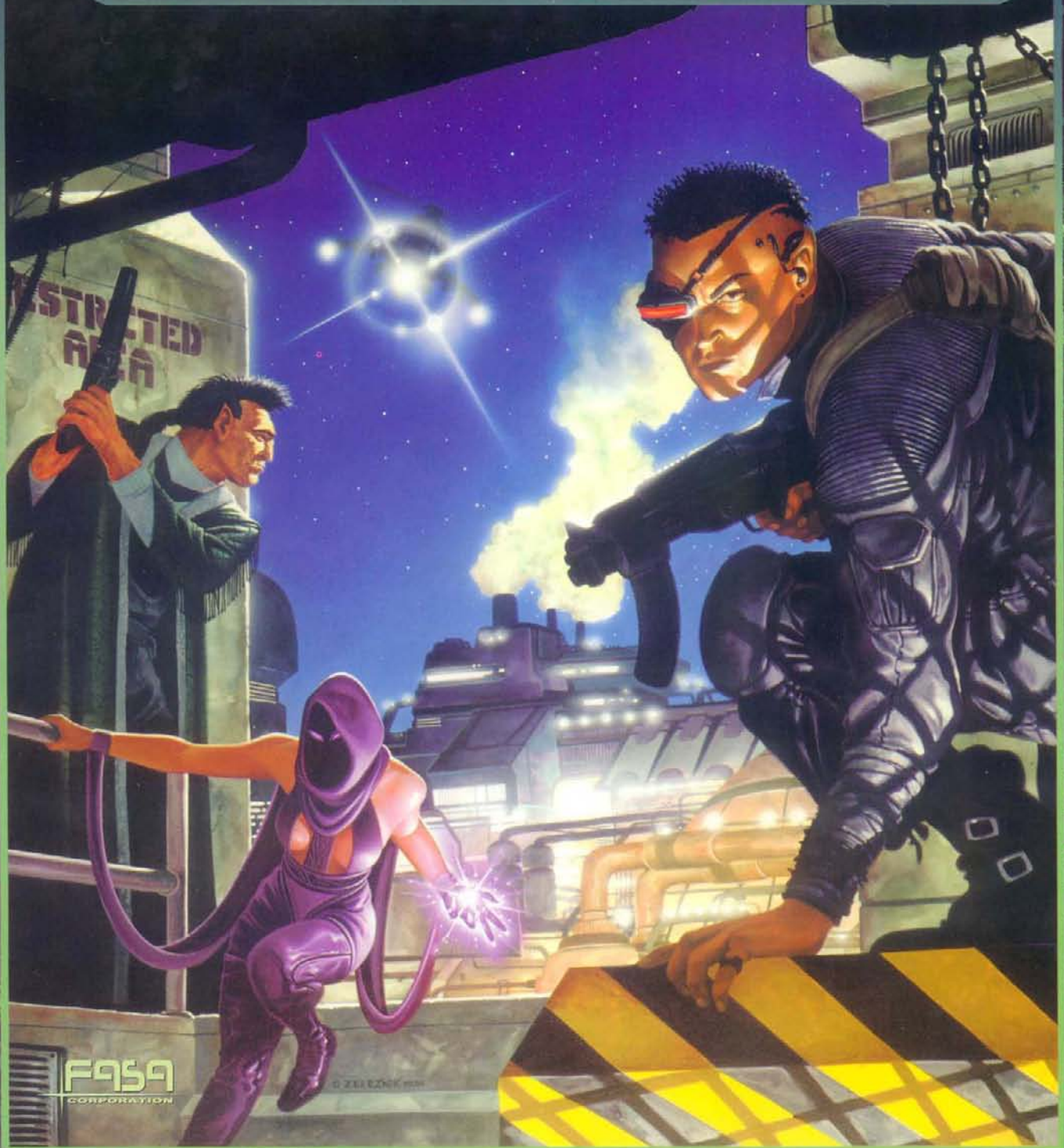


SHADOWRUN

7003

QUICK START RULES™



By Michael Mulvihill

SHADOWRUN

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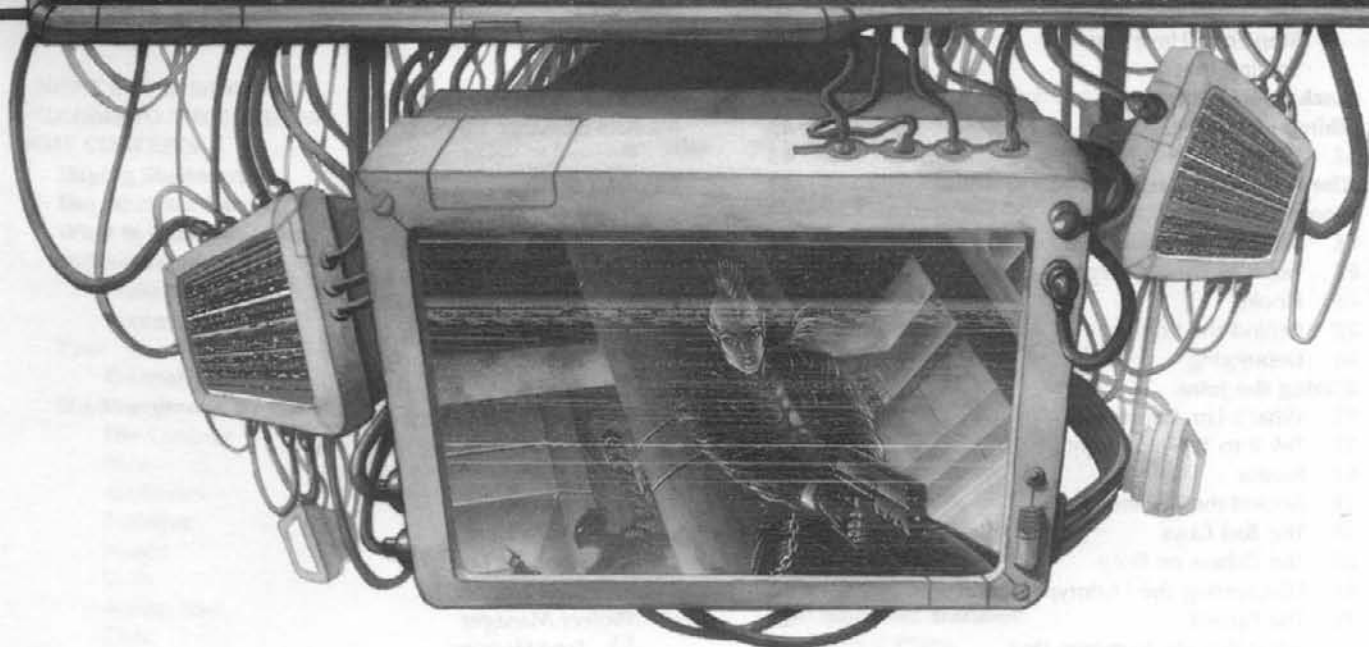
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A NIGHT IN THE SHADOWS



The rain had stopped, and the streets were emptying as the last partiers headed home. The dwarf watched the big troll unrack his Harley. Gasket smiled as he pictured a troll and a dwarf sharing a motorcycle on the streets of Seattle. On the edge of a run, his sense of humor kept him from going nuts. The troll, Big Tony, was a mage but took more pride in the bike than even a tech wiz like Gasket would. After checking over his bike, Big Tony checked his submachine gun. The Uzi III looked like a toy in the troll's hand.

"Ready, short stuff," Tony grunted, "Here she comes."

Gasket gazed longingly at the red and silver custom-fitted Yamaha Rapier that was rolling to a stop before them. He barely even noticed its rider, Carmelita, whose gorgeous looks usually distracted men who didn't realize she could easily kill a person a hundred different ways.

It was her run they were on; a datasteal. Gasket was in because he could slip through the virtual world of the Matrix and find the electronic prize they sought. Big Tony's presence meant that Carmelita felt the run might get a bit hot. In the shadows, a professional always errs on the side of caution if she cares about her life expectancy.

"Let's go, boys. We don't have all night." Before Big Tony could even mumble in agreement, she roared down the street.

There were a few tense moments when they ran into some gangers who took exception to a human riding around with a troll and a dwarf, but they didn't push it too hard after Carmelita whipped out her crossbow and pinned the leader's arm to a door. No more trouble from the locals tonight.

Their target was a corporate warehouse, and as they neared, they stuck to the alleys, backtracking and faking turns to make sure they weren't being followed. Six blocks from the warehouse, they dismounted. Gasket pulled out his electronics kit to pop the lock of a fenced-in parking lot, where they stowed the bikes.

Then they were off, moving through the shadows. There were no crowds here, just empty, clean corporate streets, full of corporate pride and roving corporate security patrols. The big boys don't like trouble on their turf.



It took an hour of cautious travel to reach the goal: a dark, dank alley in back of a corporate office. Carmelita said the corporation was Tri-Core Plastics, a name that meant nothing to Gasket. Halfway down the puddled alley, hidden by a hollow in the smooth concrete wall, was an emergency security entrance. Their objective wasn't to break in, though. They were after data hidden in the company's Matrix system, and that system just happened to be accessible by anyone who knew how to open up the black plate on the door's security panel. A single guard stood outside, and a security camera swept the alley as well.

Gasket removed his cyberdeck from his pack and said "I'm ready."

Carmelita stood perfectly still and began a slow scan with her cybereyes. She had replaced her natural eyes with a magnifying electronic version, which she now used to zoom in on the guard. "One guard," she mumbled, "not even looking this way, seems bored. The camera is on, and it's scanning the alley. Big Tony, you take the guard on my signal."

Big Tony took it as his signal when Carmelita blew apart the security camera with a round from her Ruger Super Warhawk heavy pistol. The guard's head snapped up in surprise, but Big Tony was already concentrating, focusing mana into the man. The guard collapsed to the ground as Big Tony exhaled. "He's asleep. I figured the quieter the better," he muttered, shooting an accusing glance at Carmelita's smoking pistol.

"Good job," said Carmelita as the three ran over to the security post. "You'd better work fast, Gasket. I'm sure blowing that camera set off a few alarms."

Gasket, breathing hard—dwarves weren't made to run very far or fast—pulled out his tool kit and went to work on the security panel. It wasn't long before he was in, exposing the wires controlling the security post and the camera, as well as an entrance into the company's computer hosts. Gasket liked to think of it as surgery, that he had opened the skull and exposed the brain. Gasket loved his job.

Gasket flipped open a panel on his cyberdeck, pulled out a cable and snapped the plug into the jack implanted in his skull. He plugged the deck into a slot in the security panel. As his fingers flew over the keys, his eyes rolled back in his head, focusing inward as the vision of cyberspace filled his mind. The tap-tap of the keys floated out into the night. A soft hum rose from the security panel, and Gasket smiled.

Carmelita was nervous. She pulled her Ingram Smartgun out of its holster and kept scanning the alley rhythmically, as if she replaced the shattered camera. Big Tony just waited. He knew that he would need his strength for casting spells.

