [6], Spellcasting 2 [7]									
<b>Gear</b>	Colt America L36 [Light Pistol, Accuracy 6(8), DV 5P, AP —, Range 0-5m (S, -0), 6-15m (M, -1)] 5 clips of ammo (16 shots per clip) Actioneer Business Clothes (Armor Rating: 8)									
<b>Spells</b>	<p><b>Agony</b> [Type: M; Range: LOS; Damage: (equal to net hits)P; Duration: Sustained; damage inflicted is temporary and disappears when the spell is ended; Drain Value F - 4]</p> <p><b>Armor</b> [Type: P; Range: LOS; Duration: Sustained; adds Armor protection equal to hits scored, cumulative with worn armor; Drain Value F]</p> <p><b>Confusion</b> [Type: M; Range: LOS; Duration: Sustained; -1 dice pool modifier to target per hit; Drain Value F - 3]</p> <p><b>Manabolt</b> [Type: M; Range: LOS; Damage: (equal to net hits)P; Duration: Instant; Drain Value F - 2]</p>									

DEMETRIO "DIPSY" FRATELLI									
B	A	R	S	W	L	I	C	ESS	
4	3	4	5	2	2	2	3	5.9	
<b>Initiative</b>	8+1D6								
<b>Condition Monitor</b>	10								
<b>Limits</b>	Physical 6, Mental 3, Social 5								
<b>Armor</b>	8								
<b>Skills</b>	Clubs 4 [7], Pistols 3 [8], Unarmed Combat 2 [5]								
<b>Augmentations</b>	Datajack								
<b>Gear</b>	Colt America L36 [Light Pistol, Accuracy 6(8), DV 5P, AP —, Range 0-5m (S, -0), 6-15m (M, -1)] 5 clips of ammo (16 shots per clip) Actioneer Business Clothes (Armor Rating: 8) Mop [Club, Reach 2, DV 8S, AP —]								

PATRIZIO "PATSY" FRATELLI									
B	A	R	S	W	L	I	C	ESS	
4	4	4	3	3	4	3	3	5.9	
<b>Initiative</b>	7+1D6								
<b>Condition Monitor</b>	10								
<b>Limits</b>	Physical 5, Mental 5, Social 5								
<b>Armor</b>	8								
<b>Skills</b>	Computer 3 [7], Hacking 3 [7], Perception 3 [6], Pistols 3 [7], Unarmed Combat 3 [7]								
<b>Augmentations</b>	Datajack								
<b>Matrix Gear</b>	Microtrónica Azteca 200 [Device Rating: 2, ASDF Attribute Array: 5/4/3/2, Programs: 2] Exploit [+2 bonus to Sleaze Rating] Hammer [+2 Damage Value for successful Matrix attacks]								
<b>Gear</b>	Ares Predator V [Heavy Pistol, Accuracy 5(7), DV 6P, AP -1, Range, 0-5m (S, -0), 6-20m (M, -1)] 5 clips of ammo (15 shots per clip) Actioneer Business Clothes (Armor Rating 8)								

LUCIANO "LUCY" FRATELLI									
B	A	R	S	W	L	I	C	ESS	
4 (5)	4	3	4 (6)	4	3	4	3	4.5	
<b>Initiative</b>	9 + 1D6								
<b>Condition Monitor</b>	10 (11)								
<b>Limits</b>	Physical 7, Mental 5, Social 5								
<b>Armor</b>	12								
<b>Skills</b>	Intimidation 3 [5], Perception 2 [7], Pistols 3 [7], Unarmed Combat 3 [7]								
<b>Augmentations</b>	Right cyberarm (S + 2), Plastic Bone Lacing (B + 1)								
<b>Gear</b>	Colt Government 2066 [Heavy Pistol, Accuracy 6, DV 6P, AP -1, RC 1, Range 0-5m (S, -0), 6-20m (M, -1)] 5 clips of ammo (14 shots per clip) Knucks [Damage: 7P, Unarmed Combat Skill] Armor jacket (Armor Rating: 12)								





