

SUMMONING

DRAIN RESISTANCE ATTRIBUTES

Hermetic:	Logic	Norse:	Charisma
Shamanic:	Charisma	Path of the Wheel:	Charisma
Aboriginal:	Charisma	Psionic:	Intuition
Aztech:	Charisma	Qabbalistic:	Logic
Black Magic:	Charisma	Rastafarian:	Intuition
Buddhist:	Intuition	Shinto:	Charisma
Chaos Magic:	Logic	Traditional or	
Christian Theurgy:	Charisma	Hedge Witchcraft:	Intuition
Druidic:	Intuition	Voodoo:	Charisma
Egyptian:	Intuition	Wicca (Goddess):	Intuition
Hindu:	Logic	Wicca (Gardnerian):	Logic
Islamic:	Logic	Wuxing:	Logic
		Zoroastrian:	Logic

VITAL STATISTICS

ATTRIBUTES

Magic
Willpower
(Drain Resistance Attribute)

SKILLS

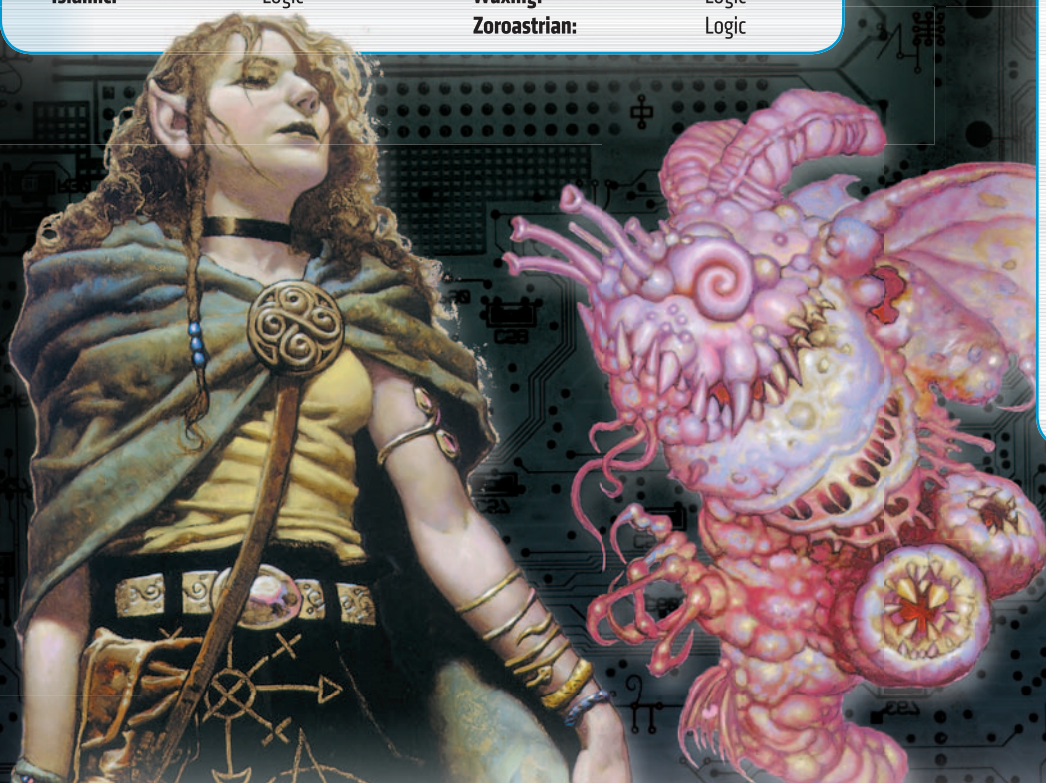
Summoning

MODIFIERS

Spirit Type
Desired Force
Mentor Spirit Bonus
Summoning / Power Focus
Wound Modifier

VARIABLES

Your Hits
Spirit's Hits
Drain Damage Value



WALKTHROUGH

1. Choose a type of spirit to summon.
2. Choose a Force for the spirit, up to twice your Magic.
3. Add your Magic Attribute to your pool.
4. Add your Summoning Skill to your pool.
5. Add or subtract the modifier for your Mentor Spirit to your pool, if applicable.
6. Add the Force of a Summoning Focus (if it is of the correct type) and Power Focus to your pool.
7. Subtract any Wound Modifier from your pool.
8. Roll your pool dice, add up the hits.
If you glitch, tell the gamemaster.
9. The gamemaster rolls the spirit's Force and adds up the hits.
10. Subtract the spirit's hits from your hits. If you have zero or fewer remaining hits, no spirit appears. If you have hits left over, each hit counts as a service the spirit owes you.
11. Multiply the spirit's hits by two. This is the Damage Value of the Drain, minimum 2.
12. Start a new pool, add your Willpower to it.
13. Add the Drain Resistance Attribute, according to your tradition.
14. Roll your pool dice. Subtract one from the Drain Damage Value for each hit.
15. If you did not reduce the Drain Damage Value to zero, apply the damage to your Condition Monitor: Physical if the Force was greater than your Magic, Stun otherwise.

