METAHUMAN CHARACTERISTICS TABLE

METATYPE	AVERAGE HEIGHT	AVERAGE WEIGHT	AVERAGE LIFESPAN (WORLDWIDE)
Dwarf	120 cm	54 kg	More than 100 years (projected)
Elf	190 cm	80 kg	Two hundred years or more (estimated)
Human	175 cm	78 kg	55-65 years
Ork	190 cm	128 kg	35-45 years
Troll	250 cm	335 kg	45-55 years

METRIC CONVERSION 1 Ton = 900 Kilograms

1 Kilogram = 2.2 Pounds	1 Pound = 0.5 Kilograms
1 Kilometer = 0.6 Miles	1 Mile = 1.6 Kilometers
1 Meter = 3.3 Feet	1 Foot = 0.3 Meters
1 Meter = 1.1 Yards	1 Yard = 0.9 Meters

REGAINING EDGE Regain 1 Edge for:

Heroic self-sacrifice	Good night's rest
Achieve party objective	Good roleplaying
Right skill at the right time	Be brave/smart
Achieve personal goal	Move storyline
Endure Critical Glitch (not always)	Humor/drama

OPPOSED TEST No Threshold, more Hits wins

SUCCESS TESTS
DIFFICULTY THRESHOLD

Easy	1
Average	2
Hard	4
Very Hard	6
Extreme	8–10

BUYING HITS 4 Dice = 1 Hit

TIES (unless specified)
Opposed Test: Defender wins
Success/Extended Test: Succeed if Hits = Threshold

GLITCH More than ½ of dice are 1, and at least 1 Hit
Can still Succeed on Test, but with an issue
Critical Glitch: More than ½ of dice are 1, no Hits

EXTENDED TESTS

Skill Used in Test   Applicable Limit   Interval

Automotive Mechanic + Logic [Mental] (10, 1 hour)

Attribute Used in Test   Threshold

AUGMENTATION Max combined bonus from cyberware, magic,…:
+4 to any Attribute (can surpass Racial Maximum)
5d6 Total Initiative Dice
Initiative Bonus: only Physical Init

ROUND UP Unless specified

TRYING AGAIN Cumulative –2 to each repeated attempt (does not apply to attacks)

TEAMWORK TESTS Designate 1 Leader
Assistants make same check as Leader
  +1 to Leader's Limit per Assistant with at least 1 Hit
  Assistants' Hits add to Leader's Dice Pool
    Maximum Bonus = Leader's Skill
Assistant Glitch: That Assistant (only) does not add to Leader's Limit
Assistant Critical Glitch: No Limit bonuses from <u>any</u> Assistants, plus regular Critical Glitch effects

EXTENDED TESTS Roll after each Interval, **–1 Die on each successive roll**
Accumulate hits until Threshold is met. If run out of dice before succeeding, unable to accomplish task
Limit applies to each interval's roll, not entire test
Can set aside task, return with Hits remaining in place
Glitch: May lose 1d6 accumulated Hits
Critical Glitch: Test fails

EXTENDED TEST INTERVALS

TASK	TIME INTERVAL
Fast	1 Combat Turn
Quick	1 minute
Short	10 minutes
Average	30 minutes
Long	1 hour
Consuming	1 day
Exhaustive	1 week
Mammoth	1 month

EXTENDED TESTS

DIFFICULTY	THRESHOLD
Easy	6
Average	12
Hard	18
Very Hard	24
Extreme	30+

ATTRIBUTE TESTS Use 2 Attributes
Composure CHA + WIL: Fear/overwhelming emotion. GM sets threshold (reduced after repeated exposure)
Judge Intentions CHA + INT: Opposed by WIL + CHA
Lifting/Carrying BOD + STR: Lift: STR x 15kg, +15/hit. Over head: STRx5kg, +5/hit. Carrying - see Gear Board
Memory LOG + WIL: Threshold: General 1, Detailed 2, Intricate 4, Obscure 6. <u>Actively memorize:</u> LOG + WIL, hits add to recall test later. <u>Glitch:</u> misremember

CALCULATED ATTRIBUTES & LIMITS
Initiative
Physical Initiative: INT + REA + 1d6
Astral Initiative: (INT x 2) + 3d6
Matrix Cold-Sim VR: Data Processing + INT + 3d6
Matrix Hot-Sim VR: Data Processing + INT + 4d6
Limits
[Physical]: (STRx2 + BOD + REA) / 3 (Round Up)
[Mental]: (LOGx2 + INT + WIL) / 3 (Round Up)
[Social]: (CHAx2 + WIL + ESS) / 3 (Round Up)
[Astral]: Higher of [Mental] or [Social]
Condition Monitors
Stun: Character: WIL/2 + 8
  Device/Drone/Vehicle: None (Immune to Stun Dmg)
Physical: Character: BOD/2 + 8
  Vehicle: BOD/2 + 12
  Drone: BOD/2 + 6
Overflow (Characters Only): BOD
Matrix: Device Rating/2 + 8
Astral: No separate Condition Monitors

COMBAT TURN 3 Seconds
Combat Turn broken into **Initiative Pass:**
  Everyone acts once (if initiative remaining), then –10 Initiative and repeat
Initiative Pass broken into **Action Phase:**
  1 Initiative Score, 1 character acts (Max. 1 Attack)

ASTRAL ACCESS **Magicians:** Can Project & Perceive
Aspected Magicians: Cannot Project, Can Perceive
Adepts: Cannot Project, only Perceive with Astral Perception power
Mystic Adepts: Same as Adepts

CASH REWARDS
Usually negotiated at start of run
Base cost for hiring Shadowrunners: 3,000¥ each
  Dangerous run: up to 20,000¥ each
  Negotiation test: add 100¥/Net Hit
See p. 376 for sample method

KARMA REWARDS
Given separately to each player, see table
Average: 4-7 Karma before Modifiers
Cold-hearted bastard run: wetwork, helping corps oppress people, drug running, human trafficking
Good feelings run: hooding, helping the little guy

KARMA REWARDS

SITUATION	KARMA
Character survived	2
Group complete all objectives	2
Group completed some objectives	1
Overall adventure challenge	(Highest opposed Dice Pool / 6 (round down)

KARMA MODIFIERS

Standard run	0
Cold-hearted bastard run	–2
Good feelings run	+2

MISSION CREATION

JOB TYPE TABLE

1D6 RESULT	JOB TYPE
1	Datasteal
2	Assassination or Destruction
3	Extraction or Insertion
4	Misdirection
5	Protection
6	Delivery

MEET LOCATION TABLE

1D6 RESULT	LOCATION TYPE
1	Bar, Club, or Restaurant
2	Warehouse, Loading Dock, Factory, or Other Underused Site
3	Barrens District or Other Urban Hellhole
4	Moving Vehicle
5	Matrix Host
6	Astral Space

MACGUFFINS TABLE

1D6 RESULT	MACGUFFIN
1	A key employee
2	A prototype product
3	Cutting-edge tech research
4	Bioengineered life form
5	Magical object
6	Urban building, rural location or infrastructure object

EMPLOYER TABLE

2D6 RESULT	LOCATION TYPE
2	Secrety Society (Black Lodge, Human Nation)
3	Political or Activist Group (Humanis Policlub, Mothers of Metahumans)
4	Government Official or Agency
5–6	Minor Corporation (A-level or smaller)
7–8	Megacorporation (AA-level or larger)
9	Criminal Syndicate (Yakuza, Mafia)
10	Magical Group (Illuminates of the New Dawn)
11	Private Individual
12	Exotic or Mysterious Being (free spirit, dragon, AI)