Seconds stretched into minutes, and the minutes started piling up. It was taking too long. The corp patrols wouldn't leave them alone forever. Carmelita began to chant, "Hurry, hurry, hurry," in a steady rhythm.

Light flooded the alley.

Carmelita almost breathed a sigh of relief as she swung her Ingram around to the left. A second sound came from the right and Big Tony changed his position to protect the dwarf. The tension of waiting was almost over; now would come the unbridled panic of combat.

Gasket screamed. His body jerked back as the wires in the security panel began to self-destruct. Smoke began pouring out. Even the cord to his deck was melting as the acid spray began to eat the copper, silicon and plastic in the security box.

Getting dumped from the computer system left Gasket disoriented, and he seemed only semi-conscious as he sat on the ground of the alley. Carmelita forced herself to ignore the dwarf and concentrate on the footsteps running towards her. There was nothing Big Tony could do for Gasket except protect his body and carry him out when this was over. If they lived.

Gasket's scream had been like a flare going off. Guards ran into the alley from both ends, then stopped. Carmelita knew

that the guards were readying their aim on the runner team. Not wasting any time, she broke into a full run towards the guards on the left, her submachine gun breaking the silence and echoing in the alley. She heard at least two guards go down. The third tried hitting her, but her boosted reflexes gave her an advantage. Up this close and moving this fast, she abandoned her gun and pulled out her katana. Stopping on a dime, she was able to cut the guard down with one quick move of the blade. She wondered if he even knew what she did.

The guards on Big Tony's side were smarter: they came down the alley with the protection of their vehicle. They started to fire in the direction of the moving Carmelita, ignoring the troll at first. Big Tony summoned his willpower, and lightning arced across the alley from his fingertips towards the ork walking next to the security vehicle. As the ork's body shimmered



and crackled, the alley filled with the smell of burning flesh. The electricity arced to the car, eliciting screams of panic from the occupants. Big Tony staggered a bit, the spell having drained his energy. His head was already pounding, and if he didn't get away soon, he could end up like Gasket.

Big Tony turned to pick up Gasket and saw that the dwarf had taken out a Remington Roomsweeper pistol. "It pays to be prepared," Gasket slurred, "I'll cover your back."

Big Tony, smiled, tusks gleaming in the moonlight. "You couldn't cover a bed if I tossed you on it, short stuff. Now be still, we're out of here."

The troll flipped the dwarf over his shoulder. Gasket barely opened his eyes to see that a guard, who had avoided the lightning bolt, was now moving towards them. Trying to stay awake, Gasket braced himself against the troll, and let loose with his Roomsweeper. Flechette rounds spread through the alley but didn't hit anything. Big Tony swung around and, seeing the guard, cast a quick manabolt. The guard screamed, and Gasket relaxed.

"Now sit still," croaked Big Tony.

"Head for the bikes. I'll catch up." Carmelita walked backward, scanning the area and popping off her Smartgun at anything that moved. Big Tony noticed she also had her Ruger Super Warhawk heavy pistol out.

In moments, Big Tony was at the locked parking lot. He took a look at Gasket, then pulled out his own SMG and fired through the lock. Gasket began to protest, but Big Tony shook his head. "We don't have time for stealth, chummer—now get on the bike."

Carmelita scanned the scene one last time, her vision magnification checking out everything to make sure no guard was playing possum. Confident they'd make it, she turned and ran for the bikes. What had taken over an hour to cover in stealth, she now moved across in minutes.

Carmelita revved up her bike as Big Tony walked his to the gate. "We got trouble."

"Drek," Carmelita spat. "What now?"

"Another vehicle—they must have seen us run. They're moving slow, they don't know where we are yet. Unless they open their door, my magic won't work. I can't zap what I can't see," explained Big Tony.

"Leave it to me," Carmelita pulled out her Smartgun. As she readied the weapon, Gasket stood next to her, his Roomsweeper ready. "You aren't going to hog all the fun, are you?" the dwarf asked. Big Tony readied his Uzi.

As the car came closer, the runners opened fire.

The car stopped and jammed into reverse, spinning out into a dumpster. The radiator began to smoke. The doors and windows were riddled with slug holes.

Big Tony began to ready a spell. "Save it," Carmelita yelled. "They won't follow us. Let's ride."

The car doors were opening and the security team was unloading, but it was too late; the runners were already around the corner, on a main road heading back to downtown Seattle.

The parking lot was empty when they arrived. The Space Needle glowed from the high-powered lamps that lit it.

"The Johnson should be here any minute. What happened, Gasket? What fried you?" Carmelita was actually worried, and that scared Gasket more than anything they had faced that night.

"Well, it was a harder run than I expected. You see, Tri-Core is owned by Saeder-Krupp, and—"

"What!" bellowed Big Tony. "Lofwyr's Saeder-Krupp? Lofwyr the dragon? We wasted the dragon's security! Oh man, oh man, oh man."

"From what I scanned, it seems he just bought it sometime last week," Gasket continued. "I got the data we wanted, though."

A sleek black Mitsubishi Nightsky limousine pulled into the parking lot.

"Here comes the slag who set us up," said Carmelita. "I'm going to wax his hoop for sending us on this run."

The limo rolled to stop right next to the runners. As the black-tinted glass window began to roll down, Carmelita pulled out her Warhawk, leveling it at the face that appeared.

"Now Carmelita, is that anyway to greet your employer?" the voice said with a slight German accent.

"You set us up. Lofwyr owns Tri-Core." Gasket had never heard Carmelita sound so icy. He began to back away.

"Of course," Mr. Johnson said. "Let me explain. I knew Tri-Core was a Saeder-Krupp subsidiary, because I work for Saeder-Krupp. I hired you to make the run on Saeder-Krupp's behalf."

"What?" shouted Big Tony. "Lofwyr hired us to hit his own place?"

"It was a test of security; it seems you succeeded, and they failed," Mr. Johnson smiled coldly. "My boss will not be pleased with his new employees. Now, may I have the data you extracted?"

Gasket handed him the chips with the information he had downloaded into his cyberdeck's memory.

"Here is your pay. You will find a bonus for doing such a fine job." Mr. Johnson handed Carmelita three credsticks. "Based on your performance, we may work together again in the future. Good night." The window rolled up, and the limo pulled out into the darkness.

"Well," Carmelita sighed as she handed the credsticks to Gasket and Big Tony. "They say never trust a dragon, and I guess they're right. Even his own employees can't trust him."

Carmelita's tone changed as she looked at the readout on her credstick. "Hey, Mr. Johnson left a message on my credstick. He wants us for a job tomorrow night. We are to meet him here at eight if we're interested. I'm open tomorrow."

Gasket looked at the amount on the credstick and whistled. "Yeah, if he pays like this every time, I'm in."

"I'm in; someone has to protect you two," said Big Tony. "I just hope I have enough magic to counter a dragon if things don't go right."

"I'm not worried. He'd eat you first. You're the biggest."

"Very funny, short stuff. You're so funny. I think you should walk home. On those legs it should take you two weeks."

Carmelita laughed, "Well boys, just another successful run in the shadows. Let's go for two in a row tomorrow night."

WELCOME TO THE SHADOWS

Watch your back. Shoot straight. Conserve ammo. And never, ever, cut a deal with a dragon.

—Street proverb

The year is 2060.

The world is changed, some say Awakened.

A lull in the flow of mystical energies has subsided, and magic has returned to the world. Elves, dwarfs, orks and trolls have assumed their true form, throwing off their human guise. Creatures of the wild have changed as well, transforming into beasts of myth and legend. The traditions and paths of magic have returned, and shamans and mages have developed their powers and found a place in the new world. Many aspects of the Awakening's touch remain mysterious and unexplained. Modern society struggles on, despite the odds, in an effort to assimilate the ways of magic into a technological world.

The decades that followed the Awakening were years of turmoil, panic and confusion, as the Four Horsemen of the Apocalypse seemed to race across the Earth. Cultures that had never lost touch with their mystical past began to use magic against the great nations that had suppressed them for so long. The vast, global telecommunications network collapsed under an assault by a mysterious computer virus. Nuclear missiles were launched, but failed to detonate. Dragons soared into the skies. Epidemics and famine ravaged the world's populations. Clashes between newly Awakened races and the rest of humanity became common. All central authority crumbled and the world began to spiral down into a chaotic abyss.

But man and his kin are hearty animals. Out of the devastation and chaos, an unstable new social order slowly emerged. Advanced simulated sensorium (simsense) technology aided in eradicating the last vestiges of the computer virus and replacing the old telecommunications network with the new virtual reality world of the Matrix. New nation-states of Amerindians, elves, orks and dwarfs were formed. Environmental degradation and toxic pollution has made many areas uninhabitable, inspiring eco groups to wage war on polluters and Awakened powers to use incredible magics to heal the earth. Central governments have balkanized into smaller nations and city-states as fear of the world's changes drives wedges between peoples of different backgrounds. Metroplexes, vast metropolitan sprawls, cover the landscape, swallowing large regions into the urban jungle. Unable to contain civil unrest and massive crime waves, police services have been privatized or contracted out to corporations. Megacorporations have achieved extraterritoriality and become the new world superpowers, a law unto themselves. An entire world speaks their language, as the nuyen has become the global monetary standard. They play a deadly game, venturing into the shadows to get an edge on the competition. Meanwhile, they house their corporate families in

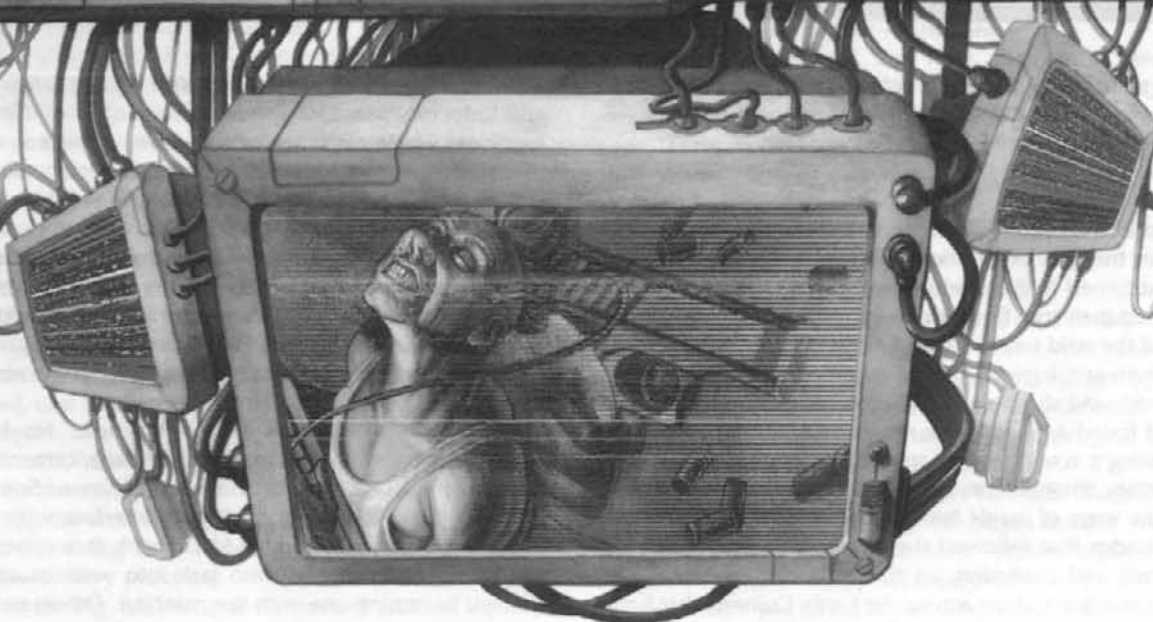
secure enclaves and compounds, safe behind layers of security and indoctrination. Outside these arcologies and gated communities, whole stretches of sprawl have become ungovernable. Gangs rule the streets, and the forgotten masses grow, lacking even a System Identification Number (SIN) to give them any rights. These outcasts, dissidents and rebels live as the dregs of society, squatting in long-abandoned buildings, surviving by crime and predatory instinct. Many of them attempt to escape their miserable existence by slotting addictive BTL (Better-Than-Life) chips, living vicariously through someone else's senses. Some of them band together, and some just seek to gain their own twisted forms of power.