BANISHING

VITAL STATISTICS

ATTRIBUTES

Magic
Willpower
(Drain Resistance Attribute)

SKILLS

Banishing

MODIFIERS

Power Focus
Target Spirit's Owed Services
Target Spirit's Force
Target Spirit's Summoner's Magic
Mentor Spirit Modifier
Banishing Focus
Wound Modifier

VARIABLES

Your Hits
Spirit's Hits
Drain Damage Value

DRAIN RESISTANCE ATTRIBUTES

Hermetic:	Logic	Path of the Wheel:	Charisma
Shamanic:	Charisma	Psionic:	Intuition
Aboriginal:	Charisma	Qabbalistic:	Logic
Aztech:	Charisma	Rastafarian:	Intuition
Black Magic:	Charisma	Shinto:	Charisma
Buddhist:	Intuition	Traditional or	
Chaos Magic:	Logic	Hedge Witchcraft:	Intuition
Christian Theurgy:	Charisma	Voodoo:	Charisma
Druidic:	Intuition	Wicca (Goddess):	Intuition
Egyptian:	Intuition	Wicca (Gardnerian):	Logic
Hindu:	Logic	Wuxing:	Logic
Islamic:	Logic	Zoroastrian:	Logic
Norse:	Charisma		

WALKTHROUGH

1. Choose a target spirit and find its force, along with its type, and whether it has been bound.
2. Add your Magic Attribute to your pool.
3. Add your Banishing Skill to your pool.
4. Add or subtract the modifier for your Mentor Spirit to your pool, if applicable.
5. Add the Force of a Banishing Focus (if it is of the correct type) and Power Focus to your pool.
6. Subtract any Wound Modifier from your pool.
7. Roll your pool dice, add up the hits. If you glitch, tell the gamemaster.
8. The gamemaster rolls the target spirit's Force and adds up the hits. If the target is a bound spirit, the gamemaster also rolls its summoner's Magic rating and adds those hits.
9. Subtract the spirit's hits from your hits. If you have zero or fewer hits, nothing happens. If you have hits left over, each hit reduces the target spirit's owed services. If the owed services are reduced to zero or less, it will leave on its next action, but any magician may attempt to summon it before it leaves.
10. Multiply the spirit's hits by two. This is the Drain Damage Value, minimum 2.
11. Start a new pool, add your Willpower to it.
12. Add the Drain Resistance Attribute, according to your tradition.
13. Roll your pool dice. Subtract one from the Drain Damage Value for each hit.
14. If you did not reduce the Drain Damage Value to zero, apply the damage to your Condition Monitor: Physical if the Force was greater than your Magic, Stun otherwise.



RANGED COMBAT

VITAL STATISTICS

ATTRIBUTES

Agility
Strength

SKILLS

(Weapon Skill)

MODIFIERS

Weapon Used
Ammo Used
Weapon + Ammo DV
Weapon + Ammo AP
Weapon Fire Mode: (rounds fired)
SS(1) SA(1) BF/Narrow(3) BF/Wide(3)
FA/Long Narrow(6) FA/Long Wide(6)
FA/Full Narrow(10) FA/Full Wide(10)
Recoil Compensation
Laser Sight/Smartlink Bonus
Wound Modifier

VARIABLES

Number of rounds fired this Action Phase
(including this attack)
Range
Recoil Modifier
Your Hits
Defender's Hits
Your Net Hits
Modified DV
Other modifiers (p. 152, *SR4A*; p. 161, *Arsenal*)



WALKTHROUGH

1. Choose the weapon and ammo you want to use, and note their DV and AP.
2. Choose a fire mode that you want to use.
3. Add your Agility to your pool.
4. Add the correct weapon skill to your pool: Archery, Automatics, Exotic Ranged Weapon, Heavy Weapons, Longarms, Pistols, or Throwing Weapons.
5. Add bonus for a laser sight or smartlink to your pool, if applicable.
6. Subtract any Wound Modifier from your pool.
7. Subtract the Recoil Compensation from the number of rounds fired this Phase, then subtract one; the difference is the recoil modifier.
8. If the weapon is a heavy weapon, double the recoil modifier.
9. If the weapon is a shotgun and the fire mode is BF or FA, double the recoil modifier.
10. If the recoil modifier is greater than zero, subtract it from your pool.
11. Subtract from your pool any range modifiers (based on your weapon type) from p. 151, *SR4A*.
12. Add to or subtract from your pool any other modifiers from p. 152, *SR4A*, or p. 161, *Arsenal*.
13. Roll your pool dice, note your hits. If you glitch, tell the GM.
14. If your fire mode is one of the wide bursts, tell the gamemaster; the defender loses defense pool.
15. The defender rolls defense pool and subtracts their hits from your hits. If your net hits are zero or less, you miss. Stop now.
16. If you are using a grenade or rocket as your weapon, determine scatter by consulting the Scatter Table and Grenade Scatter Diagram on p. 155, *SR4A*.
17. Add your net hits to your weapon + ammo DV; this is your modified DV. If this number is greater than the defender's armor modified by your weapon + ammo AP, it causes Physical damage, otherwise it causes Stun damage.
18. If your fire mode is one of the narrow bursts, add one less than the number of rounds in the burst to your modified DV.
19. Tell the gamemaster your final modified DV. The defender will attempt to resist the horrible damage you have just caused.