TWISTS TABLE

1D6 RESULT	TWIST
1	Security is unexpectedly high
2	A third party is also interested
3	The target is not what it appears to be (group was lied to)
4	The job requires a rare piece of equipment
5	Target has been moved or is being moved
6	The employer decides to double-cross the runners

REPUTATION

Street Cred: Karma earned / 10 (round down)
  Added to [Social] limit if reputation known

Notoriety: negative reputation – unskilled and/or evil
  Opposite of Street Cred: Subtracted from [Social] limit if reputation known
  Starting Notoriety: based on Starting Qualities (see p. 372)
  Earned for:
  - Refusing to finish a run
  - Insulting or otherwise pissing off a Mr. Johnson
  - Incredibly obnoxious or callous behavior
  - Betraying team members
  - Killing innocents
  - Earning a powerful enemy
  - Knowingly working for a dragon
  - Exceptional bad luck that leads to disaster
  Permanently reduce Street Cred 2 to reduce Notoriety 1

Public Awareness: determines whether stranger knows you (see table)
  Earned for:
  - Fighting with law enforcement or HTR team
  - Extracting a well-known person
  - Blowing something up in a populated area
  - Leaving significant physical evidence
  - Being seen by many eyewitnesses
  - Posting videos of your crimes online

PUBLIC AWARENESS TABLE

RATING	AWARENESS
0–3	Unheard of outside the shadow community
4–6	Known to those who watch the shadows—conspiracy theorists, specialty law enforcement
7–9	Known by those in the know, investigative journalists, law enforcement, some government officials
10+	Household name, sim and trid stars portray the character in movies

LIFESTYLES Cost: Trolls +100%, Dwarves +20%

Luxury: Mansion/penthouse suite, full household staff/drones for chores, trained guards, quick HTR response time, astral security, VIP list at exclusive clubs/restaurants
  • High-level execs/government officials, Yakuza bigwigs
  • Cost: 100,00¥/month

High: Roomy house/condo, housekeeping service, in secure zone or area where gang/police are bribed for good protection
  • Mid-level managers, senior Mob bosses
  • Cost: 10,000¥/month

Middle: House/condo, some security
  • Ordinary wage-earners, successful criminals
  • Cost: 5,000¥/month

Low: Apartment, keep door bolted, get regular meals (but bad), power and water turned off during assigned rationing periods, security based on how regular payments to local street gang are
  • Factory workers, petty crooks,
  • Cost: 2,000¥/month

Squatter: Rundown squatter building, no water/power, possibly shared with other squatters, barely get enough food
  • Cost: 500¥/month

Streets: Homeless, struggle for food,
  • Cost: Free

Lifestyle Options: can be purchased (not available with Streets Lifestyle)**:**
  • **Special Work Area:** Have garage, studio, workshop, lab,… Can set up equipment: +2 Limit to related skill checks. Cost: +1,000/month
  • **Extra Secure:** Security better than average in area, HTR Response time 1 level better. Cost: +20%
  • **Obscure/Difficult to Find:** Hard to find/in obscure area. –2 Sneaking for strangers. Cost: +10%
  • **Cramped:** Tight space. –2 Limit (min. 1) for LOG skill checks performed at home. Cost: –10%
  • **Dangerous Area:** Area prone to crime, security worse than average in area, HTR Response time 1 level worse. Cost: –20%

LIFESTYLES: ADD'L RULES

Separate Residences: May have multiple Lifestyles (for safehouses or alternate identities). Pay full cost of each

Monthly payments missed: roll 1d6, if less than or equal to number of consecutive missed monthly payments, kicked out (if not kicked out, payments missed must be made up)

Permanently purchase Lifestyle: Pay 100 months' worth (represents investments)
  • Can sell permanent Lifestyle: Sale price is % of permanent purchase cost: roll 1d6 if SINless/fake SIN or dumping quickly, 2d6 if have SINner quality and up to 2 months' time to divest

Team Lifestyle: Can room with party members, share lifestyle cost, +10% per additional member, Low Lifestyle or better requires 1 person to be tenant of record

LOYALTY RATING TABLE
RATING DESCRIPTION

1	*Just Biz.* The relationship is purely mercenary, based solely on economics. The people involved may not even like each other, and they won't offer any sort of preferential treatment.
2	*Regular.* The relationship is still all business, but the parties treat each other with a modicum of mutual respect.
3	*Acquaintance.* The people in the relationship are friendly, but calling them actual friends might be stretching it. The contact is willing to be inconvenienced in small ways for the character but won't take a fall for him.
4	*Buddy.* There's actual friendship here, or at least solid mutual respect. The contact will go out of his way for the character if needed.
5	*Got Your Back.* The parties know and trust each other, and have for some time. The contact will back the character even in risky situations.
6	*Friend for Life.* The contact and character will go to the wall for each other, if that's what it takes.

CONTACTS Built as other NPC's (Samples: p. 390)
Connection: (1 to 12) power/influence/knowledge
Loyalty: (1 to 6) How good relationship is with PC
  • Bonus Dice for any Negotiation Test
  • Modifier/Threshold when loyalty is tested

CONNECTION RATING TABLE
RATING DESCRIPTION

1	Virtually no social influence; useful only for their Knowledge skills.
2	Has one or two friends with some Knowledge skills, or some minor social influence.
3	Has a few friends, but not a lot of social influence.
4	Knows several people in a neighborhood; a borough mayor or a gang leader.
5	Knows several people and has a moderate degree of social influence; a city councilman or a low-level executive it a small-to-medium corporation.
6	Known and connected across his state; a city/sprawl mayor or governor, notable fixer, or a mid-level executive in a medium-sized corporation.
7	Knows a lot of people over a large area, and has considerable social influence; often holds a leadership position in a national corporation.
8	Well-connected across a multi-state region; an executive in a state government or a national corporation.
9	Well-connected on his own continent, with considerable social influence; a mid-level executive in a small national government or AA megacorporation.
10	Well-connected worldwide, with significant social influence; a senior executive in a small national government or a AA megacorporation.
11	Extremely well-connected worldwide, with significant social influence; mid-level executive position in a major national government or AAA megacorporation.
12	Global power-player with extensive social influence; holds a key executive position in a major national government or AAA megacorporation.