Technology, too, has changed people. No longer just flesh, many have turned to the artificial enhancements of cyberware to make themselves more than human. Some acquire implants that allow them to directly interface with machines, either as deckers who run the Matrix with their cyberdecks and programs, or as riggers who jack into vehicles and remote drones, becoming one with the machine. Others seek to push the envelope of physical capabilities, testing themselves on the street against other street samurai. Stronger, smarter, faster is the human of today.

In the world of 2060, the metroplexes are monsters casting long shadows. And it's in the cracks between the giant corporate structures that shadowrunners find their home. Entire societies live and die in a black-market underworld, exploited and abused, yet powerful in their own way. Crime syndicates such as the Mafia and yakuza have grown explosively as their networks provide anything that people will buy. Shadowrunners are the professionals of this culture, where self-sufficiency is vital. When the megacorps want a job done but don't want to dirty their hands, it's a shadowrun they need, and they turn to the runners, the only ones who can do it. Though a shadowrunner's existence is not listed in any but the most classified of governmental or corporate databases, the demand for his or her services is high. Deckers are employed to slide like a whisper through the visualized databases of giant corporations, spiriting away the only thing of real value—information. Street samurai are enforcers-for-hire whose combat skills and reflexes make them the ultimate urban predator. And magicians, who possess an ancient gift to wield and shape the magical energies that now surround the Earth, are much sought-after, for obvious reasons. Shadowrunners sell their skills to survive, taking on the illegal and dangerous tasks that the corps are incapable of performing for themselves.

In Seattle, the shadows are the deepest and darkest, and it is here that a shadowrunner's reputation is made or broken. So strap on your gun, prepare your spells and grab your cyberdeck, chummer ... it's time to shadowrun!

GAME CONCEPTS



Welcome to *Shadowrun*, the most successful science-fiction/fantasy game ever!

The vibrant fictional universe of *Shadowrun* has been entertaining players and readers for nearly ten years. The game rules are now in their third edition. Millions of words have been published about *Shadowrun* in sourcebooks and novels, and new material is published almost every month.

It's daunting for a new player to jump right into the game, especially someone who has heard about this cool universe but has never played a roleplaying game. With that in mind, FASA created the product you are reading right now, the *Shadowrun Quick Start Rules*.

The *Quick Start Rules* contains everything you need to enter the world and game of *Shadowrun*. It begins by introducing you to the world of 2060, the year in which the game takes place. Next comes an overview of terms, rules and the basic mechanics of the game. Having learned the basics, you can dive into the more technical aspects of combat, magic and some of the more common gear used in the game.

To help you put these rules to use, we have provided eight characters and a complete mini-adventure, *Prototype Envy*. With these materials you can have your first *Shadowrun* adventure up and running in one evening.

The rules in *Quick Start* are distilled from the *Shadowrun, Third Edition* rules. Once you've read this and played the adventure, you will be ready to go to *Shadowrun, Third Edition* and join the next ten years of adventure!

To play *Shadowrun Quick Start*, you need a handful of 6-sided dice, a pencil and a good imagination.

This section covers the key concepts and terms used in *Shadowrun*. Some of the explanations provided here also appear in other appropriate sections. The first time a term appears in this section, it is set in **bold** type.

PLAYING SHADOWRUN

Shadowrun is a roleplaying game that provides all the excitement of an adventure story. Roleplaying games require one or more players and a gamemaster. The players control the main characters of the story, the protagonists of a plot whose outcome is





uncertain. The gamemaster directs the action of the story and controls the bad guys, the props, the setting and everything else the players may encounter. The game is not a contest between the players and the gamemaster, however.

The gamemaster may control all the bad guys, but he or she is actually in sympathy with the heroes. Players and gamemasters must work together to build and experience a tense, exciting adventure.

Characters represent the players in the game of *Shadowrun*. As a player, you control a character. During the course of the game, the gamemaster will describe to you events or situations; using your character's statistics as a guide, you respond with what your character would do in a given situation. The gamemaster will probably ask you to roll some dice, and the resulting numbers will represent your character's attempted action. The gamemaster uses the rules of the game to interpret the dice rolls and decide the outcome of your character's action.

THE ABSTRACT NATURE OF RULES

Shadowrun is a game, and games have rules. But you also play *Shadowrun* to become involved in a fictional world. The world of *Shadowrun*—no matter how closely it is based on reality—is not the real world. That being the case, it makes sense for us to make rules that reflect that fictional universe. In some cases, that may mean certain game mechanics are structured more for ease of play or game balance than to reflect how things actually work. Not only do these rules sometimes reflect "creative license," but often they have to be abstracted from things we take for granted in daily life. There are no "rules" for how well you play street basketball with your friends or how well you can write a Web page. In this game world, however, we are expected to create rules that in fact show these differences—a daunting task.

The game mechanics for doing things in *Shadowrun* are actually abstract guidelines for all of an individual's actions, including combat, vehicle movement, and even how individuals think and react. These rules are not meant to be a direct copy of how things really work. They can't be. We try to approximate conditions and situations in reality as much as possible, but that can only go so far. That being said, we urge you to appreciate the rules in *Shadowrun* for what they are and not stress out when they fail to simulate real life perfectly or to take into account certain conditions or factors.

In other words, if something in these rules doesn't quite fit or make sense to you, feel free to change it. If you come up with a game mechanic that you think works better—go for it!

WHAT IS A GAMEMASTER?

Roleplaying or storytelling games like *Shadowrun* require a gamemaster. The gamemaster's role is unique, though similar in many ways to a typical player's. The gamemaster presents the situations in which the player characters find themselves. He or she plays all opposition, friends and enemies, and gives the game its atmosphere. You might say that the gamemaster's "character" is the world of *Shadowrun*.

Though in some ways the gamemaster might seem to be the enemy of the players and their characters, nothing could be further from the truth. The gamemaster is as much a part of *Shadowrun* as the players. Both want the same thing out of the game session: to have a fun and exciting time. Ideally, gamemasters and players work together to create interesting stories, conflicts and situations. For more information on gamemastering, see *Steps for Gamemastering* in *Prototype Envy*, p. 40.

MAKING 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. There are many situations in which the gamemaster will ask you to make a test to determine how well your character performs, be it bypassing an alarm system, shooting an assassin, or persuading a security guard that one's presence in the corporate facility is legitimate.

MAKING DICE ROLLS

Shadowrun uses a number of six-sided dice to resolve any challenge for a character. The gamemaster will not require a test to find out if a character can open the door, but will probably ask the player to roll dice to see if his character can somersault through the glass skylight, land on his feet and snatch the detonating switch out of the terrorist's hands—all without splattering himself on the floor or setting off the bomb.

The gamemaster will provide the player with a **target number** against which he will make the dice roll. The player rolls the indicated number of dice and then compares each die result *individually* to the target number. Unlike most games, the results of the dice rolled are NOT added together. Each *individual* die that scores equal to or greater than the target number is considered a **success**. The more dice that score successes, the better the result.

Nik is rolling four dice against a Target Number 4. The four dice come up as a 2, 3, 4, and 6. The 4 and the 6 equal or exceed the target number, giving Nik 2 successes.

Target Numbers

The gamemaster determines the target number necessary for success in a test. In most cases, that number is 4.

Modifiers

The *Shadowrun* rules often call for a plus or minus **modifier** to a test. These modifiers can result from situational factors that affect what the character is trying to do. Unless otherwise stated, that modifier is applied to the target number. Thus, a -2 modifier to a Target Number 4 produces a modified target number of 4 - 2, or 2.

No target number can be less than 2. If modifiers reduce the target number below 2, consider the target number a 2 for purposes of making tests.

Rule of One

Any time a die roll result comes up 1 in a test, that die is an automatic failure, no matter what the target number. But the test can still succeed as long as other dice succeed.

If ALL the dice rolled for a test come up 1s, it means that the character has made a disastrous mistake. The result may be humorous, embarrassing, or deadly. The gamemaster determines whatever tone is appropriate for the situation, the players and the dramatic or humorous needs of the moment.

Individual rules may also give particular results when the Rule of One is applied.

Rule of Six

The Rule of Six allows tests to succeed against target numbers greater than 6 (since a die only has six sides, it's probably a good thing this rule exists). When making a test against a target number greater than 6, the player may re-roll any die that comes up a 6 and then add the new result to the 6. Say, for example, in a roll against a target number greater than 6, one die result is a 6. The player re-rolls the 6, with a result of 5. Adding the two together, the new die roll result is 11 (6 + 5). The player can re-roll additional 6s if the current die result total is still less than the target number. For example, to beat a target number of 14 (*really hard*) the player would have to roll a 6, then re-roll for another 6, and then re-roll for a 2 or better (6 + 6 + 2 = 14).

Remember, though, it does not matter by how much the individual die roll beats the target number, just that it does. Once the target number has been equaled or exceeded, stop rolling.

The Rule of Six does not apply to rolling for Initiative (see p. 18).

SUCCESS TESTS

A Success Test is the standard test to see if a character can accomplish a given task, and how well. The number of dice used is equal to the appropriate **Attribute** or **skill rating** of the character who must make the test. In other words, that rating indicates how many six-sided dice to roll for the test. For example, to make a Pistols Test, check the character's Pistol Skill Rating and roll that number of six-sided dice for the test. For a Willpower Test, use the character's Willpower Rating to determine the number of dice to roll.