MELEE COMBAT

VITAL STATISTICS

ATTRIBUTES

Agility
Strength

SKILLS

(Weapon Skill)

MODIFIERS

Defender's Reach
Weapon Used
Weapon DV
Weapon AP
Your Reach
Weapon Reach
Wound Modifier

VARIABLES

Your Hits
Defender's Hits
Your Net Hits
Modified DV
Other modifiers (p. 157, *SR4A*,
and p. 162, *Arsenal*)

WALKTHROUGH

1. Choose the weapon you want to use, and note its DV and AP. If unarmed, the DV is half your Strength, rounded up.
2. Add your Agility to your pool.
3. Add the correct weapon skill to your pool: Blades, Clubs, Exotic Melee Weapon, or Unarmed Combat.
4. Add your reach and your weapon's reach together, and compare them to the defender's total reach. The higher reach may either add the difference to their own pool, or subtract it from their opponent's pool.
5. Subtract any Wound Modifier from your pool.
6. Add to or subtract from your pool any other modifiers from p. 157, *SR4A*, or p. 162, *Arsenal*.
7. Roll your pool dice, note your hits. If you glitch, tell the GM.
8. The defender rolls defense pool and subtracts their hits from your hits. If your net hits are zero or less, stop now.
9. Add your net hits to your weapon DV; this is your modified DV. If this number is greater than the defender's armor modified by your weapon AP, it causes Physical damage, otherwise it causes Stun damage.
10. Tell the gamemaster your final modified DV. The defender will attempt to resist the horrible damage you have just caused.



SPELLCASTING



VITAL STATISTICS

ATTRIBUTES

Magic
Willpower
(Drain Resistance Attribute)

SKILLS

Spellcasting

MODIFIERS

Spell Cast
Force
Drain DV (per spell description)
Mentor Spirit Bonus
Power Focus
Spellcasting Focus
Threshold
Visibility Modifiers
Wound Modifier

VARIABLES

Your Hits
Actual Hits
Defender's Hits
Your Net Hits

WALKTHROUGH

1. Choose the spell you wish to cast at the target.
2. Choose a **Force** for the spell, up to twice your **Magic**.
3. Add your **Magic** to your pool.
4. Add your **Spellcasting** to your pool.
5. Add or subtract the modifier for your Mentor Spirit to your pool, if applicable.
6. Add the Force of a Spellcasting Focus (if it is of the correct type) and Power Focus to your pool.
7. Subtract any Wound Modifier from your pool.
8. Subtract Visibility Modifiers (p. 136, SR4A) as necessary.
9. Roll your pool dice, add up your **hits**. If you glitch, tell the GM.
10. Take the lesser of your **hits** and the spell's **force**; this is your actual hits total.
11. If the spell is resisted and your target is living, the gamemaster will roll resistance pool and subtract from your **actual hits**. If your target is non-living, the gamemaster will compare your actual hits to the threshold. If your **actual hits** is reduced to zero or less (in the former case), or if your **actual hits** falls short of the threshold (in the latter case), skip to step 13.

DRAIN RESISTANCE ATTRIBUTES

Hermetic:	Logic	Path of the Wheel:	Charisma
Shamanic:	Charisma	Psionic:	Intuition
Aboriginal:	Charisma	Qabbalistic:	Logic
Aztech:	Charisma	Rastafarian:	Intuition
Black Magic:	Charisma	Shinto:	Charisma
Buddhist:	Intuition	Traditional or	
Chaos Magic:	Logic	Hedge Witchcraft:	Intuition
Christian Theurgy:	Charisma	Voodoo:	Charisma
Druidic:	Intuition	Wicca (Goddess):	Intuition
Egyptian:	Intuition	Wicca (Gardnerian):	Logic
Hindu:	Logic	Wuxing:	Logic
Islamic:	Logic	Zoroastrian:	Logic
Norse:	Charisma		

12. Tell the gamemaster your actual hits and the Force of the spell. Your gamemaster will determine the effect of the spell.
13. Start a new pool, add your **Willpower** to it.
14. Add the **Drain Resistance Attribute**, according to your tradition.
15. Roll your pool dice. Subtract one from the **Drain Damage Value** for each hit.
16. If you did not reduce the **Drain Damage Value** to zero, apply the damage to your Condition Monitor: Physical if the Force was greater than your **Magic**, Stun otherwise.