STUART ROTHSCHILD									
B	A	R	S	W	L	I	C	ESS	
3	4	5	2	2	5	3	5	5,9	
<b>Initiative</b>		7 + 1D6							
<b>Condition Monitor</b>		10							
<b>Limits</b>		Physical 4, Mental 5, Social 6							
<b>Armor</b>		9							
<b>Skills</b>		Perception 3 [6], Pistols 1 [5], Unarmed Combat 2 [6]							
<b>Augmentations</b>		Datajack							
<b>Gear</b>		Streetline Special [Hold-out Pistol, Accuracy 4, DV 4P, AP —, Range 0–5m (S, –0), 6–15m (M, –1)] 2 clips of ammo (6 shots per clip) Lined coat (Armor Rating: 9)							

## DEBUGGING

If the players decide to stake out the McHugh's rather than go inside, they will never witness Vic leaving the restaurant, which should force the characters to enter the establishment.

Another option to get the players to enter the McHugh's is to have Hampton offer to set up a meet between Vic and the characters that will take place at the McHugh's. Neither Hampton nor the characters know the restaurant is a mob front.

To prevent the characters from going in guns blazing without asking any questions, Hampton should let the characters know he is worried that if Vic is killed or harmed, he'll never see his daughter alive again.

If the players purposely avoid an armed confrontation with Vic and thus the firefight doesn't start, Stuart Rothschild finally decides to carry through with his revenge plot and pull his pistol on Vic while Vic is conversing with the characters or is otherwise distracted. This forces the restaurant staff to whip out their weapons. Vic and the gangsters assume the characters are in league with Stuart and fire upon them.

## DIGGING DEEPER

If the characters interrogate any of the mafiosi, they learn the real truth behind Moxie's abduction.

Hampton was paying his protection money regularly, but he was always waiting until the last moment, which gave Don Fratelli the impression that Hampton was holding out on him. The Fratellis kept an eye on Hampton's business for a while and assumed he was doing better than he claimed. The Fratellis increased Hampton's protection fee to an exorbitant rate, but he refused to pay. This prompted the mob to take action. The Fratellis directly targeted Hampton's business interests by stealing shipments, intimidating his suppliers, sabotaging merchandise, discouraging potential customers with both subtlety and brute force tactics, and so on. All of these methods forced Hampton to lose a lot of money. Local gangs prodded by the Fratellis then broke into Hampton's storefront and looted the place. Hampton had no choice but to go crawling back to the mob. Unfortunately, the monetary losses Hampton's business sustained meant he could no longer afford the Fratellis' protection fees, so they took his daughter as collateral until he could pay up.

## FURTHER WORK

Hampton will likely pay good money to learn that the Fratellis directly caused his current business woes rather than him just having a run of bad luck. Further adventures could entail Hampton offering to pay the characters to permanently take care of his problem with the Fratellis.

Another source for further adventures is Moxie overhearing the gangsters talking about some other dealings while she was under guard. The Fratellis have screwed over other local business owners in the same way they screwed over Hampton—Stuart Rothschild, for example. If the players choose to investigate these leads, they can find a lot of work in taking the Fratelli family down a peg or three.



# COMBAT ADEPT

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

**INITIATIVE:** 7 (8) + 2D6      **METATYPE:** HUMAN

**ARMOR:** 12      **LIMITS:** PHYSICAL 5, MENTAL 4, SOCIAL 5

**ACTIVE SKILLS**

(Numbers in brackets are the final dice pool, linked skill + attribute rating)  
 Firearms skill group 4 [9], Gymnastics 3 [8], Intimidation 2 [5], Perception (Hearing) 3 (+2) [6 (+2)], Running 2 [6], Sneaking 4 [9], Throwing Weapons 3 [8], Unarmed Combat 4 [9]

**GEAR & LIFESTYLE**

Commlink (Device Rating 2)  
 Contacts [Rating 3, w/ low-light vision, smartlink, vision enhancement 1]  
 Lined coat [9]