CONTACT USES Contact Available: GM decision, or roll 2d6: available if roll ≥ Connection (well-connected means busy)
Uses (lots of extra detail: p. 387)
Legwork: information gathering
Networking: Put PC in contact with someone powerful/hard to find/reach
Swag: Buy/sell goods (or find buyer/seller)
Favor: Covers anything else.
  For major favors, see Favor table p. 389, Favor Rating must be ≤ Loyalty or Negotiation required. Will owe a Favor in return (of comparable Favor Rating)

Costs: Contact's work/favors are not free
  Information: Connection Rating x 100¥
  Goods/Services rendered: Connection Rating x 1,000¥
Reduce cost by Loyalty x 10% if relationship in good standing
Can pay in favor/service instead of cash

PHYSICAL TRAITS TABLE

1D6 RESULT	TRAIT
1	Tattoos, piercing, or jewelry
2	Unique dress style
3	Unique hair style
4	Obvious or distinctive cybernetics
5	Dramatically high or low weight and/or height for metatype
6	Abnormally clean or dirty

PERSONALITY TRAITS TABLE

1D6 RESULT	TRAIT
1	Hair-trigger temper
2	Very easily distracted
3	Racist
4	Chuckles constantly
5	Regularly high or drunk
6	Flirtatious with anyone/everyone

NPC CREATION METHODS **Grunts:** For multiple enemies with same stats

Prime Runner: Important NPC. Built as a PC.
Story Build: Assign any ratings that are appropriate
Improvised Build: Same stats as similar PC, with +/- X (number chosen by GM) to all dice pools based on relative strength compared to party

METATYPE ATTRIBUTE MODIFIERS

METATYPE	B	A	R	S	W	L	I	C	E	INIT	ARMOR
Dwarf	+2	—	–1	+2	+1	—	—	—	–1	–1	—
Elf	—	+1	—	—	—	—	—	+2	–1	—	—
Ork	+3	—	—	+2	—	–1	—	–1	–1	—	—
Troll	+4	–1	—	+4	—	–1	–1	–2	–1	—	+1

GRUNTS Enemies that all have same stats

Sample Grunts: p. 381
May be 1 or 2 with special weapons/abilities
Can modify Attributes for metahuman race, see table
• 1 Initiative roll for whole group (some scores may differ due to Wound Modifiers)
• 1 Condition Monitor for Physical & Stun combined 8 + higher of BOD/WIL (round up)
• Knocked out unless final attack Physical and > BOD

Professional Rating: how well-trained/disciplined
Added to Dice Pools for resisting Social Skill Tests
Rating = Edge Attribute & Group Edge pool
  • 0: Untrained. If anyone goes down, rest run
  • 1-2: Semi-trained. If ¼ goes down, rest run
  • 3-4: Trained. If ½ goes down, rest run
  • 5-6: Elite. Never flee unless necessary

Group Edge: Shared pool amongst all Grunts, any can spend from it. Refreshes at same rate as PCs.

Lieutenants: Grunts may have 1 Lieutenant, superior to other grunts.
  • Higher Attributes/Skills (GM's decision)
  • Roll own initiative
  • Use Group Edge pool with rest of grunts
  • Leadership skill can add 1 to group's Prof Rating
  • Can use squad of all Lieutenants for elite group

Optional Grunt Rules to speed things up:
  • One shot kills them
  • No Defense/Damage Resistance rolls for grunts
  • Any hit on Sneaking Test by PC surprises grunts
  • Attempted ambush automatically fails

HAND OF GOD Important NPC (Prime Runner) can avoid certain death by permanently burning all Edge

CRITTERS Critters: p. 402

Attributes can be 0: can still use linked skills, but add no dice from Attribute
Unaware in skills they don't have (can't default), unless have Sapient power
Movement Rates based on AGI, listed as Walking/Running/Sprint increase in meters per hit
Flight: special skill for flying Critters, linked to AGI
Attacks: Can always use Unarmed skill for (STR)S DV

Critter Powers: Must be in same state as Target (Astral/Physical) to use
  Type: P (Physical) / M (Mana) – same as Spell category. Mana: can be used on Astral plane, doesn't affect non-living objects. Physical: can't be used on Astral plane, affects non-living objects.
  Action: Auto: power is always on (no action needed)
  Range: LOS/Touch/Self: same rules for Spells
  Duration: *Always:* always on
    Sustained: No Sustained penalty/cost, Max powers Sustained = MAG
    Permanent: Must be maintained for certain time period to make permanent, see description
Critter Weaknesses:
  Allergy: as Allergy Negative Quality
  Dietary Requirement: 1 meal/day or slowly starves
  Essence Loss: Have no Essence of own, must steal from others. Stolen Essence is lost at rate of 1/month. Lost Essence reduces Magic. If Essence = 0, dies in BOD + WIL days. *HMHVV Infected:* using power (action not Auto), accelerates loss 1 week
  Induced Dormancy: Substance or condition forces into coma-like state, if removed wake in 1 minute
  Reduced Senses: Usually function at ½ effectiveness, but may be completely lost
  Uneducated: as Negative Quality
  Vulnerability: If substance used in weapon: +3DV, bypass any Immunities, can't Regenerate/ magically heal. If Vulnerable to condition: –3 to Resistance Tests to avoid condition

CRITTER POWERS Type, Action, Range, Duration

Accident P, Complex, LOS, Instant: # of Targets = MAG. Cause normal accident, MAG + WIL vs. Target's REA + INT. Success = as though Target glitched, 4+ Net Hits = as though Target critically glitched.

Animal Control M, Complex, LOS, Sustained: # of Targets = CHA x 5 if small (cats, rats,…), CHA if larger. Can't use on critter with Sapience. Command animals/critters, must be normal behavior for animal (bird can't fire gun,…). If Target leaves LOS can't command further, but will carry out last command for CHA minutes.

Armor P, Auto, Self, Always: natural Armor, cumulative with worn Armor

Astral Form M, Auto, Self, Always: naturally exist on Astral plane. Can Manifest (see Magic Rules Summary: Astral Projection)

Binding P, Complex, Special, Instant: Range depends on method, ex: shoot webbing (LOS), sticky body (Touch). Target sticks to nearby surface or the Critter, and is immobilized. Target can break free with Complex Action: STR + BOD vs. Critter's MAG + WIL.

Compulsion M, Complex, LOS, Sustained: MAG + CHA vs. Target's WIL + LOG, compel Target to take a specific action (even if not in best interest). Can't plant future suggestion, must be immediate. Target aware they were compelled

Concealment P, Simple, LOS, Sustained: # of Targets = MAG if meta-human sized, MAG x 5 if smaller (cats, rats,…). Magically hide self, other people, or things. – MAG to Perception tests to locate Targets. Targets can see each other if Critter chooses. Power ends if spotted.

Confusion M, Complex, LOS, Sustained: Target unable to think clearly (indecisive, forgetful, befuddled). MAG + WIL vs. Target's WIL + LOG, Net Hits = penalty on all actions.

Corrosive Spit P, Complex, Special, Instant: Ranged combat attack: Exotic Ranged Weapon + AGI [Physical], Range increments = (BOD) meters, DV = (MAG x 2)P, AP = –MAG, Acid damage

Dragonspeech M, Auto, LOS, Instant: Send telepathic messages to any number of Targets in line of sight, understood regardless of Language. Not 2-way (can't 'hear' thoughts back). Can't send through technology.

Dual Natured P, Auto, Self, Always: Exist simultaneously on Astral and Material plane. Can affect/perceive things on both planes. Don't have to "shift" perception, no –2 distracting penalty

Elemental Attack P, Complex, Special, Instant: Flame burst, lightning bolt,… (varies by Critter) Ranged attack: Exotic Ranged Weapon + AGI [Physical], Range increments = (MAG) meters, DV = (MAG x 2)P, AP = – MAG, Elemental damage (varies by Critter)

Energy Aura P, Auto, Self, Always: Surrounded by field of damaging elemental energy (varies by Critter). Unless specified, can't be 'turned off'. All melee attacks: +MAG to DV, –MAG AP, Elemental damage (varies by Critter). Successful melee attack against Critter damages attacker: make Damage Resistance test against (MAG x 2)DV, –MAG AP.