INDIRECT COMBAT SPELLS



VITAL STATISTICS

ATTRIBUTES

Magic
Willpower
(Drain Resistance Attribute)

SKILLS

Spellcasting

MODIFIERS

Spell Cast
Force
Drain DV (per spell description)
Elemental Effect (if any)
Mentor Spirit Bonus
Power Focus
Spellcasting Focus
Visibility Modifiers
Wound Modifier

VARIABLES

Your Hits
Actual Hits
Defender's Hits
Your Net Hits
Modified DV

WALKTHROUGH

1. Choose the spell you wish to cast at the target.
2. Choose a Force for the spell, up to twice your Magic.
3. Add your Magic to your pool.
4. Add your Spellcasting to your pool.
5. Add or subtract the modifier for your Mentor Spirit to your pool, if applicable.
6. Add the Force of a Summoning Focus (if it is of the correct type) and Power Focus to your pool.
7. Subtract any Wound Modifier from your pool.
8. Subtract Visibility Modifiers (p. 136, *SR4A*) as necessary.
9. Roll your pool dice, add up your hits. If you glitch, tell the gamemaster.
10. Take the lesser of your hits and the spell's Force; this is your actual hits total.
11. The defender rolls defense pool and subtracts their hits from your actual hits. If your net hits are zero or less, skip to step 14.
12. Add your net hits to the Force; this is your modified DV. If this number is greater than half of the defender's Impact armor, the spell causes Physical damage, otherwise it causes Stun damage.
13. Tell the gamemaster your final modified DV, along with any elemental effect of the spell. The defender will attempt to resist the horrible damage you have just caused.
14. Start a new pool, add your Willpower to it.
15. Add the Drain Resistance Attribute, according to your tradition.
16. Roll your pool dice. Subtract one from the Drain Damage Value for each hit.
17. If you did not reduce the Drain Damage Value to zero, apply the damage to your Condition Monitor: Physical if the Force was greater than your Magic, Stun otherwise.

DRAIN RESISTANCE ATTRIBUTES

Hermetic:	Logic	Norse:	Charisma
Shamanic:	Charisma	Path of the Wheel:	Charisma
Aboriginal:	Charisma	Psionic:	Intuition
Aztech:	Charisma	Qabbalistic:	Logic
Black Magic:	Charisma	Rastafarian:	Intuition
Buddhist:	Intuition	Shinto:	Charisma
Chaos Magic:	Logic	Traditional or	
Christian Theurgy:	Charisma	Hedge Witchcraft:	Intuition
Druidic:	Intuition	Voodoo:	Charisma
Egyptian:	Intuition	Wicca (Goddess):	Intuition
Hindu:	Logic	Wicca (Gardnerian):	Logic
Islamic:	Logic	Wuxing:	Logic
		Zoroastrian:	Logic

AUTONOMOUS DRONE COMBAT

VITAL STATISTICS

ATTRIBUTES

Drone's Pilot

AUTOSOFT

Targeting

MODIFIERS

Weapon Used

Ammo Used

Weapon + Ammo DV

Weapon + Ammo AP

Weapon Fire Mode: (rounds fired)

SS(1) SA(1) BF/Narrow(3) BF/Wide(3)

FA/Long Narrow(6) FA/Long Wide(6)

FA/Full Narrow(10) FA/Full Wide(10)

Recoil Compensation

Damage Modifier

VARIABLES

Number of rounds fired this Action Phase
(including this attack)

Recoil Modifier

Your Hits

Defender's Hits

Your Net Hits

Modified DV



WALKTHROUGH

1. Choose the weapon and ammo you want to use, and note their DV and AP.
2. Choose a fire mode that you want to use.
3. Add your drone's Pilot rating to your pool.
4. Add the Targeting Autosoft rating to your pool.
5. Subtract any Damage Modifier from your pool.
6. Subtract the Recoil Compensation from the number of rounds fired this Phase, then subtract one; the difference is the recoil modifier.
7. If the weapon is a heavy weapon, double the recoil modifier.
8. If the weapon is a shotgun and the fire mode is BF or FA, double the recoil modifier.
9. If the recoil modifier is greater than zero, subtract it from your pool.
10. Subtract from your pool any range modifiers (based on your weapon type) from p. 151, SR4A.
11. Add to or subtract from your pool any other modifiers from p. 152, SR4A, or p. 161, Arsenal.
12. Roll your pool dice, note your hits. If you glitch, tell the GM.
13. If your fire mode is one of the wide bursts, tell the gamemaster; the defender loses defense pool.
14. The defender rolls defense pool and subtracts their hits from your hits. If your net hits are zero or less, you miss. Stop now.
15. If you are using a grenade or rocket as your weapon, determine scatter by consulting the Scatter Table and Grenade Scatter Diagram on p. 155, SR4A.
16. Add your net hits to your weapon + ammo DV; this is your modified DV. If this number is greater than the defender's armor modified by your weapon + ammo AP, it causes Physical damage, otherwise it causes Stun damage.
17. If your fire mode is one of the narrow bursts, add one less than the number of rounds in the burst to your modified DV.
18. Tell the gamemaster your final modified DV. The defender will attempt to resist the horrible damage you have just caused.