The rules give the target number for many tests. For others, the gamemaster determines what is appropriate. Each die result that equals or exceeds the target number is a success. A single success indicates that the character has accomplished the task, but the more successes rolled, the better. In most situations, multiple successes mean that the character will receive more information, or do more damage, or make that bank shot off the troll's head and into the side pocket look so easy a child could do it.

In *Shadowrun* products, this standard Success Test is often written in an abbreviated form, such as Willpower (5) Test, which is really just a shorthand way of saying "make a Willpower Test using a Target Number 5."

Sam the Sleuth is running down an alley and needs to leap a tall fence to get away from the gang chasing him. The gamemaster decides the test should be an Athletics

(5) Test. Sam has Athletics 4. That means Sam's player gets to roll 4 dice against a target number of 5. The player rolls 3, 3, 4, and 5. That's one success, and Sam is able to leap over the fence and make his escape.

TIME

In most situations while playing *Shadowrun*, time need not be strictly kept track of as long as the gamemaster and players have a clear sense of continuity and the sequence of events. While it may often be necessary to keep track of time for specific periods within the game (for example, if the runners must meet with the Mafia don for a dinner, and he hates tardiness), time is generally best dealt with in a fluid and abstract manner.

COMBAT TURNS

In certain situations, such as combat or pursuit scenes, timing becomes critical. When this occurs, the *Shadowrun* game proceeds in turns. Each character acts in order, the fastest first, in a set sequence known as the **Combat Turn**. Each Combat Turn is roughly three seconds long. Based on how fast a character reacts—her **Initiative**—the character may take actions during one or more **Initiative Passes** (see *Combat*, p. 20). The point during each Initiative Pass when a specific character can act is known as a **Combat Phase**.

SHADOWRUNNING BY THE NUMBERS

Nothing defines a character more than the character's numbers. It contains all the information and elements that make up a player character. This section will introduce and define these various components of a character.

THE CONCEPT

A character in *Shadowrun* is much like a character in a novel or film, except that the player controls his or her actions. Composed of a collection of Attributes and skills, the character has the personality that the player injects. Without that personality, the character remains an *it*. Only when fleshed out by the player does a character become minimally *he* or *she*, or, with good characterization, someone memorable.

RACE

Characters in *Shadowrun* may be of one of the five sub-groups of *Homo sapiens*: **human** (*Homo sapiens sapiens*), **elf** (*Homo sapiens nobilis*), **dwarf** (*Homo sapiens pumillionis*), **ork** (*Homo sapiens robustus*), or **troll** (*Homo sapiens ingentis*). Non-humans are known as **metahumans**, while the five sub-groups as a whole (including humans) are known as **metahumanity**. All are human beings, at least according to the geneticists. Racists say differently.

In the early 2060s, humans are still the most numerous race populating the planet. Each of the other races are represented about equally, but are scattered unevenly across the globe. In some places, humans form an extreme minority, but those tend to be areas where the other races have gathered for safety, protection and isolation.



Humans represent the standard. As characters, they receive no special Attribute or ability modifications.

Dwarfs are hardier (slightly higher Body), stronger (higher Strength), and more willful (higher Willpower) than humans. They also have thermographic vision, which allows them to see radiated infrared (heat) energy as well as the normal light spectrum, simultaneously. They have a slower movement rate than other races, but are also more resistant to poison and disease. And yes, they are short.

Elves are more agile (higher Quickness) and more charismatic (higher Charisma) than humans. They also have low-light vision, which enables them to see clearly in near-total darkness.

Orks are much tougher (higher Body), stronger (higher Strength), less charismatic (lower Charisma), and less acute (lower Intelligence) than humans. They also have low-light vision.

Trolls are big and nasty. They are a *lot* tougher (much higher Body), slower (lower Quickness), much stronger (higher Strength), less charismatic (lower Charisma), and less acute (lower Intelligence) than humans. They have thermographic vision, really long arms (giving them an advantage in melee combat), and extremely tough skin with bony deposits (making them more resistant to damage).

ATTRIBUTES

In *Shadowrun*, each character has eight Attributes, nine if the character is a magician. There are three Physical Attributes, three Mental Attributes, and two (or three) Special Attributes.

Attributes come into play for various tests, and your character's Attribute Rating is the number of dice you roll when making such a test.

A character's Attributes—Body, Quickness, Strength, Charisma, Intelligence and Willpower—represent the raw material that makes up every person: his or her body, what the character has done with that body, and what's inside the person that makes him or her unique. Because Attributes can be improved during the course of a character's life, they represent something more than genetics.

Physical

The **Body** Attribute determines a character's resistance to outside forces. It represents the character's cardiovascular fitness and endurance, immune system, how well he heals, how well he adjusts to bioware, his tolerance for drugs and alcohol and, to some extent, his muscle and bone structure and weight. Low Body could mean a character is skinny and frail-boned or has bad eating and health habits. A character recovering from a nasty disease or extensive cyberware surgery might have low Body as well. High Body means a character is better fed, tough as nails, has strong bones with some spring to them and an immune system that won't quit.

Quickness represents a character's motor reflexes, balance, metabolism, running speed, flexibility and coordination. A character with low Quickness might be a trid potato, have an inner ear imbalance, or might simply have a tendency to freeze up in an emergency situation. High Quickness means that a character has developed agility, fluidity and grace, perhaps

through a regimen of running, martial arts or even typing (which builds manual dexterity).

Strength denotes what a character's muscles can do. Strength is somewhat dependent on a character's size and metatype. If your character is a 5-foot-tall, 115-pound human girl, she's unlikely to possess an unaugmented Strength Attribute of 6. On the other hand, dwarfs have a muscle density that rivals that of reptiles. Characters with low Strength may be small, skinny or slight, or simply too busy to work out. A high-Strength character may be tough and wiry, know how to use her body to her best advantage, work out every day, or simply be fraggin' BIG.

Mental

Charisma is a nebulous attribute. More than just looks, Charisma represents a character's personal aura, self-image, ego, willingness to find out what people want and give it to them, and ability to recognize what he can and can't get out of people. A whiny demeanor, a me-first attitude, or an inability to read body language or subtle hints are just a few traits that can give a character low Charisma. A character with high Charisma might simply enjoy entertaining others, may honestly want to help people and develop friendships, or may be all flash and fun with whoever is around. A high-Charisma character might deliver jokes at the right moment, have a sexy way of carrying herself, or command respect because her timing is always impeccable.

Intelligence represents a character's perceptual and analytical abilities, memorizing ability and raw brain power. It denotes how fast a character learns, adapts or remembers. Low Intelligence does not mean stupidity; instead, it might denote a character who discounts things too quickly rather than seeing how he might use them. Such a character may not think beyond the moment, may be easily distracted, or may simply rely on instinct rather than intellect. High Intelligence, on the other hand, means a character can keep track of several things at once, integrate old memories with whatever he's working on now, and apply general principles to specific problems. Such characters notice small details and learn fast—they may not have gone to school for years and years, but if someone competent explains something to them, they'll get it.

Willpower keeps a character going when he wants to give up, or enables him to control his habits and emotions. Willpower determines whether a character is going to take charge of his life. A character with low Willpower might defer to other people when big decisions are being made, for example. A high-Willpower character is more assured and possesses a never-say-die streak. Such characters go down to the monowire because that's exactly the fragging *point*.

Special

Essence is a measure of life force, of a body's wholeness. It represents the body's cohesiveness and holistic strength. Things that are invasive to the body, such as cyberware, reduce Essence. If a character abuses his body repeatedly with chemicals, toxins or even just long periods of negligence, he may lose Essence as well. Long-time drug addicts and chipheads who have done per-



manent damage to their system have lost Essence. When Essence declines, Magic declines by the same amount.

Magic is a measure of the ability to use magic, and of the body's attunement to the **mana** that flows through our plane. Those with strong Magic Ratings are able to handle powerful magic and mana manipulation. Those with weak Magic Ratings are more sensitive and more easily drained by the use of magic. Those with no Magic Rating have no magical capabilities and are tuned out from the magical realms. Serious damage to the body and invasive additions such as cyberware reduce Magic Rating.

Reaction determines how quickly and how often a character can act under pressure. A character with good reflexes will have a high Reaction.

INITIATIVE

Initiative is the method by which the order of actions taken within a single Combat Turn is determined. Initiative is based on a character's (augmented) Reaction plus his **Initiative dice**. To determine the **Initiative total**, the dice are rolled and added together along with the character's Reaction. The number determines the order in which characters take action during each Initiative Pass (see *Combat*, p. 20). This is not a test, so the Rule of Six does not apply to the dice rolls.

MAGIC

There are few who would argue that any single event in the known history of Earth is more significant than the return of magic. One morning the world woke up and the rules were different. The boundaries of existence had changed, and life had to be relearned. The world had Awakened. Some people have the ability to tap into the powers of the Awakened world and use to them to do magic.

In *Shadowrun*, any character with a Magic Attribute of 1 or more is considered **Awakened**. Those with no magical ability (a Magic Attribute of 0) are known as **mundanes** by the magical. Awakened characters who use magical skills are called **magicians**.

Magicians frequently use **Sorcery** to manipulate mana and form spells and **Conjuring** to summon **spirits**. Both spellcasting and conjuring, as well as other magical activities, cause fatigue, known to magicians as **Drain**.

Magicians follow one of two traditions of magic. Whichever path the character chooses, it is for *life*. There is no going back.

A character who chooses the *shamanic* tradition is a **shaman**. Shamans receive their magic through their link with the outer world of nature and the inner world of emotion, will, and faith. Their link with nature is personified by a spirit-figure, called a totem, which exemplifies the shaman's beliefs.

A character who chooses the *hermetic* tradition is a **mage**. Mages see the universe as patterns of force and energy they can control with complex symbols and formulae of power. Hermetic magic is more intellectual, relying on observation, theory, practice and precise execution, rather than intuition and improvisation. Mages are scholars and often have elaborate libraries and equipment to assist their work.



Each type of spell or spirit has a **Force Rating**, chosen by the magician and limited by his abilities, time and money. The Force acts like a Skill or Attribute Rating in tests.

SKILLS

Areas of knowledge or technique are known as **skills**, which have ratings that are used to carry out tests. Skills define what a character knows and can do. A character's skill rating represents the number of dice rolled by the player when making tests using that skill. See *Using Skills*, p. 15, for more information.

ACTION POOL

When things are hot, and the character's basic skills and Attributes are not enough to get him through to the next morning, he needs help. That's where dice from the **Action Pool** come in handy.

The Action Pool is a set number of dice that a player can add to those normally allowed for a test. These dice initially become available for use as the first step of the *first* Combat Turn of any encounter. Characters can then draw from them during the Combat Turn. Once dice are drawn from the pool, those dice are no longer available for use until the pool refreshes at the beginning of the next Combat Turn. More than one die can be drawn from the pool to augment a single test.

When using dice from the Action Pool to augment a test, the player adds the pool dice directly to those normally used for the test. That is, if a player would normally roll 4 dice for a test, but takes 3 more dice from the pool to augment the test, she now rolls a total of 7 dice. Dice representing the Action Pool should be a different color from the other dice used in the test.