**WEAPONS**

Ingram Smartgun X [Submachine Gun, Acc 4(6), DV 8P, AP —, 32(c), w/ detachable folding stock, gas-vent 2, smartlink, sound suppressor]  
 Unarmed combat [Unarmed Combat, Reach —, DV 5P, AP —]  
 Telescoping staff [Clubs, Reach 2, DV 8P, AP —]

**ADEPT POWERS**

Critical Strike: Clubs (0.5), Critical Strike: Unarmed Combat (0.5), Improved Reflexes 1 (1.5), Killing Hands (0.5), Missile Parry 2 (0.5), Mystic Armor 3 (1.5)  
*Note: The effects of the adept powers are included in the relevant stats. Critical Strike (Clubs) contribute to the adept's Clubs damage, Critical Strike (Unarmed Combat) and Killing Hands contribute to the adept's Unarmed Combat damage, her Reaction and Initiative, and Mystic Armor adds to her Armor rating. Missile Parry means she receives 2 additional dice on Defense Tests against ranged attacks.*

**KNOWLEDGE & LANGUAGE SKILLS**

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

**QUALITIES**

Adept, Addiction (Mild, Gambling)

**CONTACTS**

Bookie, Street Doc

**COMBAT ACTIONS**

**Free Actions:** Eject Smartgun Clip, Gesture, Speak/Text Phrase, Run

**Simple Actions:** Change Gun Mode, Drop Object, Drop Prone, Fire Weapon, Insert Clip, Observe in Detail, Pick Up or Put Down Object, Ready Weapon, Remove Clip, Sprint, Stand Up, Take Aim Throw Weapon

**Complex Actions:** Melee/Unarmed Attack, Reload Firearm, Use Skill

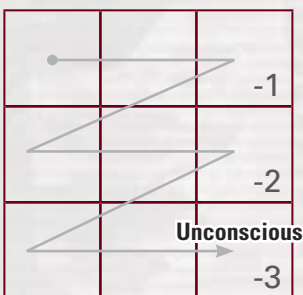


**COMBAT ADEPT**

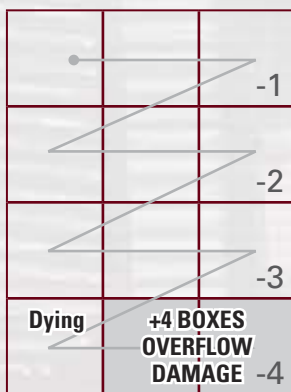
Magic has many ways to be useful. Some people like channeling their abilities into spells, but others use the powers they possess to make them stronger, faster, or even more charming. From moving with lightning speed to throwing a knockout punch to snatching an arrow or throwing knife out of mid-air,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

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

**Stun Damage Track**



**Physical Damage Track**



# DECKER

B	A	R	S	W	L	I	C	EDG	ESS
2	3	4	2	3	6 (7)	3	3	2	4.7

**INITIATIVE:** 7 + 1D6      **METATYPE:** HUMAN

**ARMOR:** 12      **LIMITS:** PHYSICAL 4, MENTAL 6 (9), SOCIAL 5

**ACTIVE SKILLS**

*(Numbers in brackets are the final dice pool, linked skill + attribute rating)*  
 Con 3 [6], Cracking skill group 4 [10 (11)], Electronics skill group 4 [10 (11)],  
 Gymnastics 3 [7], Negotiation 3 [6], Palming 3 [6], Perception (Visual) 4 (+2) [7 (+2)],  
 Pistols (Semi-Automatics) 4 (+2) [7 (+2)], Unarmed Combat 3 [6]

**GEAR & LIFESTYLE**

Armor jacket [12], Cyberdeck (Rating 5), Jammer (area, Rating 3), Tag eraser

**WEAPONS**

Ares Predator V [Heavy Pistol, Acc 5(7) DV 8P, AP -1, 15(c), w/ smartlink]

**AUGMENTATIONS**

*(Game effects of augmentations are pre-calculated into the character's attributes, except as noted)*