COMPILING

VITAL STATISTICS

ATTRIBUTES

Resonance
(Fading Resistance Attribute)

SKILLS

Compiling

MODIFIERS

Sprite Type
Desired Rating
Wound Modifier

VARIABLES

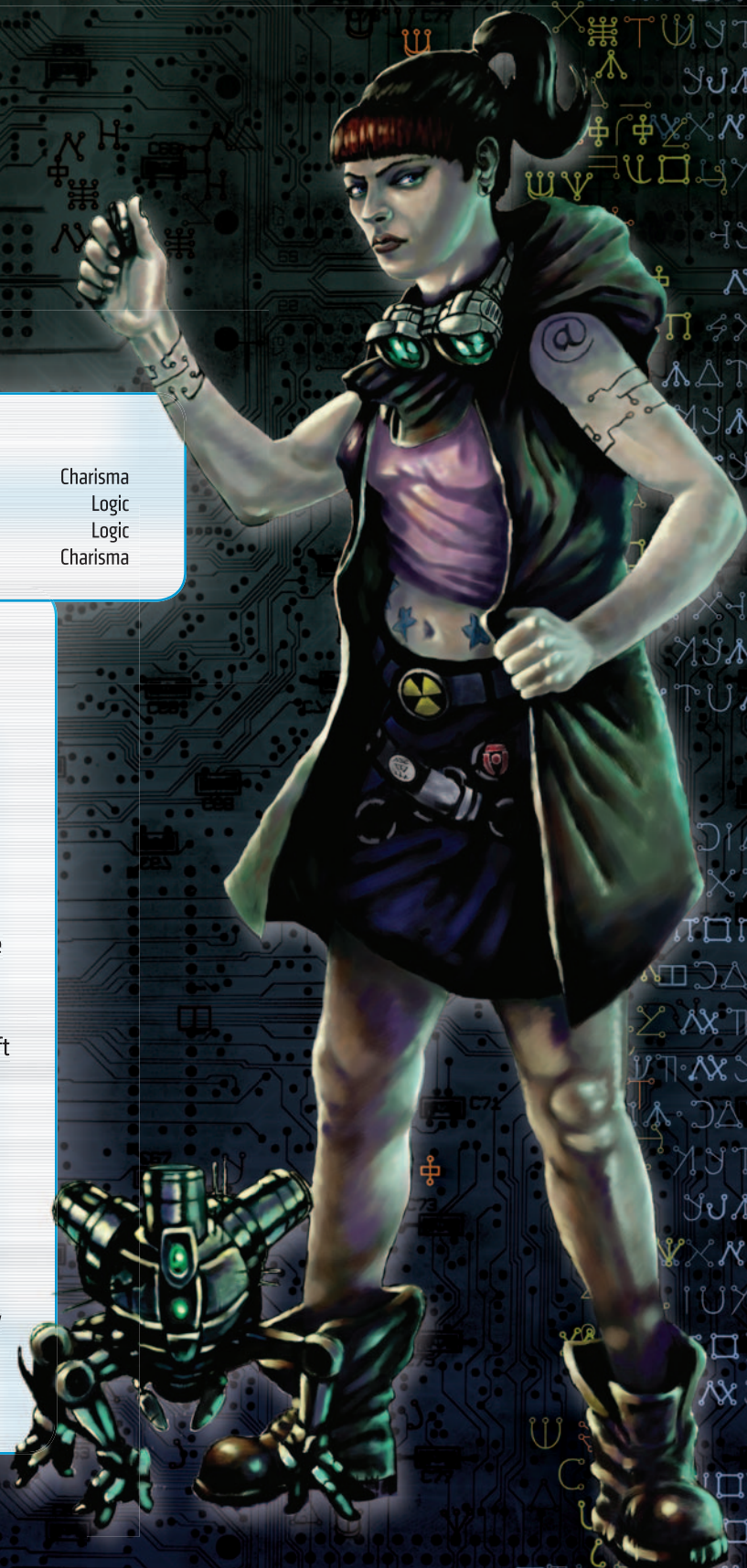
Your Hits
Sprite's Hits
Fading Damage Value

FADING RESISTANCE ATTRIBUTES

Cyberadepts:	Willpower	Networkers:	Charisma
Dronomancers:	Intuition	Singularitarians:	Logic
E-scapists:	Willpower	Sourcerors:	Logic
Info Savants:	Intuition	Technoshamans:	Charisma