The only limitations to the Action Pool are as follows:

- Action Pool dice cannot be used for initiative.
- On a given roll, the player cannot use more Action Pool dice than the rating of the skill being used.
- Once used, the dice are gone until the pool refreshes at the beginning of the next Combat Turn.

Ellen Whiteface, heavy pistol held out before her in a combat grip, is fresh out of options: if she doesn't take down the charging Mafia troll right fraggin' now, she'll never have to worry about options again. Her player can choose to use none, some, or all of the dice in Whiteface's Action Pool to augment her Pistols Test. Whatever dice she uses to augment the test will be unavailable again until the beginning of the NEXT Combat Turn. In this case, Whiteface has an Action Pool of 6 dice. Her player, knowing that the troll has to be stopped, decides to use all 6 dice. She has a Pistol Skill of 6, so that's no problem. That would leave no dice in the character's Action Pool until next turn. If the Whiteface player had decided to use, say, only 4 dice, 2 dice would still have remained for use later. Whiteface's player has decided to risk it all in taking down the troll. If Whiteface does not stop the troll now, he could well come after her again at a time when she has no Action Pool dice to use defensively.

At the start of each Combat Turn, the action pool dice refresh to their original number. Thus, if a character has an Action Pool with 5 dice, the pool always returns to 5 dice at the start of a Combat Turn. Unused pool dice *do not* carry over from one Combat Turn to the next.

Action Pool Uses

Players may allocate dice from the Action Pool to any offensive or defensive combat-related tests, such as Pistols, Bows, Throwing Weapons, Clubs, Unarmed Combat or any similar offensive Combat Skill Tests. They may also use dice from the Combat Pool to help resist damage from normal attacks (see *Combat*, p. 22).

A magician uses dice from the Action Pool to augment Sorcery Tests. Dice from the Action Pool can be used to augment Spell Success Tests and Drain Resistance Tests in spellcasting.

GEAR

Gear is stuff the character owns. Gear includes a runner's trusted sidearm, his nightclub clothes and corporate drone disguise, his micro-transceiver tuned to the team's encrypted frequency, his battered Eurocar that he bought hot from the local gangbangers for use as a getaway vehicle, his ancient Celtic wristband made of orichalcum that serves as a spell focus, and the ubiquitous pocket secretary with speed dial programmed for all his contacts. A list of each character's gear is on his record sheet.

Weapons

Weapons have a **Damage Code** that tells the player how much damage they do. The code consists of a number and a letter. The number is the **Power Level**, which indicates the difficulty of offsetting damage from such a weapon. The letter indicates the **Damage Level (Light, Moderate, Serious or Deadly)** that the weapon inflicts. See *Combat*, p. 22, for further explanation of how this code is used.

Cyberware

Various technological implants, organ modifications and structural enhancements to the metahuman body that are collectively known as cyberware can improve a character's Attributes and abilities. Certain cyberware makes it possible for a character to carry out extraordinary actions, such as datarunning in the global computer Matrix or reacting more quickly than normal thanks to boosted reflexes.

Because implanting cyberware in the body is an invasive procedure, installing cyberware has an **Essence Cost**. The metahuman body has limits, and so only a certain amount of cyberware can be installed before the body runs out of Essence and dies. The more cyberware a character has installed, the more "inhuman" he becomes. Overly cybered characters tend to be a bit detached, and the empathy between them and other people suffers. While many pieces of cyberware are so common as to be unremarkable (cybereyes, datajacks), visible cyberware still has a startling effect on many people, especially if there is lots of it. This tends to impede social interactions when cybered individuals are involved.

CONDITION MONITOR

The record sheet includes the Condition Monitor, which 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 *Damage and Healing*, p. 25, for more information.

THE MATRIX

The Matrix is an interlocking system of computers, called hosts, linked together by grids—the world telecommunications network. Most computer systems throughout the world are accessible via the Matrix, assuming you have authorized passcodes or can hack your way in. A Matrix user can theoretically connect to a host on the other side of the planet within seconds. This degree of connectivity is required both by the laws of the corporate world and by the absolute necessity of keeping data current in a time when profound changes can occur in the blink of an eye.

The human mind cannot directly comprehend the flow of data in the Matrix. If users were restricted to old-tech tools—command lines, file names, programs in procedural languages—the system would be unmanageable. For example, a user who wanted to read a computer file in 1999 would type in some wearisome command, find the file in a window, or access the desired information in some other, equally clumsy method. But in 2060, everything in the Matrix—physical components, programs, even actions such as copying a file—is graphically represented by an *icon*. Now, the user takes a microsecond-long trip through a computer-generated landscape in order to find a file. If the user is validated to see a file, he finds it right where he expects to find it. The interface routines he uses may look like clerical workers, or a huge library, or simply appear as dazzling patterns of energy. The user sees the file, touches it, and the data downloads into his cyberterminal.

Users no longer need to remember codes, command sets, or file names. If they want something, they go get it. If they want to program a process for a laboratory or an assembly line, they mentally perform the motions involved or build a model using virtual components, and the computer learns from them. Modern chemists, for example, build molecules according to formulae as if they were using children's building blocks. The computer then translates these actions into a program that will operate the process in the real world.

Of course, shadowrunners who have their own reasons for being inside a computer system can take advantage of the same technological advances. The same Matrix gear that makes a wage slave's job simple gives power to deckers. These renegade users can slip into a computer system and use that simple graphic representation to their own end.

ACCESSING THE MATRIX

To connect to the Matrix, people use cybernetic interface devices known as cyberdecks and cyberterminals. All such devices have a fiber-optic cable with a standard data plug like those found on home telecom systems. With the right tools, a decker can jury-rig a place to put that plug. The deck or termi-

nal connects to its user either via an electrode net that slips over the head (the way of cowards), or with a direct cybernetic interface through a datajack (the only way to fly). Some netheads still use some form of keyboard assistance, but many prefer running with a pure cybernetic hook-up.

Once activated, the deck or terminal overrides most of the user's own sensory information and replaces it with an electronic simulation of the Matrix. The simsense signal translates the complex code structures of the actual Matrix into graphical icons. After a second of disorientation, the decker (that is, the icon of the decker character) appears in the Matrix at the point where the cyberdeck tapped in. If he enters from an illegal tap in the back room at Matchstick's Bar & Grill, the decker's image will appear in the telecom line that serves the joint.

Legitimate users have registered cyberterminals that identify themselves to the Matrix at every step. But the cyberdecks of deckers have no Matrix identifiers. Deckers remain anonymous, and when everything goes right they can dance through the secrets of the Matrix, laughing at security measures. Of course, when things go wrong, they can die in the Matrix as well (see *Matrix Combat*, p. 24).

SEEING THE MATRIX

What does the Matrix look like? Most of it looks computer-generated and -drawn. No matter how astounding, even photo-realistic, the level of detail, it is still obviously computer-created. Some sections of the Matrix are virtually indistinguishable from the real world, but those are dangerous places.

Everything in the Matrix has a symbolic representation. In the Matrix, computer systems, when viewed from the outside, often look like buildings, mountains, or other large-structure images. Inside, they may use a variety of imagery to represent different functions. Most computer systems in 2061 are custom-designed "sculpted systems," using detailed metaphors and designs to represent the workings of that system. The central metaphor of a sculpted system defines the virtual reality of that system. For example, the Silver Technology system from *Prototype Envy* looks just like the physical office except that touching any device will make that device "come alive" and do what you want. Touch the desk and it begins writing memos from your head. Touch the file cabinet and data files leap out. When in a system, nearly everything a decker does or senses is explained in terms of the system's central metaphor.

Data also has its own representation, perhaps appearing as floating cubes filled with swirling data. Logging onto a host may be presented as walking through a doorway, or being sucked through a great neon tube.

And what does the decker look like? He looks like anything he wants. A man wearing a suit of knightly or technological armor, a being made of pure light, a glowing white ball, a demon from some corner of Hell; it doesn't matter. In the Matrix, anything can look like anything.

This may seem odd, but remember that the images the decker is seeing (and the sounds he hears, and so on) have no basis in reality. These images are generated entirely by the cyberdeck, based on information received by the computer system with which it is interacting.

USING SKILLS



When you want your character to be part of the action, to accomplish something beyond breathing, talking or standing, you use skills. Skills represent the abilities and understanding that a character has acquired. In *Shadowrun*, skills are general techniques and bases of knowledge rather than narrow, limited actions.

BASE SKILLS

Base skills are the fundamental skills in *Shadowrun*. Attributes represent capabilities that an individual is born with; skills are abilities an individual learns over time. Each skill represents the training and methods a character has picked up that enable him to use his natural Attributes in a certain way.

SKILL RATINGS

Skill ratings are the numerical values assigned to skills either at character creation or when the skill is learned during game play. Skill ratings are usually written as the name of the skill, followed by the rating. For example, Stealth 5 means the character has the Stealth Skill at a rating of 5. The skill rating represents the number of dice rolled when making a test using that skill. For example, the character with Stealth 5 would roll five dice when making a Stealth Test.

Skill Defaulting

All skill ratings begin at 1. If a character does not have a rating of 1 or higher in a skill, he or she does not possess the skill in question. The character may still attempt actions which may require that skill, but at a distinct disadvantage. This is called defaulting.

When defaulting, increase the Target Number by +4 and allow the character to roll an Attribute instead. Use the Default to Attribute Table on p. 17 to determine which skills link to which Attributes.



SKILL CATEGORIES

COMBAT SKILLS

Assault Rifles

Assault Rifles covers the use of all multi-firing-rate rifles.

Clubs

Clubs governs the use of hand-held melee weapons that have no edge or blade. This skill allows a character to use any short, weighted item as a weapon, from a baseball bat to a tire iron to a chair leg.

Cyber-Implant Combat

This new combat discipline has developed since the advent of combat-oriented cyberware. Combining the quick strikes of edged-weapon fighting with the in-your-face style of unarmed combat, this skill allows those with the right cyberware to make the most effective use of it.

Edged Weapons

Edged Weapons governs the use of hand-held melee weapons that have a sharpened edge or point. This skill allows

a character to use various knives, swords and axes effectively.

Pistols

Pistols governs the use of all types of hand-held firearms, including hold-out, light and heavy pistols, and tasers.

Projectile Weapons

Projectile Weapons governs the use of muscle-powered projectile weapons.

Submachine Guns

The Submachine Guns Skill governs the use of light-weight semi-automatic and automatic guns fired from the shoulder or hip.

Throwing Weapons

Throwing Weapons governs the use of any item thrown by the user.

Unarmed Combat

Unarmed Combat Skill (also known as hand-to-hand combat) governs the use of combat techniques based solely on the



use of the individual's own body. In addition to boxing, this skill covers such combat styles as Oriental martial arts and Brazilian capoeira.