Engulf P, Complex, Touch, Sustained: Envelop target in Critter's body or its terrain. Normal Unarmed Melee Attack: MAG x 2 DV, –MAG AP, Target is immobilized, takes Engulf damage each Action Phase (with Damage Resistance test). Complex Action to escape: STR + BOD vs. Critter's MAG + BOD. Earth: Physical Dmg, Water: Stun Dmg, Fire: Fire Dmg, Air: Stun Dmg (Armor doesn't apply, as Inhalation-Vector Toxin - other gear may provide protection)

Enhanced Senses P, Auto, Self, Always: gain listed sense (if not standard augmented sense, +2 dice & +1 limit to tests with sense)

Essence Drain P, Complex, Touch, Permanent: Drain Target's ESS and add to own ESS. Target must be naturally sapient (not temporarily imbued) and exist on Physical plane. Target can't be actively physically resisting. Requires strong emotional focus: victim must be terrified of/in love with/ angry at Critter draining their ESS. Willing victim feels euphoria, psychological Addiction Test (Threshold = 2). Drain 1 ESS with extended test: CHA + MAG (10 – Target's ESS, 1 minute). If interrupted, no ESS lost, must start over. If ESS reduced to 0: Target dies. Critter can only increase ESS up to twice natural ESS max. Can sacrifice 1 point of drained ESS to increase another attribute by 1 with Simple Action. Can do multiple times, and can use again on same attribute (augmented max of +4 applies). Bonus lasts for 12 hours.

Fear M, Complex, LOS, Special: WIL + MAG vs. Target's WIL + LOG, Target flees in panic until out of sight, lasts (Net Hits) minutes, then must make WIL + LOG (threshold = Critter's Net Hits) to face again

Guard P, Complex, LOS, Sustained: Targets = MAG. Protect against hazards (heatstroke, drowning) and accidents (incl. Accident Power and Glitches). If used as Spirit service: each thing prevented uses 1 Service.

Hardened Armor P, Auto, Self, Always: Functions as normal Armor. Plus: if Attack's Modified DV < (Hardened Armor – AP), then attack fails and Critter takes no Damage. If damaged: Hardened Armor adds to Damage Resistance test as normal Armor AND gives auto-Hits on test = ½ Hardened Armor (round up) – AP

Hardened Mystic Armor M, Auto, Self, Always: Functions as Hardened Armor, but only against attacks on Astral plane.

Immunity P, Auto, Self, Always: Against certain type of attack or affliction: have Hardened Armor = ESS x 2. Age: don't age. Normal Weapons: applies to all non-magical attacks unless Critter has Allergy Weakness to attack (magical attacks:: weapon foci, spells, alchemical preparations, adept/critter/spirit powers)

Infection P, Auto, Touch, Permanent: Used by Critter's with to transmit HMHVV (Human-Metahuman Vampiric Virus). When Target's ESS reduced to 0 with Essence Drain, Critter's MAG + CHA vs. Target's BOD + WIL. Success: Target infected. Enters coma for 24 hours, awakens as infected Critter with 1 ESS and hungry (must immediately Drain Essence from someone).

Influence M, Complex, LOS, Instant: MAG + CHA vs. Target's WIL + LOG, implant suggestion in Target's mind, they act as if it's their idea. Bad idea: can overcome with WIL as Mental Manipulation spell

Innate Spell As Spell, Complex, As Spell, As Spell: Cast spell per normal Spellcasting rules using Spellcasting skill. Can be Counterspelled. Resist Drain with WIL + (INT or CHA, GM's choice). If Sustaining spell, take normal –2 penalty.

CRITTER POWERS — Type, Action, Range, Duration

Materialization M, Complex, Self, Sustained: Astral Critter can project 'body' into physical world and affect things there (including with attacks and powers). Use Critter's physical attributes on physical world. Gain Immunity to Normal Weapons (Hardened Armor = ESS x 2). De-materializing also Complex Action.

Mimicry P, Simple, Self, Sustained: Can imitate sounds/speech Critter has been exposed to (if not exposed recently, may require Memory test). Noticing sound is fake: Perception test, Threshold = Hits from Critter's CHA + MAG test

Mist Form P, Complex, Self, Sustained: Transform (self and any bonded foci, regardless whether they're active) into cloud of mist: gain Immunity to Normal Weapons, perceive normally, can't use any other powers, movement rate = 5 meters per Turn. Control own movement, but can be pushed and/or disoriented by strong winds. Can pass through anything not airtight. Exposed to Allergic substance: immediately forced back into normal form.

Movement P, Complex, LOS, Sustained: Target must be in Critter's terrain/domain (or Self). Multiply or Divide Movement rate by up to MAG. Only 1 instance of power on Target at a time, ends if Target leaves terrain/domain.
If Target is Vehicle: MAG + WIL (Threshold = ½ Vehicle's BOD, Min. 2), multiply Hits by Acceleration, add or subtract to Speed next turn as if Acceleration/Deceleration test. May call for Crash Test. Sustain = repeat this test each turn.

Mystic Armor M, Auto, Self, Always: Functions as Armor, but only against attacks on Astral plane.

Natural Weapon P, Auto, Touch, Instant: Claws, tail, etc… Physical Dmg attack (DV and AP varies by Critter) with Unarmed skill for melee (Dual-Natured Critter can use on Astral plane with Unarmed skill) OR Exotic Ranged Weapon skill for ranged. Unless specified, counts as 'Normal' for Immunity to Normal Weapons.

Noxious Breath P, Complex, Special, Instant: Nauseating cone of breath, extends BOD meters. Targets = up to 2 within 1 meter of each other. Make normal ranged attack (with Defense test): Exotic Ranged Weapon + AGI [Physical]. Damage as Inhalation-Vector Toxin – Speed: Immediate, Power: MAG, Effect: Stun damage & nausea. Armor no help, but respiratory gear can help resist.

Paralyzing Howl P, Complex, Special, Special: Affects all who hear it in radius of (MAG x 15) meters. MAG + CHA vs. Target's INT + WIL (+sound-dampening devices/cyberware, +Hits on Hush/ Silence spell). – (Net Hits) to Target's AGI & REA (affects Initiative), if AGI or REA <1, Target paralyzed. Lasts for (MAG + Net Hits) Turns, then regain 1 AGI & REA per minute.

Paralyzing Touch P, Complex, Touch, Special: Critter must touch target (normal Melee Attack, +2 for Touch-only). If successful: MAG + CHA vs. Target's INT + WIL. –(Net Hits) to Target's AGI & REA (affects Initiative), if AGI or REA <1, Target paralyzed. Lasts for (MAG + Net Hits) Turns, then regain 1 AGI & REA per minute.

Petrification P, Complex, LOS, Sustained: MAG + WIL vs. Target's INT + WIL. –(Net Hits) to Target's AGI & REA (affects Initiative), if AGI or REA <1, Target turned to stone (unaware of surroundings, Barrier Rating = MAG x 2). Lasts as long as Critter sustains power, after that Target regains 1 AGI & REA per minute. (Stone Target is immediately returned to normal form when Critter stops sustaining, Target still only regains 1 AGI & REA per minute.)

Psychokinesis P, Complex, LOS, Sustained: Move object with a magical "hand" (fine control may require a test). MAG + WIL test, Hits = STR & AGI of "hand".

Regeneration P, Auto, Self, Always: At end of each Turn: MAG + BOD, heal Hits + BOD damage. First heal Physical Overflow, then Physical, then Stun. If Physical Overflow ever exceeded, not dead until Regeneration test at end of turn, if Overflow still exceeded after test, then it's dead. Can't heal damage to brain/spinal cord (Called Shot to head), damage from weapon foci, combat spells, Drain, most Critter/Adept powers.. Can't make Regeneration test if in contact with Allergic substance. Can't get augmentations.