WALKTHROUGH

1. Choose a type of sprite to compile.
2. Choose a Rating for the sprite, up to twice your Resonance.
3. Add your [Resonance Attribute](#) to your pool.
4. Add your [Compiling Skill](#) to your pool.
5. Subtract any [Wound Modifier](#) from your pool.
6. Roll your pool dice, add up the [hits](#). If you glitch, tell the gamemaster.
7. The gamemaster rolls the sprite's [Rating](#) and adds up the hits.
8. Subtract the [sprite's hits](#) from [your hits](#). If you have zero or fewer remaining hits, no sprite appears. If you have hits left over, each hit counts as a task the sprite owes you.
9. Multiply the [sprite's hits](#) by two. This is the Fading Damage Value, minimum 2.
10. Start a new pool, add your [Fading Resistance Attribute](#) to it.
11. Add your [Resonance](#) to the new pool.
12. Roll your pool dice. Subtract one from the [Fading Damage Value](#) for each hit.
13. If you did not reduce the Fading Damage Value to zero, apply the damage to your Condition Monitor: Physical if the Rating was greater than your [Resonance](#), Stun otherwise.



ASTRAL COMBAT

ATTRIBUTES

Logic
Willpower
Charisma

SKILLS

Astral Combat

VITAL STATISTICS

MODIFIERS

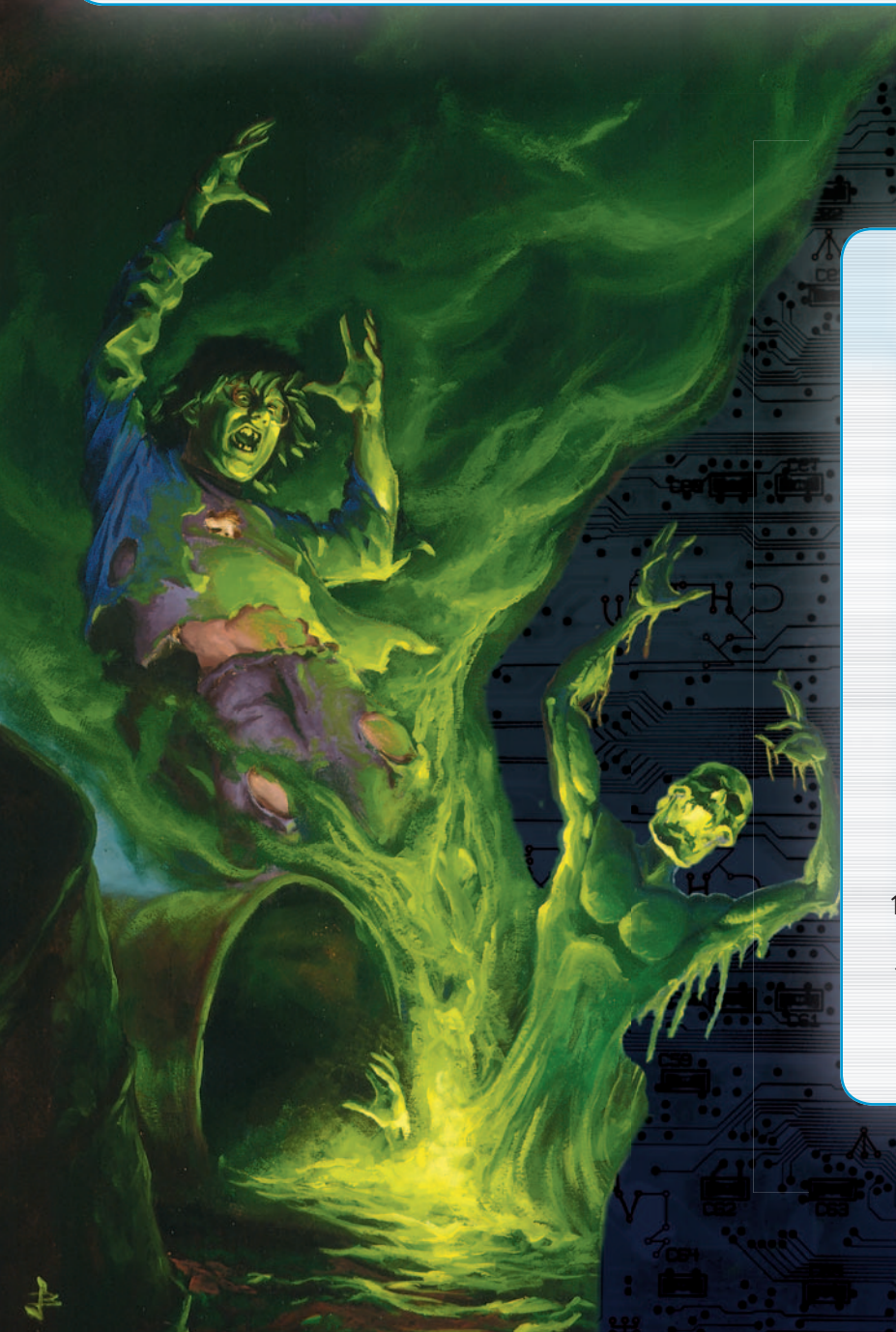
Weapon Focus Used (if any)
Weapon Focus DV
Weapon Focus Rating
Wound Modifier
Your Reach
Weapon Reach
Defender's Reach