Cerebral booster 1, cybereyes [Rating 3, w/ eye recording unit, image link, low-light vision, smartlink, vision enhancement 2], datajack, mnemonic enhancer 2, Implanted Renraku Sensei [DR 3, w/ hot-sim module]

**PROGRAMS**

Exploit (+2 dice to place a mark), Fork (perform the same Matrix action on two separate targets)

**KNOWLEDGE & LANGUAGE SKILLS**

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

**QUALITIES**

Codeslinger (+2 dice to place a mark), Photographic Memory, Uncouth

**CONTACTS**

Electronics Shop Owner, Fixer, Spider

**COMBAT ACTIONS**

**Free Actions:** Eject Smartgun Clip, Gesture, Speak/Text Phrase, Run

**Simple Actions:** Change Gun Mode, Drop Object, Drop Prone, Fire Weapon, Insert Clip, Observe in Detail, Pick Up or Put Down Object, Ready Weapon, Remove Clip, Sprint, Stand Up, Take Aim, Throw Weapon

**Complex Actions:** Melee/Unarmed Attack, Reload Firearm, Use Skill



**DECKER**

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

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

**Stun Damage Track**

●	—	-1
—	—	-2
—	—	-3
←	Unconscious	

**Physical Damage Track**

●	—	-1
—	—	-2
—	—	Dying
—	—	-3
→	+4 BOXES OVERFLOW DAMAGE	-4

# STREET SAMURAI

B	A	R	S	W	L	I	C	ESS
5	5	3 (7)	7	3	3	5	2	1.5

**INITIATIVE:** 8 (12) + 3D6    **METATYPE:** ORK

**ARMOR:** 12 (13)    **LIMITS:** PHYSICAL 8, MENTAL 5, SOCIAL 3

**METATYPE ABILITIES:** LOW-LIGHT VISION

**ACTIVE SKILLS**

*(Numbers in brackets are the final dice pool, linked skill + attribute rating)*  
 Athletics skill group 2 [9], Automatics (Machine Pistols) 5 (+2) [10 (+2)], Blades 5 [10], First Aid 3 [6], Intimidation 3 [5], Longarms 2 [7], Pistols 4 [9], Survival 2 [5], Unarmed Combat 3 [8]

**GEAR & LIFESTYLE**

Armor jacket [12]  
 Commlink (Device Rating 3)

**WEAPONS**

Ceska Black Scorpion [Machine Pistol, Acc 5(7), DV 6P, AP —, 35(c), w/ integral folding stock, smartlink]  
 Remington Roomsweeper [Heavy Pistol, Acc 4(6), DV 7P, AP -1, 8(m), w/smartlink]  
 Ruger 100 [Rifles, Acc 7(9), DV 11P, AP -3, 8(m), w/ imaging scope, rigid stock with shock pad, smartlink]  
 Sword [Blades, Reach 1, DV 10P, AP -2]

**AUGMENTATIONS**

*(Game effects of augmentations are pre-calculated into the character's attributes)*  
 Cybereyes [Rating 3, w/ eye recording unit, image link, low-light vision, smartlink, thermographic vision, vision enhancement 3], dermal plating 1, reaction enhancers 2, wired reflexes 2

**KNOWLEDGE & LANGUAGE SKILLS**

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

**QUALITIES**

High Pain Tolerance 1

**CONTACTS**

Bartender, Black Market Gun Dealer, Pawnbroker

**COMBAT ACTIONS**

**Free Actions:** Eject Smartgun Clip, Gesture, Speak/Text Phrase, Run

**Simple Actions:** Change Gun Mode, Drop Object, Drop Prone, Fire Weapon, Insert Clip, Observe in Detail, Pick Up or Put Down Object, Ready Weapon, Remove Clip, Sprint, Stand Up, Take Aim Throw Weapon

