

Shadowrun Manuel

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Section 1: Character Creation.

Step 1- Figure out the background of your character. Though this may seem fairly minor it will make the skills, contacts and attributes of the character easier to define. Also a good background will make the character more realistic during game play.

Step 2- Using the Creating a Shadowrunner table:

Priority	Race	Magic	Attributes	Skills	Resources
A	NA	Full Magician	30	50	1,000,000
B	NA	Adept/Aspected	27	40	400,000
C	Troll/Elf	NA	24	34	90,000
D	Dwarf/Ork	NA	21	30	20,000
E	Human	NA	18	27	5,000

Assign a letter to each column. Record race, magic, attributes and skills on your character record sheet record resources on the back.

Step 3-Choose whether or not you are going to be a mage or an adept or a null (someone who has no magical abilities)

Step 4-Determine Specialization- It is during this step that you determine what specialized role you will play. This may be as simple as deciding to be a Rigger or Decker or as complicated as a 15-year-old escort wearing red leather with sizes 36D tits.

Step 5-Attributes. During this step you will determine the numbers that are the base of your character. You can split your attribute points into any of the six basic slots. These slots are Body, Quickness, Strength, Charisma, Intelligence and Wisdom no attribute may be less than 1 and no more than 6. Essence starts at 6 and is reduced by adding cyberware. Reaction is your Quickness Attribute plus your Intelligence Attribute divided by 2. But first modify your attributes according to the table below

Race	<u>Modifications</u>
Dwarf	+1 Body +2 Strength +1 Willpower' Thermographic Vision, Resistance (+2 Body) to any disease or toxin
Elf	+1 Quickness +2 Charisma' Low Light Vision
Ork	+3 Body, +2 Strength, -1 Charisma, -1 Intelligence' Low Light Vision
Troll	+5 Body, -1 Quickness, +4 Strength, -2 Intelligence, -2 Charisma' Thermographic Vision, +1 reach Unarmed/Armed combat, Dermal Armor (+1 Body)

Your attributes after modification are your natural attributes.

Step 4-Skills. You are able to spend skill points on your active skills. A list of these skills is included in SR3 pg. 81-89. Knowledge skills are the second type of skills that you will need

Step 5-Dice pools.

Pool Formula

Combat	Intelligence Quickness Willpower divided by 2, Rounded down.
Spell	Intelligence Willpower Magic Attribute, Divided by 3, Rounded down.
Hacking	Intelligence MPCP Rating of the cyberdeck, Divided by 3 Rounded down
Control	Reaction VCR Rating x 2
Astral Combat Rounded down	Intelligence Willpower Charisma, Divided by 2

Step 6-Gear. Gear is the stuff that keeps you alive from your trusty sidearm to the leather jacket you pulled of that other dead guy. The lists of gear found in SR3 can be found both in SR3 and the *Street Samurai Catalogue*.

Step 7-Contacts. Contacts are the people you know. Contacts can be anyone and can be used to further flesh out your character. At character creation you receive 2 1st level contacts. Other contacts may be purchased at the following prices.

Contacts Price

1st Level	5,000
2nd Level	10,000
3rd Level	20,000

Step 8-Lifestyle. Your lifestyle is where you live. The different types are pretty self-explanatory but if you must have a description it can be found on pg. 62 of SR3. A quick note all players MUST have a lifestyle even if it is street. All prices are monthly.

Lifestyles Price

Street	0
Squatter	100
Low	1,000
Middle	5,000
High	10,000
Luxury	100,000

Dat's it chummer you got it all.