VARIABLES

Your Hits
Defender's Hits
Your Net Hits
Modified DV

WALKTHROUGH

1. Choose the weapon focus you want to use, and note its DV. If unarmed, the DV is half your Charisma, rounded up.
2. If you are astrally perceiving (or dual-natured), add your Willpower to your pool. If you are astrally projecting, add your Logic to your pool.
3. Add your Astral Combat to your pool.
4. Add your reach and your weapon's reach together, and compare them to the defender's total reach. The higher reach may either add the difference to their own pool, or subtract it from their opponent's pool.
5. Add the Weapon Focus Rating if you are using one.
6. Subtract any Wound Modifier from your pool.
7. Roll your pool dice, note your hits. If you glitch, tell the GM.
8. The defender rolls defense pool and subtracts their hits from your hits. If your net hits are zero or less, stop now.
9. Add your net hits to your weapon DV; this is your modified DV.
10. Decide whether your attack will cause Stun damage or Physical damage, and tell the gamemaster.
11. Tell the gamemaster your final modified DV. The defender will attempt to resist the horrible damage you have just caused.



MATRIX COMBAT

VITAL STATISTICS

PROGRAMS

Attack Program Rating

SKILLS

Cybercombat

MODIFIERS

Attack Program Used

Wound Modifier

Matrix Damage Modifier

VARIABLES

Your Hits

Defender's Hits

Your Net Hits

Modified DV

WALKTHROUGH

1. Choose the attack program you want to use:
Attack, Black Hammer, or Blackout.
2. Add the attack program rating to your pool.
3. Add your Cybercombat rating to your pool.
4. Subtract any Wound Modifier from your pool.
5. Subtract any Matrix damage modifier from your pool.
6. Roll your pool dice, note your hits. If you glitch, tell the GM.
7. The defender rolls defense pool and subtracts their hits from your hits. If your net hits are zero or less, you miss. Stop now.
8. Add your net hits to your attack program rating; this is your modified DV.
9. Tell the gamemaster the attack program that you used and your final modified DV. The defender will attempt to resist the horrible damage you have just inflicted.



DEFENSE



VITAL STATISTICS

ATTRIBUTES

Reaction
Body
Intuition
Willpower

SKILLS

Dodge
Gymnastics
(Melee Skill)

MODIFIERS

Wound Modifier
Full Defense Used?
Your Armor Rating

VARIABLES

Prior attacks since last action
Other Modifiers (p. 159, *SR4A*,
and p. 162, *Arsenal*)
Attacker's Weapon DV
Attacker's Weapon AP
Attacker's Hits
Your Hits
Attacker's Net Hits
Modified DV

WALKTHROUGH

1. Choose whether to spend your current or your next Complex Action for Full Defense.
2. Add your Reaction (or Intuition if in Astral Projection) to your pool.
3. If you are defending against a melee attack, add your Dodge or your skill for your currently held melee weapon (Unarmed Combat included) to your pool.
4. If you are **not** using Full Defense, skip this step. When using Full Defense, you may add one of the following: Your Dodge (possibly again), your Gymnastics, or if you are defending against a melee attack, the combat skill you added in step 3 (again). Only one of the above may be added.
5. Subtract any Wound Modifier from your pool.
6. Subtract one from your pool for each prior attack you have defended against since your last action.
7. Add to or subtract from your pool any other modifiers from p. 159, *SR4A*, or p. 162, *Arsenal*.
8. Roll your pool dice, note your hits. If you glitch, tell the GM.
9. Subtract your hits from the attacker's hits. If the net hits are zero or less, you avoided the attack; stop now.
10. Add the attacker's net hits to the attacker's weapon + ammo DV; this is the modified DV. If this number is greater than your armor rating (modified by the weapon + ammo AP), it causes Physical damage, otherwise it causes Stun damage.
11. Start a new pool, add your Body (or Willpower if in Astral Projection) to your pool.
12. Add your Armor Rating, modified by the weapon + ammo AP, to your pool.
13. Roll your pool dice, and subtract the hits from the modified DV. If the difference greater than zero, apply that number of boxes to the appropriate damage track, Physical or Stun.

CHARACTER CREATION

Character creation typically starts with 400 BP.

1

CHOOSE METATYPE

Metatypes are described in *Shadowrunning by the Numbers*, p. 66, *SR4A*, and the BP costs are listed on p. 81, *SR4A*. Regional metavariants are presented on p. 70–72, *Runner's Companion*, as are rarer alternatives such as the Infected and non-metahuman races (at the GM's discretion).

2

CHOOSE QUALITIES

Basic qualities are presented in *Quality Descriptions*, p. 90, *SR4A*. Additional qualities are available in the advanced rulebooks.