Sapience P, Auto, Self, Always: Has human intelligence. Critter counts as Untrained (instead of Unaware) in skills they don't have (can default). Can learn new skills. If Awakened, can learn spells and other magic skills.

Search P, Complex, Special, Special: Search for anything Critter has seen (if Spirit, can Search for anything Summoner has mental image of). Can search in Astral plane even if Target is on physical. MAG + INT (5, 10mins.)
Dice Pool Modifiers: –Concealer's MAG if under Concealment Power, –Force if behind Mana Barrier.
Threshold modifiers: +Kilometers to Target, +5 if nonliving object or place.

Venom P, Auto, Touch, Instant: Can deliver poison (fangs, stinger, etc…). Typical stats (may vary by Critter): Vector: Injection, Speed: 1 Combat Turn, Penetration: 0, Power: MAG, Effect: Physical Damage

Weather Control P, Complex, LOS, Sustained: Change local weather conditions (within reason, must be possible for the area). Builds up over time, peaks after MAG + WIL (10, 30 mins.). Only summon general weather conditions, can't control/direct (i.e. can't aim lightning bolts).

HTR TEAM RESPONSE TIME

SECURITY LEVEL	EXAMPLE	RESPONSE TIME
AAA	Downtown Seattle, megacorp HQ, military installation	1D6 minutes
AA	Luxury residential area	1D6 + 4 minutes
A	Mid- to high-level residential, common corporations	2D6 + 3 minutes
B	Mid-level residential, industrial	1D6 x 5 minutes
C	Low-end residential, storage areas	1D6 x 10 minutes
Z	Redmond Barrens, Chicago Containment Zone	2D6 hours

SECURITY PERSONNEL
Front-line security generally inferior to Shadowrunners

Just try to hold the line if overmatched: Take Cover, use Suppressive Fire, reduce Visibility (smoke grenades/flashbangs/turn off lights), plan Ambush
Then Call in HTR team

HTR: High Threat Response
On par with Shadowrunners (Professional Rating 6)
Corporate owned or service offered by Lone Star, Knight Errant, Eagle Security,…
Higher security facility = lower HTR response time, see table (lower response time costs more)

FACILITY SECURITY: FENCING
Wooden, stone, chain-link, electrified

May have barbed (or other) wire at top
Climbing over fencetop wiring: **Climbing + AGI (3)**
See table: Perception Test Threshold to spot, Damage
Electrified Fence: Electricity damage effects

CLASSIC LOCKS
Key: mechanical lock
Requires Lockpick Set or Autopicker
Locksmith + AGI [Physical] (Lock Rating, 1 Turn)
Autopicker: +Rating to Limit, Wireless: +to Dice Pool
Can use Autopicker Rating in place of Locksmith

Transponder-Embedded Key: mechanical lock with electronics embedded
Requires Electronics kit
Hardware + LOG [Mental] (Lock Rating, 1 minute)
Do Key Locksmith test (see above) at same time
–2 to both tests if same character doing both tests

FENCING TABLE

DIFFICULTY	THRESHOLD	DAMAGE
Barbed	1	4P
Concertina	1	5P
Monowire	3	8P
Electrified	2	6S

FACILITY SECURITY: WINDOWS
Often mirrored to prevent line of sight for spellcasting
Tinting can be voice/wireless controlled
Transparent concrete can be used

MAGLOCKS
Most common locks

Often log all usage – time/date, user
Usually on network (hackable)
Use variety of keys: Keypad, Cardreader, Biometric
Can bypass all key types by removing case and rewiring electronic guts:
Remove Case: **Locksmith + AGI [Physical] (Maglock Rating x 2, 1 Combat Turn)**
Same test to replace case afterwards
May have anti-tampering alarm, separate test to bypass: **Locksmith + AGI [Physical] (Anti-tamper System Rating)**, failure sets off alarm
Can smash/shoot case, but may harm electronics inside: Barrier Rating = Maglock Rating
Repeat Remove Case test to Rewire and bypass
Can bypass additional ways based on Maglock Key/ Biometric Security (see those sections)

MAGLOCK KEYS
Keypad: enter access code (often unique to different users)

Can use Sequencer (still must Remove Case, see Maglocks). Opposed test: **Sequencer Rating (Wireless ON: +1) vs. Maglock Rating**
Cardreader: Swipe card, RFID proximity card,…
Can use Maglock Passkey. Opposed test: **Maglock Passkey Rtg (Wireless ON: +1) vs. Maglock Rating**
Copy valid keycard with Keycard Copier: Requires Hardware kit, **Hardware + LOG [Mental] (2)**
Opposed test: **Copier Rating vs. Maglock Rating**

BIOMETRIC SECURITY
Print Scanner: fingerprints, palm prints, retinal scan,… Just need body part
Cellular Glove Molder can copy print on to wearable "sleeve" for your finger/palm
Retinal prints can be duplicated with Retinal Duplication cybereye accessory
Opposed test: **(Rating of Cellular Glove Molder/ Retinal Duplication) vs. Print Scanner Rating**
Voice Recognition: vocal response from valid user
Not given in time, not approved user: alarm sounds
Bypass with recording of voice
Adept Power Voice Control: **Impersonation + CHA + Voice Control Rating [Social] vs. Voice Recognition System Rating x 2**
Voice Modulator cyberware: **Voice Modulator Rating vs. Voice Recognition System Rating**
Breath/Cellular/DNA Scanner: sample of user's cells from finger, hair,…
Bypass with DNA sample, preserved in enzyme bath
Synthesize bath: **Chemistry + LOG (5, 1 hour)**
Facial Recognition: scans image of face
Can use prosthetic makeup/biosculpting, opposed test: **Disguise + INT [Mental] vs. System Rating**
+2 to Disguise if target being picked out of crowd

AUTOMATED DEFENSES
Automated Gun System:
Weapon-mounted drone, 180-degree firing arc
Loaded with basic sensors and Targeting Autosoft
Follow Drone Autopilot combat rules
Containment System: Trap mechanism triggered: windows shuttered, doors close & lock, gates drop,…
May include laser/monowire maze & jamming
Gas Delivery System: Can fill 30 cubic meters in 1 Turn, GM determines how quickly gas spreads
Perception Test to notice (GM sets threshold – many colorless/odorless gases)
Character with Olfactory Scanners may be alerted
See Toxins for potential gases
Marking System: Tag intruders with discreet mark so they can be identified later
Typically sprayed unobtrusively over exits/entrances
May include: ultraviolet dye, tiny RID tags, DNA-encoded material, nanite tags

SENSORS & SCANNERS

Lighting: often timed (hackable), can be switch-controlled
  Subvert switch: **Hardware + LOG [Mental] (5, 1 Combat Turn)**

Camera: includes standard, low-light, infrared,…
  To notice microcamera: **Perception Test (3)**

Alarms: silent or loud
  Triggered by opening doors, breaking windows,…
  Bypass trigger: **Hardware + LOG [Mental] (5, 1 minute)**

Wire: To notice: Perception Test (2), (3) for Monowire
  May trigger alarm, Monowire causes damage: 8P

Motion Sensor: uses ultrasonic field
  Can detect ultrasonic field in 5 meters with ultrasound sensor in passive mode
  Bypass by moving very slowly: ½ meter per Turn, **Sneaking + AGI [Physical] (3)**
    Cyber/Bioware initiative enhancements: bonus Initiative Dice = penalty to Sneaking test