MAGICAL SKILLS

Sorcery

The Sorcery Skill governs the control of magical energy, usually in the form of spells. Only characters with a Magic Attribute of 1 or greater can have this skill.

Conjuring

The Conjuring Skill governs the calling and banishing of spirits. Only characters with a Magic Attribute of 1 or greater can have this skill. Mages can call elementals; shamans can call nature spirits.

PHYSICAL SKILLS

Athletics

The Athletics Skill reflects the training and honing of the body necessary to perform extreme physical activities.

Stealth

The Stealth Skill governs sneaking around, sleight of hand and eluding a tall. This skill also covers camouflage and disguises.

SOCIAL SKILLS

Etiquette

The Etiquette Skill allows a character to function within a specific subculture without appearing out of place. It also allows the character to recognize prominent figures within the subculture and to have a general idea of their strengths, weaknesses, likes and dislikes.

Interrogation

The Interrogation Skill governs the extraction of information from an unwilling subject.

Intimidation

Depending on how you look at it, the Intimidation Skill is either a weaker version of Interrogation or a strong-arm version of the Negotiation Skill. This skill allows a character to make people do what they normally might not, simply out of fear inspired by the character's in-your-face appearance or behavior.

DEFAULT TO ATTRIBUTE TABLE

Action	Defaulting Attribute
Firing a Weapon	Quickness
Hand to Hand or armed combat	Strength
Athletics	Strength
Sneaking about	Quickness
Negotiations or other social skills	Charisma
Computers or electronics	Intelligence

Leadership

The Leadership Skill governs a character's ability to get others to do his bidding through the exercise of example and authority. It includes an aspect of problem-solving, but is not intended to substitute for clear thinking and good planning on the part of the players.

Negotiation

The Negotiation Skill governs any interaction in which each side seeks to come out ahead, either through careful and deliberate bartering or through fast talk. It uses the adversary's Intelligence Attribute as a target number.

TECHNICAL SKILLS

Biotech

The Biotech Skill governs basic medicine and first aid. A character with this skill understands basic medicine in a hands-on sense, as a paramedic rather than a physician. Though familiar with the techniques and materials of cyberware, a character with this skill would still need a computer expert to collaborate on the interface systems. See p. 26 for more information.

Computer

The Computer Skill governs the use and understanding of computer technology and programming. This skill is essential to any character who needs to jack into cyberspace and run the Matrix.

Demolitions

The Demolitions Skill governs the preparation, measuring and setting of chemical explosives.

Electronics

The Electronics Skill governs the use and understanding of electronic devices, which in the 2060s is just about everything in common use in a city.

VEHICLE SKILLS

Bike

The Bike Skill governs the use of all motorcycles, motor-trikes and bikes with sidecars.

Car

The Car Skill covers the operation of motor vehicles with four or more wheels.

COMBAT



The world of *Shadowrun* is violent and hostile, and inevitably player characters will be drawn into combat situations. Whether the characters are spraying bullets, slinging spells or engaging in melee, the following rules for combat are used.

Combat in *Shadowrun* proceeds in a set sequence known as the Combat Turn. 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, which lasts for roughly three seconds of game time, each player (starting with the fastest) takes turns describing his character's action, and rolling dice to see how well he performs it. The gamemaster describes the actions and reactions of the non-player characters, as well as the final outcome of all actions. The Combat Turn sequence begins on p. 20.

Before combat can occur, the first thing that must be established is the order in which characters act.

INITIATIVE

Initiative determines the order in which characters act during a single Combat Turn. To determine the Initiative Score, roll the character's Initiative dice. Add the results of the dice together with the Reaction to get the Initiative Score. Note that the Rule of Six (p. 10) does not apply to Initiative rolls, nor can you use Action Pool dice.

John Longbone, an ork street samurai, has a Reaction of 5, and 2D6 Initiative dice. Rolling his 2D6 Initiative dice, he gets a 2 and a 6. His Initiative Score is then (5 + 2 + 6 =) 13.

The Initiative Score determines when a character may act, as well as how often he may act in a Combat Turn.

DETERMINING THE ORDER

At the beginning of each Combat Turn the characters roll their Initiative dice. The Initiative Scores are calculated and the results are noted by the gamemaster from highest to lowest. The highest-scoring character will go first.





The Initiative Pass

Once the character with the highest Initiative goes first, each character follows in order from highest Initiative Score to lowest. This is called the Initiative Pass. Each character will go once before any character goes again. The number on which a character acts is called a Combat Phase.

Once all players have acted, the gamemaster subtracts 10 from everyone's Initiative Score. Characters with results greater than zero may act a second time, from highest to lowest. This is the second Initiative Pass. After all characters have gone in this pass, the gamemaster again subtracts 10 from all Initiative Scores, and if any character has a score greater than zero, she can go a third time. This process continues until no characters have an Initiative Score greater than zero. At this point, the Combat Turn is over, and a new Initiative is rolled.

A big combat breaks out and the gamemaster tells everyone to roll Initiative. The players roll their dice and the resulting Initiative Scores look like this:

Player	Initiative Score
Mike's Character	37
GM Goon #1	26
Dave's Character	22
GM Goon #2	19
Sharon's Character	18
Rich's Character	17
GM Goon #3	15
Carlee's Character	9

The Combat Turn would proceed in the following order:

Player	First	Second	Third	Fourth
	Pass	Pass	Pass	Pass
Order	Order	Order	Order	Order
Mike's Character	37	27	17	7
GM Goon #1	26	16	6	No Actions
Dave's Character	22	12	2	No Actions
GM Goon #2	19	9	No Actions	No Actions
Sharon's Character	18	8	No Actions	No Actions
Rich's Character	17	7	No Actions	No Actions
GM Goon #3	15	5	No Actions	No Actions
Carlee's Character	9	No Actions	No Actions	No Actions

All of the characters get to act in the first Initiative Pass, starting with Mike's character and proceeding in order. In the second Pass, Carlee's character does not get any actions because her remaining Initiative Score is less than 0 (9 - 10 = -1). Everyone else gets a second action, with Mike's character going first and everyone else in order. After the second Initiative Pass, only 3 characters have Initiative Scores remaining above zero: Mike's character, GM Goon #1 and Dave's character. After the third Pass only Mike's character still has an Initiative Score above zero. Not only did Mike get to go first this Combat Turn, but he also went last and most often.

Initiative Ties

Sometimes characters will have the same Initiative Score. In that case, the character with the highest Reaction goes first. If the characters also have the same Reaction, the players involved roll one die. The highest result goes first (keep rolling if these are ties).

COMBAT TURN SEQUENCE

After determining who acts and in what order, the Combat Turn sequence is used to resolve all forms of combat, including hand-to-hand, ranged combat, firearms and magic. All of these actions fit within the Combat Turn sequence.

The following combat rules apply to all player characters, non-player characters (NPCs) and spirits alike unless otherwise noted.

1. ALL ACTION POOL DICE REFRESH

All of the characters' Action Pool dice refresh to their starting number.

2. DETERMINE INITIATIVE

Determine Initiative for all characters, spirits and anything else involved in the fight. The order of Initiative Scores from high to low determines the order in which the action will take place.

3. CHARACTERS TAKE ACTIONS IN THEIR COMBAT PHASE

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.

A. Declare Actions

The acting character declares his actions for the Combat Phase.

B. Resolve Actions

Resolve the actions of the acting character.

C. Declare and Resolve Actions of Remaining Characters

Move on to any other characters acting in that Combat Phase. Characters may perform simple actions, such as talking or dropping to the ground, in a phase where they are not the acting character. Once all eligible characters have acted in that Combat Phase, move on to the Combat Phase of the character with the next highest Initiative Score and resolve the actions of that Combat Phase, starting with Step A above. Continue repeating steps A through C until the actions of all characters have been resolved for that Initiative Pass.

D. Calculate the Next Initiative Pass

Once all of the characters have acted and all of the actions have been resolved for that Initiative Pass, the gamemaster subtracts 10 from each character's Initiative Score and calculates the order for the next Initiative Pass. Step 3 is then repeated. If a character's Initiative Score is equal to or less than zero, the character takes no more actions in that Combat Turn.



4. BEGIN A NEW COMBAT TURN

Begin a new Combat Turn, starting again at Step 1. Continue repeating steps 1 through 3 until the combat ends. Any unused dice in a character's Action Pool do not carry over to the next Combat Turn.

DECLARING ACTIONS

When it is your character's turn to act, you must declare the actions that he or she is going to perform during the Combat Phase. Using a skill is considered an action. For non-skill actions (like talking, hiding, planning or dropping to the ground) use a base of three seconds for the action. Yelling, "look out!" can be combined with dropping to the ground while firing a gun. But firing a gun while throwing a spell as you try to crack an electronic lock—that cannot be done.

MOVEMENT

In addition to any actions, characters may also choose to move during their Combat Turn.

There are two types of movement: walking and running. Characters may move at one of the two rates during a Combat Phase. They may also choose to remain stationary. Characters who act during more than one Initiative Pass in a Combat Turn may run during only one of those passes; it doesn't matter which.

MOVEMENT RATE

Each character has a Movement Rate for both walking and running. This rate is the distance the character moves by that method per Combat Turn. A character's Walking Rate is equal to his Quickness in meters. A character's Running rate is equal to Quickness times his running modifier (See Running Table).

There is a single +4 modifier to any action taken by a running character. Also, there is a +2 modifier to hit a running character with a ranged attack.

RANGED COMBAT

Shadowrun offers two types of combat: ranged combat and melee (also known as hand-to-hand) combat. All ranged combat, whether it involves firearms, projectile weapons or thrown objects, is resolved in the same manner.

RESOLVING RANGED COMBAT

Use the procedure outlined below to resolve ranged combat. Detailed explanations follow the list of steps.

1. Find To-Hit Number for the Weapon being Used

Each weapon for each character has a target number that must be met for a successful hit. For example, the guards in *Prototype Envy*, the adventure in this book, are using AK-97 assault rifles (see p. 51). Their number to hit is 3. Each character has a different number based on skills, accessories and cyberware.

RUNNING TABLE

Race	Running Modifier
Human	x 3
Dwarf	x 2
Elf	x 3
Ork	x 3
Troll	x 3

2. Apply Target Number Modifiers

There are only a few specific modifiers (see below). Use modifiers only if the situation calls for it.

3. Make Attacker's Success Test

The attacker makes his or her Success Test using the appropriate Combat Skill, modified by dice from the character's Action Pool. Count the successes the attacker rolls.

4. Resolve Target's Damage Resistance Test

The target makes his Damage Resistance Test using his Body rating and Action Pool dice against a target number equal to the Power Rating of the weapon used, minus the target's Armor Rating. Count the successes the target rolls.

5. Determine the Outcome

Compare the attacker's and target's successes. Depending on which character rolls the higher number of net successes, the weapon damage is reduced or increased (staged up or down) appropriately. A tie means the attacker inflicts the weapon's base damage.

6. Apply Damage

Stage the weapon's damage accordingly and apply it to the target.