New Awakened Qualities, p. 24–28, *SM*
Augmented Qualities, p. 20–22, *Aug*
Matrix Qualities, p. 36–37, *Unw*
Misc. Qualities, p. 96–110, *RC*
Changeling Qualities, p. 73–74, *RC*
Metagenetic Qualities, p. 110–119, *RC*
Martial Arts Quality, p. 156, *Ars*

5

ASSIGN BPS TO RESOURCES

The various categories of Resources are briefly addressed on p. 86–88, *SR4A*.

Gear: 1 BP per 5,000¥ [max 50 BP]

Weapons

Melee Weapons, p. 314–315, *SR4A*; p. 14–17, *Ars*
Projectile & Throwing Weapons, p. 315–316, *SR4A*; p. 18–20, *Ars*
Exotic Weapons, p. 38–41, *Ars*
Firearms, p. 316–321, *SR4A*; p. 20–32, *Ars*
Firearm Accessories, p. 322–323, *SR4A*; p. 32–34, *Ars*
Ammo and Explosives, p. 323–326, *SR4A*; p. 34–38 *Ars*
Firearm Modifications, p. 148–153, *Ars*

Misc Gear

Clothing and Armor, p. 326–327, *SR4A*; p. 44–51, *Ars*
Electronics, p. 327–330, *SR4A*; p. 57–58, *Ars*; p. 196–200, *Unw*
Programs, Datchips, and Software, p. 232–235 and p. 330–331, *SR4A*; p. 202–203, *Unw*
ID & Credsticks, p. 331–332, *SR4A*
Build and Repair Tools, p. 332, *SR4A*
Sensors & Sensory Enhancements, p. 332–335, *SR4A*; p. 58–61 and p. 105, *Ars*
Biotech, p. 337–338, *SR4A*; p. 63–71, *Aug*
Disguises, p. 338, *SR4A*
Manatech, p. 64–67, *Ars*; p. 126–128, *Street Magic*

Augmentations

Cyberware, p. 338–345, *SR4A*; p. 31–49, *Aug*
Bioware, p. 345–347, *SR4A*; p. 61–71, *Aug*
Genetech, p. 86–94, *Aug*
Nanotech, p. 105–117, *Aug*

Vehicles and Drones

Groundcraft, Cars & Bikes, p. 348–349, *SR4A*; p. 107–111, *Ars*

Watercraft, p. 349, *SR4A*; p. 111–112, *Ars*

Aircraft, p. 349, *SR4A*; p. 112–114, *Ars*

VTOL/VSTOL, p. 349, *SR4A*; p. 112–113, *Ars*

Drones, p. 350–351, *SR4A*; p. 116–123, *Ars*; p. 152, *RC*; p. 198, *Unw*

Vehicle Weapons, p. 123–125, *Ars*

Vehicle Modifications, p. 131–148, *Ars*

Spells

Street Grimoire, p. 203–211, *SR4A*

New Spells, p. 164–174, *SM*

Spirits

Spirits, p. 302–303, *SR4A*

New Spirits, p. 96–98, *SM*

Bonding Foci

Foci, p. 199–200, *SR4A*

Complex Forms

Complex Forms, p. 239–240, *SR4A*; p. 136, *Unw*

Sprites

Sprites, p. 240–243, *SR4A*; p. 154–157, *Unw*

Contacts

Contacts and Sample Contacts, p. 285–292, *SR4A*

New Contacts, p. 3–14, *CASS* booklet

Group Contacts and Virtual Contacts, p. 124–148, *RC*

Lifestyles

Lifestyle, p. 86–87 and p. 267–269, *SR4A*

Advanced Lifestyles, p. 153–165, *RC*

Magic

Adept Powers, p. 195–197, *SR4A*; p. 174–180, *SM*

Magic Traditions, p. 180–181, *SR4A*; p. 35–43, *SM*

Mentor Spirits, p. 200–202, *SR4A*; p. 180–184, *SM*

3

ASSIGN BPS TO ATTRIBUTES [MAX. 200 BP]

Attributes, along with minimum and maximum Attribute ratings by metatype, are described and listed in *Creating a Shadowrunner*, p. 80, *SR4A*.

Physical / Mental: 10 BP per Att. Point [except max point]

Edge: 10 BP per Att. Point [except max point]

Magic: 10 BP per Att. Point [except max point; requires Adept, Magician, or Mystic Adept Quality]

Resonance: 10 BP per Att. Point [except max point; requires Technomancer Quality]

Max Attribute value 25 BP for final Att. Point

4

ASSIGN BPS TO SKILLS

Skills and Skills Groups are presented in *Skills*, p. 118–138, *SR4A* and advanced Magical Skills are found in *The New Awakened Skills*, p. 24–28, *Street Magic*.

Active Skills: 4 BP per Skill Point

Knowledge Skills: 2 BP per Skill Point,
start with (Intuition + Logic) x 3 for free

Skill Groups: 10 BP per Group Point

Specializations:

2 BP per Active specialization

1 BP per Knowledge specialization

6

FINAL TOUCHES

Calculate final Essence, Magic/Resonance, Initiative