Sound/Vibration Detector: can be programmed to ignore certain sounds
  Bypass by sneaking by: **Sneaking + AGI [Physical] (3)**
  Can use Silence/Stealth spells
  May only report certain sounds, such as gun shots, and may triangulate sound's origin

Trip Beam: lasers and mirrors set up beam to detect intrusion
  Interrupting beam triggers alarm
  To notice: **Perception Test (2)** for visible beam, (3) for infrared
    Smoke/Aerosol Spray reduces threshold to 1
  Bypass: contort through Trip Beam maze, line up proxy lasers, use mirrors to rearrange beam maze: **Escape Artist + AGI [Physical]** (GM sets threshold)

Pressure Pad: often used at night when no one should be there
  Pressure Mesh: similar but less sensitive, used over large area outdoors
  To notice: **Perception Test (3)** for pads, (4) for mesh
  Reduce Threshold by 2 once stepped on (but usually too late then)
  Once stepped on, can remove weight before triggering: **REA + INT – BOD (3)**

SENSORS & SCANNERS: CONT'D

Proximity Wire: detects electrical charge of metahuman body or animal in 2 meters. May trigger alarm, or may activate cameras.

Chemical Detection System / 'Chemsniffer': analyzes air for particles given off by explosives/ammo
  To detect: **Chemsniffer Rating Test (2)**, (3) if hermetically sealed
  Dice Pool modified by Chemical Detection table

Pheromone Scanner: Detect pheromones metahumans give off
  To detect: **Device Rating Test (3)**, (2) if tailored pheromones

MAD: metal detector: **Device Rating Test (1)** to detect

Millimeter Wave Detection System / 'Cyberware Scanner': finds energy signature of cyberware/weapons. Works up to 15 meters
  To detect: **Device Rating Test** Threshold: (1) Standard cyberware/weapons, (2) Alphaware, (3) Betaware, (5) Deltaware
    Dice Pool Bonus: +1/+2/+3 for 2/4/6+ implants/items
    Additional Net Hits give more info on Device

MATRIX SECURITY

Security devices (cameras, door locks, etc…) usually Running Silent

Create Noise with earthworks, vegetation, wireless-inhibiting paint (doesn't apply inside Host)

Direct Connection hack: Security is aware. Try to protect devices (put behind wall, in locked casing,…)

Hosts: Most have Patrol IC running at all times, activate other IC when intruder is found

Spiders: considered 'Owners' of Host and its Devices (receive marks/notification of failed Sleaze actions)
  Can be on-site or off-site (on-site gives faster response time, but physically vulnerable)
  Must be on-site at a Wired facility

Faraday cage: cut off wireless access to room/area
  For sensitive information must physically be at facility to hack (if info can be kept off Matrix)

Wired Security: very rare, take facility completely off-line, no Wireless connection to Matrix
  All Devices must be wired together
  Wires can be physically tapped (with Data Tap) to access network

GOD agents ('G-Men'): equivalent of 'Owner' status of all Devices on their grid

CHEMICAL DETECTION

SITUATION	MODIFIER
Every 10 rounds of ammunition	+1
Every grenade	+1
Every 30 grams of (non-plastique) explosive	+1
Every 100 grams of plastique	+1
Item contained in plastic	–1

MAGIC SECURITY

Magicians are rare, so front-line security rarely has Magicians
High-security facilities often underground (earth is solid in Astral plane)

Mundane security response to magic threat:
  "Geek the mage first"
  Limit visibility (affects spells too)
  Drones (often resistant to magic)
  Call HTR team or specific contracted Magic backup

HTR / Magic Backup:
  Scout report astrally to confirm
  May summon spirit immediately to help (can summon astrally, then spirit can Manifest)

Magical Barriers: cheap, cost-effective
  Use Mana Barriers on Astral plane to keep out Astral spies (usually at sensitive areas)
  Use Mana Barriers on Physical plane to help Magic defense of security forces (usually at chokepoints)

Spirits: easy to employ, usually Bound
  Ornery and narrow-minded, especially when bound to long-term service
  Instructions must be simple yet specific: report astral activity in area, attack anyone in restricted area after hours,…

Awakened Critters: expensive to train, but more reliable than spirits
  Ex: Barghest p.403, Basilisk p.403, Hellhound p.405

FIRST AID
Must be applied within 1 hour of damage
- Requires Medkit (but can be out of supplies)
- Can apply to self
- Can only apply once per set of wounds
- Cannot be applied after magical healing
- Cannot heal Drain/Fading

Requires # of turns = damage healed, must spend 1
- Complex Action per turn doing First Aid

First Aid + LOG [Mental] (2), +Healing Table Modifiers

Each Net Hit over Threshold (2) removes 1 Physical or
Stun damage, ½ effect if victim is wearing armor.
- Max damage healed = First Aid skill

Critical glitch = 1d3 damage

HEAL SPELL
Can only apply once per set of wounds
- Can be applied after First Aid, Can apply to self
- Cannot heal Drain/Fading
- Heal (Hits) from Spellcasting Test Physical damage
- Can also use Hits to reduce time to make Permanent

HEALING MODIFIERS TABLE

SITUATION	MODIFIER
Good conditions (sterilized med facility)	+0
Average conditions (indoors)	−1
Poor conditions (street or wilderness)	−2
Bad conditions (combat, bad weather, swamp)	−3
Terrible conditions (fire, severe storm)	−4
No medical supplies	−3
Improvised medical supplies	−1
Wireless medkit/autodoc	+Rating
Applying medical care remotely through medkit/autodoc	−2
Assistance	As Teamwork Test
Uncooperative patient	−2
Patient is Awakened or Emerged	−2
Patient has implants	−1 per 2 full points of lost Essence

RECOVERY
Must rest for entire time
Stun must be healed before Physical
Stun: BOD + WIL (1 hour), **Physical:** BOD x 2 (1 day)
- Wound Modifiers do **NOT** apply
- Each hit heals 1 damage
- Glitch = double time required for that roll
- Critical Glitch = 1d3 damage

Medicine: Can apply once per set of wounds
- Can be applied after First Aid and magical Healing
- Medicine + LOG [Mental], +Healing Table Modifiers
- Each hit = +1 to Recovery tests
- Must administer medicine 10mins per hour (for Stun) or 30mins per day (Physical)
- Hospitalized: get excellent care on Medicine test
  - Basic care: 500¥/day, Intensive care: 1,000¥/day

MEDKIT/AUTODOC
Complex action to apply
Must restock Medkit supplies every (Rating) uses
Aid skill use OR Replace skill use
Aid: Bonus to test (if Wireless ON) and bonus to limit
- Medkit: +Medkit Rating
- Autodoc: +First Aid/Medicine Autosoft Rating
Replace: Hook up and leave – use Device/Autosoft
Rating x 2 [Device/Autosoft Rating] in place of First
Aid/Medicine skill check. Must be Wireless ON

OVERFLOW DAMAGE
Stun Condition Monitor exceeded:
- Knocked unconscious
- Overflow Stun Damage: take ½ as Physical
Physical Condition Monitor exceeded:
- Dead when Overflow Damage > BOD
- Take 1 Dmg every BOD minutes until Stabilized
- No First Aid/Heal Spell/Recovery until Stabilized
To Stabilize: Stabilize Spell OR (First Aid or Medicine)
+ LOG [Mental] (3), +Healing Table Modifiers
- Failure = Cumulative −2 on future attempts