**Complex Actions:** Melee/Unarmed Attack, Reload Firearm, Use Skill



**STREET SAMURAI**

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

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

**Stun Damage Track**

●				-1
				-2
				-3

Unconscious

**Physical Damage Track**

●				-1
				-2
				-3

Dying +4 BOXES OVERFLOW DAMAGE

# STREET SHAMAN

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

**INITIATIVE:** 7 + 1D6      **METATYPE:** ELF

**ARMOR:** 9      **LIMITS:** PHYSICAL 5, MENTAL 5, SOCIAL 7

**METATYPE ABILITIES:** LOW-LIGHT VISION

**ACTIVE SKILLS**

*(Numbers in brackets are the final dice pool, linked skill + attribute rating)*  
 Assensing 3 [7], Astral Combat 2 [7], Conjuring skill group 3 [8], Perception 2 [6],  
 Pistols (Tasers) 1 (+2) [4 (+2)], Sorcery skill group 4 [9]

**GEAR & LIFESTYLE**

Chameleon suit [9; -4 dice pool modifier on Perception tests to see the wearer]  
 Contacts [Rating 2, w/ vision enhancement 2, vision magnification]

**WEAPONS**

Yamaha Pulsar [Taser, Acc 5, DV 9S, AP -5, 4(m)]

**SPELLS**

Armor [Type: P, Range LOS, Duration: Sustained, Provides cumulative armor points equal to hits on Spellcasting Test, Drain F]  
 Clout [Type P, Range LOS, Damage: S, Duration: Instant, Inflicts Stun Damage equal to caster's Magic rating plus net hits, resisted by Reaction + Intuition, remaining damage resisted by Body + Armor, Drain F - 2]  
 Heal [Type: M, Range: T, Duration: Permanent, Heals boxes of Physical Damage equal to hits on Spellcasting Test, Drain F - 4]  
 Increase Reflexes [Type P, Range: T, Duration: Sustained, Add +1 to Initiative rating and +1 Initiative Die for every two hits, to a maximum of 4 points and 4 dice, Drain F - 1]  
 Manabolt [Type: M, Range LOS, Damage P, Duration: Instant, Damage equal to net hits, resisted by Willpower, no other Damage Resistance Tests allowed, Drain F - 2]

**KNOWLEDGE & LANGUAGE SKILLS**

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

**QUALITIES**

Focused Concentration, Magician (Hermetic tradition)

**CONTACTS**

Corporate Wagemage, Pawnbroker, Talislegger

**COMBAT ACTIONS**

**Free Actions:** Counterspelling, Eject Smartgun Clip, Gesture, Speak/Text Phrase, Run  
**Simple Actions:** Change Gun Mode, Drop Object, Drop Prone, Fire Weapon, Insert Clip, Observe in Detail, Pick Up or Put Down Object, Ready Weapon, Remove Clip, Sprint, Stand Up, Take Aim, Throw Weapon  
**Complex Actions:** Melee/Unarmed Attack, Reload Firearm, Spellcasting, Use Skill

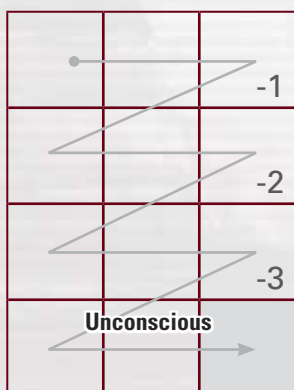


**STREET SHAMAN**

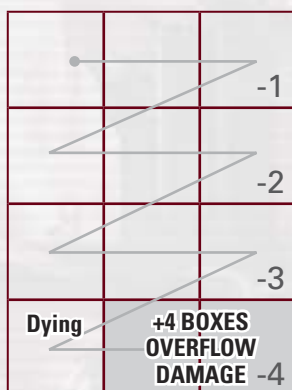
The Street Shaman is the kind of mage who first got an inkling of their talent when they kept drawing aces in back-alley poker games they played when they were twelve. Operating by instinct as much as by training, the Street Shamans are expert survivors, because that's what life forced them to be. They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

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

**Stun Damage Track**



**Physical Damage Track**



# 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

## 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*

## 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 casters 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)

## 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
Ranged Attacks Only:	
Defender running	+2
Defender in melee targeted by ranged attack	-3

## 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



# SHADOWRUN<sup>®</sup>

## FIFTH EDITION



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