RANGED COMBAT TARGET MODIFIERS

To determine the final target number for a ranged attack, add up all the applicable modifiers and apply that sum to the base target number. The result is the final, adjusted target number. No target number can ever be less than 2.

Partial Cover

Attacks against targets obscured by intervening terrain such as brush, foliage or various obstacles (crates, windows, doorways, curtains and the like) receive a +2 modifier.

Target Running

If the target is running at the time of the attack or during his previous action, the attack suffers a +2 modifier.

Target Stationary

Attacks against a stationary target reduce the target number by 1.

Attacker Running

If the attacker is running at the time of the attack, the attack suffers a +4 modifier.

Aimed Shot

Characters who aim receive a -1 modifier. You cannot aim if you have moved this turn or are moving during the current Initiative Pass.



RANGED COMBAT MODIFIERS TABLE

Situation	Modifier
Partial cover	+2
Target running	+2
Target stationary	-1
Attacker running	+4
Aimed shot	-1
Using a weapon for a skill you don't have (see p. 15)	+4
Attacking character is injured	See Damage Modifier Table, p. 26

remaining in his Action Pool with which to increase his odds of survival. Snot gets the following results: 1, 1, 5, 5 and 6. Because three of the dice rolls are equal to or greater than 5, Snot has gotten 3 successes.

DETERMINE OUTCOME

To determine the outcome of an attack, compare the successes rolled by the attacker and the target. If the attacker's successes exceed the target's, the attacker

can stage up the damage of the weapon. If the target's successes exceed the attacker's, the target can stage down the weapon's damage. See *Staging*, below.

Character Is Injured

Characters who are injured receive modifiers based on exactly how injured they are; see Damage Modifier Table, p. 26.

ATTACKER SUCCESS TEST

To determine the outcome of the attack, the player makes a Success Test using a number of dice equal to his character's appropriate Weapon Skill, plus any additional dice from the character's Action Pool. Compare each die rolled to the modified target number, remembering to use the Rule of One and the Rule of Six (see p. 10). Each result that equals or exceeds the target number counts as a success. Write down the number of successes rolled. If there are no successes, the attack has missed.

Liam has Pistols Skill 6 and is using 4 dice from his Action Pool. His adjusted Target Number is 4. Rolling 10 dice (6 + 4), he gets 3, 4, 3, 2, 5, 5, 1, 2, 6 and 5. This gives him a total of five rolls that equal or exceed the target number and therefore count as successes: the 4, the three 5s and the 6. Had the adjusted Target Number been 5, Liam would have rolled only 4 successes. Had the Target Number been as high as 8, then Liam could have re-rolled the 6 to try for the 8, per the Rule of Six. In that case, Liam would have needed to roll a 2 or better to get 1 success.

DAMAGE CODES

All weapons have Damage Codes that indicate how difficult it is to avoid or resist the damage, and how serious are the actual wounds the weapon causes. A weapon's Damage Code consists of a numeral for the Power and a letter for the Damage Level.

Power

A weapon's Power is used as the target for any Success Tests to avoid or resist the damage caused by the weapon. It is often modified by some other value opposing it, such as body armor. For example, if a character is hit by a weapon with a Power of 6, the target number for the character's tests to avoid or resist the damage would be 6, unless the number is modified by the presence of armor.

Damage Level

The Damage Level indicates the severity of the base damage done by the weapon: Light (L), Moderate (M), Serious (S) or Deadly (D). Everything else being equal, a character struck by a weapon with a given Damage Level will take a Light, Moderate, Serious or Deadly wound, as appropriate. Usually, however, the Damage Level is increased or reduced in some manner before the damage is applied to the character.

DAMAGE RESISTANCE TEST

At this point, the target gets to make a Damage Resistance Test to lessen the effects of the damage. To save his skin, the target rolls a number of dice equal to his Body Attribute, plus any dice he wants to use from his Action Pool.

The target number for this test is the Power Rating of the attacking weapon, modified by any armor the character is wearing. To determine that adjusted target number, subtract the rating of the armor from the weapon's power. Treat any result less than 2 as 2. Roll the dice, using the Rule of One and the Rule of Six. Each result that equals or exceeds the target number is a success.

Liam's target, an unfortunate by the name of Snot, has Body 5 and is wearing 4 points of ballistic armor. Liam is firing his trusty Ares Predator heavy pistol, which has a Damage Code of 9M.

The target number for Snot's Damage Resistance Test is 5 (9 - 4). He is rolling 5 dice for his Body, but has no dice

STAGING

Staging is the process of raising and lowering the Damage Level of a weapon. The attacking character, using the successes generated from his Success Test, can stage the weapon up one Damage Level for every two successes generated. So, if he is using a weapon that has a base Damage Level of M and if he has generated four successes in his Success Test, the attacking character could stage the weapon's damage to D (two successes increase the Damage Level to S and two more increase it to D).

The target or defending character is trying to do just the opposite. The defender wants to stage the weapon damage down. The weapon's Damage Code can be staged down one level for every two successes the defender generates. If, for example, the defender generated four successes against a

weapon doing Serious damage, the damage would become Light (two successes stage it down to M, and two more stage it to L).

The successes of the participants are compared, and the character with the higher net successes wins and stages the damage accordingly.

If the weapon damage is staged below Light (the level is already at L and at least two more successes remain to be used for staging), then no damage is done. On the other end of the spectrum, Deadly damage is the highest level of damage possible.

Attacker stages up 1 level per 2 net successes →

(L)ight - (M)oderate - (S)erious - (D)eadly

← Defender stages down 1 level per 2 net successes

Comparing Liam's and Snot's successes, we find that Liam (the attacker, with 5 successes) has rolled 2 more successes than Snot (who only rolled 3). Liam therefore gets to stage up his weapon's Damage Level. His 2 net successes (2 more than Snot) are enough to increase the Damage Level by one, from Moderate to Serious. Poor Snot takes a Serious wound.

If Snot had rolled 2 more successes than Liam, he could have staged the weapon down one level, from Moderate to Light, and only taken a Light wound. In order to avoid damage altogether, Snot would have needed to roll 4 more successes than Liam did (2 successes to stage down to Light and 2 more to eliminate the damage completely). Had both characters' players rolled the same number of successes, Snot would have taken a Moderate wound, the base damage of the weapon (9M).

APPLY DAMAGE

Record the damage on the target's Condition Monitor, according to the rules in *Applying Damage*, p. 25.

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 combat in *Shadowrun* assumes that some maneuvering occurs as part of the fight. Rather than a single blow, each attack is a series of moves and counter-moves executed by those involved. For simplicity, the character who initiates the attack is considered the attacker. His or her opponent is considered the defender.

Melee combat is not "I punch you and then I wait for your turn to punch me." It represents several seconds of feints, jabs, punches, counters, attacks, defends, kicks and bites by both combatants at the same time. There is a chance that your character can get damaged even though the action takes place on his or her Combat Phase. It's the chance you take that your opponent may get a lucky punch in or just be flat-out better than you.

MELEE COMBAT WEAPONS

Melee combat weapons are any weapons wielded by combatants within a few meters of each other. Some of these weapons can also be thrown, but if the weapon is swung, melee combat rules apply.

Damage Codes for melee weapons work slightly differently than those for ranged weapons; some do only Stun damage rather than physical damage. The player and gamemaster will need to consider each melee combat weapon before the game begins to agree on the weapon's damage.

RESOLVING MELEE COMBAT

To resolve a melee combat encounter, follow the procedure outlined below. Detailed explanations follow the list of steps.

1. Make Attacker's Success Test

Roll the attacker's base Combat Skill dice, augmented by dice from his Action Pool, against a base target number, shown as the Target Number To Hit (on the character's record sheet). For example, the guards (again from *Prototype Envy*, p. 51), using their fists, all have a Base Target Number of 4, (except for the troll, who has a Target Number of 3). Modify this target number as appropriate, using the modifiers for ranged combat on p. 22.

Count the successes.

2. Make Defender's Success Test

Roll the defender's base Combat Skill dice, augmented by dice from his Action Pool, against the base target number shown on the appropriate record sheet, modified as necessary using the modifiers for ranged combat on p. 22.

Count the successes.

3. Compare Successes

The character who rolls the most successes has hit his or her opponent. A tie goes in favor of the attacker.

4. Determine Damage

The character who hit can increase the Damage Level of his or her attack by one level for every two successes he rolls above his opponent's success total. If the Damage Level has been increased to Deadly, extra successes can be used to stage the Power Rating up. For every two net successes, the Power Rating increases by one.

5. Resist Damage

Roll the resisting character's Body dice against a target number equal to his opponent's Strength, minus the target's Impact Armor Rating. For every two successes rolled, reduce the Damage Level by one level.

COMPARE SUCCESSES

After both sides make their tests, compare the successes rolled by each character. The one who rolls the most successes has hit his or her opponent. Subtract the opponent's successes from the winner's to get the net number of successes. Ties go to the attacker.

The net number of successes determines how much potential damage is done.

Zipperhead and Geist are facing off in a dark alley somewhere in the sprawl. Zipper has Unarmed Combat 5, Body 4, and 4 dice available in his Action Pool. Geist has Unarmed Combat 4, Body 5, and 5 dice available in her Action Pool. Both are making tests against a Target Number 4 (no situation modifiers apply). Both will use all their Action Pool dice to augment their attack tests. It is Geist's Combat Phase, making her the attacker.

Zipperhead rolls nine dice and gets 1, 2, 2, 2, 3, 3, 4, 5, and 6. Three of those results equal or exceed the target number, so Zip has three successes. Geist also rolls nine dice and gets 1, 3, 4, 4, 5, 5, 5, 6, and 6. Geist ends up with seven successes.

Because Geist has more successes than Zipperhead, her attack hits. If Zipperhead had rolled more successes, his attack would have hit. If both had rolled the same number of successes, the tie would have gone in Geist's favor because she is the attacker.

DETERMINE DAMAGE

The character who rolls the most successes can use those successes to increase the damage his weapon does. The weapon's Damage Level increases by one level for every two net successes. In the case of a tie, the weapon does its base damage. If the character is able to stage his damage up to Deadly, any extra successes can be used to increase the Power Rating of the attack by one for every two remaining successes achieved by the victor.

Geist rolled four more successes than Zipperhead did, so she can raise her weapon's Damage Level twice. Geist's unarmed Damage Code is 4M Stun; she can use her four successes to raise the damage two levels, to 4D (Deadly) Stun. If Geist had six more successes than Zipperhead, she would have been able to use the two extra successes to increase



the Power rating of her attack by one to 5D (Deadly) Stun.

DAMAGE RESISTANCE TEST

To resist the damage done by the attack, the character who was hit rolls Body dice against a target number equal to the opponent's Power, minus the defending character's Impact Armor Rating. Every two successes reduce the Damage Level of the weapon by one. Any remaining Combat Pool dice may be used.