TOXINS: ADD'L RULES
Hit by Multiple Doses: +1
Power per add'l dose. Duration may increase, GM call
Prolonged exposure: If still exposed after Speed
interval elapses, make another Toxin Resistance Test,
cumulative +1 to Toxin Power for each test

TOXIN AND DRUG PROTECTION TABLE

GEAR	PROTECT AGAINST	PROTECTION
Chemical seal	Contact, Inhalation	Immunity
Chemical protection	Contact, Inhalation	+Rating
Digestive expansion	Ingestion	+2
Dwarf natural resistance	All toxins, diseases	+2
Gas mask	Inhalation	Immunity
Internal air tank	Inhalation	Immunity
Pathogenic defense	Diseases	+Rating
Respirator	Inhalation	+Rating
Toxin extractor	All toxins	+Rating
Tracheal filter	Inhalation	+Rating

TOXINS
If successfully delivered, always takes effect
at end of a Turn (which Turn based on Speed)
Takes effect: Toxin Resistance Test: BOD + WIL +
Protective Gear (see table & **Penetration** below)
- Each Hit reduces Toxin Power by 1 (if 0, no effect)
- If Damage taken, no add'l Damage Resistance test
Antidotes: Must be applied before Toxin takes effect
- If Overflow Damage from Toxin: Antidote Stabilizes
Vector: Contact: Solid, liquid, or gas. Delivered
through contact with skin. If liquid, can apply to
Melee Weapon, deliver on hit, even if no damage
- Ingestion: Solid or liquid. Must be eaten/drunk.
- Inhalation: Gas. Must be breathed in.
- Injection: Delivered through dart/needle/cut. Can
apply to Melee Weapon, delivered if do damage.
Speed: How soon it takes effect, always at end of
Turn (Immediate: at end of Turn it was applied)
Power: = Damage (if it causes damage). Non-Damage
effects: If Power reduced to 0, no other effects.
Effect: Damage: = Power (after Toxin Resistance Test)
- Disorientation: −2 to all actions for 10 minutes
- Nausea: Doubles Wound Modifiers for 10 minutes
- If Power (after Toxin Resistance Test) > WIL:
incapacitated (can't take actions) for 3 Turns
- Paralysis: −2 to all actions for 1 hour
- If Power (after Toxin Resistance Test) > REA,
paralyzed (can't take actions/move) for 1 hour
Penetration: like AP, reduce bonus of protective gear

DRUGS
Use Toxin rules, but include Addiction Type and Duration. <u>Dramatic behavior changes when high.</u>

BTLs
Better-Than-Life chips: pleasurable & addictive simsense programs (protective filters off), p. 413
Speed: Immediate, **Addiction Type:** Psychological,
Duration: Varies (usually 10 x 1d6 minutes)
Illegal: usually sold as actual chips rather than online
Dreamdeck chips: require simsense with Hot-Sim mod
Direct-input chips: only require datajack
All chips auto-erase when done (forced to buy more)
   Bypass with Hardware + LOG (10, 1 hour)

GAINING ADDICTION   Addiction Test Time Period:
   (11 – Addiction Rating) weeks
   Reduce Addiction Threshold by 1 for each week in
   Addiction Test Time Period you didn't use (if
   reduce Addiction Threshold to 0, don't need test)
Addiction Test based on Addiction Type:
   Psychological: LOG + WIL, Physiological: BOD + WIL
   Both: Must succeed on both tests
If Hits < Addiction Threshold (modified as above):
   Gain Mild Addiction Quality (p. 77). If Already addict
   increase 1 level (Mild-Moderate-Severe-Burnout)
If Burnout fails Addiction Test : permanently lose 1
   BOD or WIL (choose highest), reduces racial Max
   If tied, Physiological: BOD, Psychological: WIL
   If either reduced to 0, fall into coma

ALLERGY TABLE

CONDITION	DESCRIPTION
Mild	Symptoms are discomfiting and distracting. Apply a –2 dice pool modifier to the character's Physical Tests while under the effects of the Allergy.
Moderate	Contact with the allergen produces intense pain. Apply a –4 dice pool modifier to all Physical Tests made while a character experiences the symptoms.
Severe	Contact with the allergen results in extreme pain and actual physical damage. Apply a –4 dice pool modifier to all tests made while a character experiences symptoms. The character also suffers 1 box of Physical Damage (unresisted) for every 1 minute they are exposed to the allergen.
Extreme	A character at this level, when exposed to the allergen, goes into full anaphylactic shock. The character receives a –6 dice pool modifier for anything they do. The character is considered to be in excruciating agony. The character suffers 1 box of Physical Damage (unresisted) for every 30 seconds they are exposed to the allergen. First Aid, Medicine, or magical means can stop the damage taken from the anaphylactic shock.

OVERDOSING
Stun Damage = sum of Addiction Ratings. Resist with BOD + WIL

ADDICTION: WITHDRAWAL   Fix Needed:
   Mild: 1/Month: 1 dose or 1 hour of activity
   Moderate: 1/2weeks: 1 dose or 1 hour of activity
   Severe: 1/week: 2 doses or 2 hours of activity
   Burnout: 1/day: 3 doses or 3 hours of activity
If don't get fix, make Withdrawal Test:
   Psychological: LOG + WIL, Physiological: BOD + WIL
Success: Can stay clean until next Withdrawal Test
Failure: Must seek out fix, penalties until you get fix:
   Mild: Psychological: –2 to Mental Attribute tests,
   Physiological: –2 to Physical Attribute tests
   Moderate: Psychological: –4 to Mental Attribute
   tests, Physiological: –4 to Physical Attribute tests,
   Severe: Psychological: –4 to Mental Attribute tests,
   Physiological: –4 to Physical Attribute tests
   Burnout: Psychological: –6 to Mental Attribute
   tests, Physiological: –6 to Physical Attribute tests

ALLERGY   Attacked by Allergic substance:
   Penalty to Damage Resistance Test: –1/–2/–3/–4 for
   Mild/Moderate/Severe/Extreme
Additional effects: see Allergy Table

DOC WAGON
RFID Tag (implant/wristband): activate to call for help (creates homing beacon).
   Biomonitor with Wireless ON can automatically alert if dying.
Won't enter megacorp or government property without permission.
Extra fees for each resuscitation, HTR team (if needed), and each DocWagon employee killed.
(see p.450)

ADDICTION TABLE

SUBSTANCE	ADDICTION RATING	ADDICTION THRESHOLD
Drugs		
Alcohol	3	2
Bliss	5	3
Cram	4	3
Jazz	8	3
Kamikaze	9	3
Long Haul	2	1
Nitro	9	3
Novacoke	7	2
Psyche	6	2
Soykaf	1	2
Zen	3	1
Simsense		
BTL, Dreamchip	6	1
BTL, Moodchip	6	2
BTL, Personafix	7	2
BTL, Tripchip	8	3
Hot-Sim Simsense	3	1
Legal-Strength Simsense	2	1
Skillwires	5	2
Focus Addiction	total Force of all active foci	2
Essence Drain	critter's Magic	2

SLAP PATCHES   **Antidote Patch:** +Rating to Toxin
   Resistance Test
Stim Patch: Heals Rating Stun Damage for Rating x 10
   minutes. Can't rest while in effect. After duration,
   take Rating + 1 Stun Damage (unresisted). Repeated
   use is addictive: Addiction Rating 2, Threshold 1.
Trauma Patch: For dying patient (in Overflow
   damage). Wireless ON: Stabilize automatically.
   Wireless OFF: Allow patient BOD (3) test to Stabilize

TOXIN LIST
NOTE: Gases can be dispersed by wind & other environmental conditions at GM's discretion.

CS/Tear Gas
Vector: Contact, Inhalation
Speed: 1 Turn
Penetration: 0
Power: 8
Effect: Disorientation, Nausea, Stun Damage
Notes: Washing with soap and water stops Nausea. Inert after exposed to air for 2 minutes.

Gamma-Scopolamine
Vector: Injection
Speed: Immediate
Penetration: 0
Power: 12
Effect: Paralysis, Truth Serum (see below)
Notes: Paralysis lasts for 1 hour (includes speech loss & delirium), then functions as "truth serum" for another hour (–3 to Target's WIL, minimum WIL of 1)

Narcoject
Vector: Injection
Speed: Immediate
Penetration: 0
Power: 15
Effect: Stun Damage

Nausea Gas
Vector: Inhalation
Speed: 3 Turns
Penetration: 0
Power: 9
Effect: Disorientation, Nausea
Notes: Inert after exposed to air for 2 minutes.

TOXIN LIST
NOTE: Gases can be dispersed by wind & other environmental conditions at GM's discretion.

Neuro-Stun
Vector: Contact, Inhalation
Speed: 1 Turn
Penetration: Neuro-Stun VIII & IX: 0, Neuro-Stun X: –2
Power: 15
Effect: Disorientation, Stun Damage
Notes: Colorless and odorless gas. Neuro-Stun VIII: inert after exposed to air for 10 minutes. Neuro-Stun IX & X: inert after exposed to air for 1 minute.

Pepper Punch
Vector: Contact, Inhalation
Speed: 1 Turn
Penetration: 0
Power: 11
Effect: Nausea, Stun Damage
Notes: Typically a liquid spray. Often tagged with RFID tags or special dye to identify victim later. If sprayed in eyes: trouble seeing & breathing.

Seven-7
Vector: Contact, Inhalation
Speed: 1 Turn
Penetration: –2
Power: 12
Effect: Physical Damage, Disorientation, Nausea
Notes: Colorless and odorless gas. Inert after exposed to air for 10 minutes.

BTL LIST
NOTE: Addicts often loop BTLs in continuous playback: causes catatonia, amnesia, dissociative identity disorder, flashbacks, synaesthesia (sensory "crossover"). May die from malnutrition/dehydration (no will to do anything), or suicide.

Dreamchips: Standard simsense recording (studio-produced sim/movie, heroic fantasy, recorded crime, porn) modified for BTL output

Moodchips: Most common on the street. Pure emotion (euphoria, terror, hate), usually feel opposite emotion for 1-2 hours after completion. RAS override frequently disabled so user can walk around in real world while experiencing chip.

Personafix (P-fix) chips: Combined with skillsoft technology, modifies basic personality and behavior patterns to become different person (usually historical figure or celebrity). RAS override frequently disabled so user can walk around in real world while experiencing chip.

Tripchips: Similar to Moodchips, produce specific sensory output/sensation such as simulating being underwater, deliberately causing synaesthesia (sensory "crossover"). RAS override frequently disabled so user can walk around in real world while experiencing chip.

Bliss
Vector: Inhalation, Injection
Speed: 1 Turn
Duration: (6 – BOD) hours (Min. 1 hour)
Addiction Type: Both
Effect: –1 REA, +1 to all Thresholds, –1 to all Limits, High Pain Tolerance Rating 3 (as Positive Quality)
Description: Opiate, gives 'blissful' sensations (very pleasurable high)

Cram
Vector: Ingestion, Inhalation
Speed: 10 minutes
Duration: (12 – BOD) hours (Min. 1 hour)
Addiction Type: Psychological
Effect: +1 REA, +1d6 Initiative
Description: Stimulant, causes jitteriness, fidgeting, prone to irrational outbursts, often react quickly without thought
When it wears off: 6 Stun Dmg (unresisted).

Deepweed
Vector: Ingestion, Inhalation
Speed: Immediate
Duration: (6 – BOD) hours (Min. 1 hour)
Addiction Type: Physiological
Effect: +1 WIL, +1 [Mental], –1 [Physical], forces Awakened to Astrally perceive (even if Adept without Astral Perception)
Description: May seem not present/spaced out
When it wears off: –1 to all tests and limits for same Duration.

Jazz
Vector: Inhalation
Speed: Immediate
Duration: 10 x 1d6 minutes
Addiction Type: Both
Effect: +1 REA, +1 [Physical], +2d6 Initiative
Description: Stimulant: jumpy, hyper. Often used by law enforcement in combat.
When it wears off: user despondent, suffers Disorientation for same Duration

Kamikaze
Vector: Inhalation
Speed: Immediate
Duration: 10 x 1d6 minutes
Addiction Type: Physiological
Effect: +1 BOD, +1 AGI, +2 STR, +1 WIL, +2 [Physical], +2d6 Initiative, High Pain Tolerance Rating 3 (as Positive Quality)
Description: Stimulant tailored for combat, user feels invincible. Excess doses cause anxiety, hallucinations, uncontrolled movements.
When it wears off: –1 REA, –1 WIL, –2 to all Limits for same Duration AND 6 Stun Damage (unresisted)

Long Haul
Vector: Injection
Speed: 10 minutes
Duration: 4 days
Addiction Type: Psychological
Effect: No need for sleep (no modifiers/fatigue damage from sleep deprivation)
Description: Synthesized hormones and brain-regulating chemicals
When it wears off: pass out and sleep soundly for 8d6 hours (if kept awake: suffer Disorientation, hallucinations, unable to concentrate). If 2nd dose taken after first: stay up add'l 1d6/2 days, then 10 Stun Damage (unresisted), plus usual effects of passing out above

Nitro
Vector: Inhalation
Speed: 1 Turn
Duration: 10 x 1d6 minutes
Addiction Type: Both
Effect: +2 STR, +2 WIL, +2 Perception, +2 [Physical], High Pain Tolerance Rating 6 (as Positive Quality)
Description: Powerful stimulant, diminished attention span, user talks incessantly
When it wears off: –2 to all Limits for same Duration AND 9 Stun Damage (unresisted)

Novacoke
Vector: Inhalation, Injection
Speed: 1 Turn
Duration: (10 – BOD) hours (Min. 1 hour)
Addiction Type: Both
Effect: +1 REA, +1 CHA, +1 Perception, +1 [Social], High Pain Tolerance Rating 1 (as Positive Quality)
Description: Stimulant, 'social' drug
When it wears off: CHA & WIL = 1, –1 to all Limits for same Duration

Psyche
Vector: Ingestion, Injection
Speed: 10 minutes
Duration: (12 – BOD) hours (Min. 1 hour)
Addiction Type: Psychological
Effect: +1 INT, +1 LOG, +1 [Mental], penalty for each Sustained spell is –1 instead of –2
Description: Stimulant, hyper-aware but detached, easily absorbed by detail, can become obsessed with certain facts or problems

Zen
Vector: Inhalation
Speed: 5 minutes
Duration: 10 x 1d6 minutes
Addiction Type: Psychological
Effect: –2 REA, +1 WIL, –1 to physical actions
Description: Psychedelic hallucinogen