Zipperhead rolls his five Body dice against a base Target Number 4, minus the 2 points of impact armor he wears. This gives him a final target number of 2. He gets 1, 1, 2, 4 and 6. Three of those results are equal to or higher than 2, so Zipperhead has 3 successes.

Every two successes Zip rolls will stage his damage down one level from Deadly Stun. Because Zipperhead has 3 successes rather than 4, he can reduce the damage by only one level, to Serious Stun. Zipperhead takes a Serious Stun wound.

MATRIX COMBAT

The rules for action in the Matrix are nearly the same as rules for action in physical space. The jacked-in character still rolls Initiative, but because everything in the Matrix is virtual,

taking place in the mind of the decker, the Initiative roll is doubled. Only characters with a datajack and a cyberdeck can access the Matrix in this fashion.

Once the character has determined his modified Initiative, the Combat Turn proceeds as normal (see p. 20).

ACTIONS IN THE MATRIX

There are two main actions the jacked-in character can perform in the Matrix. The first is to Search. Searching entails almost any action the character takes in the Matrix: moving between locations, touching or activating something, or actively searching for data. The character rolls his Computer Skill against the number given for Searching. If the character succeeds, he has been able to perform the action without the



computer system identifying him as an illegal user. Action Pool dice can be used for this test.

If the character fails this test (rolls no successes), an alarm is activated and the system goes on alert. The character will be confronted by a security decker, leading to the second type of action a character can perform in the Matrix: combat.

Matrix combat is played the same as melee combat (see p. 23). The damage is Stun and can be staged both up and down. When either the security decker or the player becomes unconscious from taking D level Stun damage, the unconscious character is automatically jacked out and has to roll a Willpower (4) Test. If this fails, he takes a Moderate Physical wound from mental backlash. Action Pool dice can be used for combat and damage resistance tests.

The decker can choose what her persona in the Matrix looks like, and can choose the appearance of her attacks. A clown throwing pies, a spider wielding a web spinner, or a spider throwing pies—there is no limit to what the icons look like.

Matrix Modifiers

While the system is on alert, all non-combat actions the illegal decker takes receive a +2 modifier. This includes combat, but not damage resistance.

The decker can attempt to shut down the alarm by making a Search Test to find the alarm, then a second test to shut it off. A decker who has won in Matrix combat can also jack out, find the unconscious security decker's jack-in point in the physical world, and jack in at his terminal. The system will accept the character as the security decker. The character can then make an unmodified Search Test to shut off the alarm, and the entire system will respond to that character as if it were his home system.

DAMAGE AND HEALING

Involved as they are in an illegal and often hazardous line of work, *Shadowrun* characters get hurt hard and often. The kind of damage, the severity of an injury and the effects on the character will vary greatly depending on the situation.

TYPES OF INJURY

Damage in *Shadowrun* is defined as either Physical or Stun. Each type of damage is tracked separately.

Physical Damage

Physical damage, the most dangerous type, is the kind done by guns, explosions, bladed weapons and most magic spells. If the Damage Code of a weapon does not indicate a specific type of damage, the weapon does Physical damage. As one might expect, Physical damage takes the most time to heal.

Stun Damage

Stun damage—bruising, muscle fatigue and the like—is the kind done by fists, kicks, blunt weapons, stun

rounds, shock weapons, concussion grenades, some magic spells and spellcasting fatigue. If something does Stun damage, its Damage Code always says so. Stun damage heals fairly quickly, but its immediate effects can be as deadly as Physical damage.

APPLYING DAMAGE

Once the damage has been staged, the target character is subject to any damage that remains. This damage is recorded on the character's Condition Monitor. As shown below, the Condition Monitor has two columns: Physical and Stun. Physical damage is recorded in the Physical column; Stun damage, in the Stun column.

		CONDITION MONITOR			
		Light Stun	Moderate Stun	Serious Stun	Deadly Stun
Stun	+1 TN #		+2 TN #	+3 TN #	Unc.
	Physical	+1 TN #	+2 TN #	+3 TN #	Unc.
		Light Wound	Moderate Wound	Serious Wound	Deadly Wound

The number of boxes filled in on the monitor depends on the final, staged Damage Code of the weapon. As shown on the Damage Level Table, a previously unharmed character taking either Physical or Stun damage would have 1 box filled in if the weapon does Light damage, 3 boxes for Moderate damage, 6 for Serious and all 10 for Deadly.

Damage is cumulative. For example, a character who already has one Moderate wound (3 boxes filled in) and takes another ends up with 6 boxes filled in—the equivalent of a Serious wound. If the same character had taken a Light wound instead, he would have 4 boxes filled in (3 + 1); if he had taken a Serious wound, he would have 9 boxes filled in.

If a character takes more than 10 boxes of Stun damage, the remainder of the damage flows over into the physical counter. At 10 boxes of Stun damage, the character falls unconscious and will not wake up until his Stun damage is reduced to the Serious level.

If a character receives 10 boxes of Physical damage, he will be unconscious with no chance of waking up, unless he is healed by a Heal spell (see p. 33). If a character takes 11 or more boxes of damage, he is dead. *Shadowrun* is a deadly game, so be careful out there.

DAMAGE LEVEL TABLE

Damage Type	Number of Boxes Filled In
Light	1
Moderate	3
Serious	6
Deadly	10

CONDITION LEVELS

When the damage a character has taken exceeds certain levels on the Condition Monitor, the character suffers certain effects that simulate the



effects of real-life injuries. Condition Levels within a column are not cumulative; the highest level reached applies. Condition Levels are cumulative across columns, however; a character who is Moderately wounded in the Stun column and Lightly wounded in the Physical column receives modifiers for both (+2 for the Stun damage and +1 for the Physical damage, for a total of +3).

The Damage Modifiers Table shows the effects of injury on a character's attempts to use skills and abilities. The **Injury Modifier** is a universal target number modifier that applies to nearly all tests the Injured character may attempt, except those for resisting or avoiding damage.

HEALING

Healing takes time, depending on the severity of the injury. Stun and Physical damage heal differently, and at different rates.

Healing Stun Damage

Technically, overcoming Stun damage is more a process of recovery than healing. The time it takes to recover from Stun damage is based on the amount of damage taken and the results of a Body or Willpower Test. To recover from Stun damage, the affected character rolls dice equal to either his Body or his Willpower (whichever is higher) against a base Target Number 2. This target number is modified by any appropriate Stun or Physical injury modifiers.

Recovering from a box of Stun damage takes a base time of 60 minutes. The actual time it takes to recover 1 box of Stun damage is equal to the base time, divided by the number of successes rolled. After this period has elapsed, the recovered damage is erased from the Condition Monitor. A character who has been knocked unconscious from Deadly Stun damage will not wake up until his or her Stun damage is reduced to Serious.

To recover from Stun damage, the character must be resting completely. If this resting time is interrupted, the recovery process aborts and the character must make the Body or Willpower Test again, using his current condition. The result can never be better than the result of the first roll, however.

No medical treatment really helps to recover Stun damage, nor does any magical spell.

Healing Physical Damage

Physical damage takes much longer to heal than Stun damage. Though Physical damage sometimes heals without

DAMAGE MODIFIERS TABLE

Damage Level	Injury Modifier
Light	+1
Moderate	+2
Serious	+3

WOUND TABLE

Wound Level	Target Number
Light	2
Moderate	4
Serious	6

the benefit of medical attention, that is not always the case. To determine if attention is needed, have the physically damaged character make a Body Test against a target number set by his or her overall wound level as noted on the Wound Table. Use only the character's natural Body Rating; cyberware offers no benefit for this test, nor does a troll's natural dermal plating. The character can make this test at any time. If they do it during combat they lose their entire next Combat Turn. Making the test during combat allows characters to assess their own damage immediately.

If the test yields any successes, the character will be able to heal without medical attention. If the test results in no successes, medical attention is required for healing to occur. Deadly wounds always require medical attention.

The effects of first aid and magical healing should be applied before making the test for medical attention.

Magical Healing

The Heal spell can also heal Physical damage. The Heal spell can be administered at any time.

Using Biotech

For the times when you need medical attention and you just can't wait for a professional doctor or even a trip to the local pharmacy, the Biotech Skill is your best friend. (Actually, the teammate who has Biotech is your best friend.) Using Biotech Skill means applying first aid in an attempt to reduce the damage level of Light, Moderate and Serious wounds, until the character can be taken to a doctor. Biotech Skill helps heal only Physical damage. Stun damage can be recovered only by taking the night off and sleeping in.

To be effective, the character must use Biotech on the injured character within one hour following an injury. Regardless of its success, Biotech cannot help once magical healing has been applied. Conversely, you may apply magical healing after the Biotech Skill has been used.

To use Biotech, make a Biotech Test against a target number that corresponds to the injured character's current Damage Level as shown on the Wound Table. If the test results in at least 1 success, the Damage Level is reduced by one. Biotech can never reduce the damage by more than one level.

MAGIC



In 2011, the Awakening transformed the world by making magic a reality. Some people in the Sixth World have the rare gift to use the power of magic. They are the **Awakened**.

In *Shadowrun*, an Awakened character is one with a Magic Attribute of 1 or greater. Characters with a Magic Attribute of 0 are known as **mundanes**. Awakened characters have access to various magical skills and abilities. Awakened characters who use magical skills are **magicians**.

Magicians follow one of two **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 choice of magical tradition is for life. Once you are on the path, there is no turning back.

A follower of the **shamanic** tradition is a **shaman**. Shamans focus their magic through their relationship with the world of nature and the power of emotion and inspiration. Magical knowledge comes to them from a spirit-patron known as a **totem**.

A follower of the **hermetic** tradition is a **mage**. Hermetic magic is intellectual. Mages see the universe as a complex pattern of forces that can be controlled with the right formulae and rituals. Magical knowledge comes from intense study and research.

MANA

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 living beings. Mana is sensitive to emotion and responds to the will of the Awakened. Mana fuels sorcery and conjuring, allowing magicians to cast spells and summon spirits.

FORCE

All spells in *Shadowrun* have an attribute called Force. Force describes how powerful a spell is; the Force of a spell is the target number used when attempting to resist the spell's effects.



MAGICAL SKILLS

Magicians use the magical skills of Sorcery and Conjuring to manipulate mana, making magic happen. Tests using these skills follow all the normal rules for Skill Tests (p. 15), along with the special rules described in this chapter. You cannot default to Attributes for magical skills.

DRAIN

Many uses of magical skills, like casting spells and summoning spirits, cause **Drain**. The effort of manipulating mana can exhaust or even injure a magician. Magical feats that cause Drain have a **Drain Code**, much like a weapon's Damage Code, with a Power Rating and a Damage Level.

Drain is listed for all spells and spirits.

Characters use Willpower to resist Sorcery Drain, and Charisma to resist Conjuring Drain. Every two successes on the Drain Resistance Test reduce the Drain Level by one level. Reducing the Drain Level below Light means the character suffers no damage.

Drain damage is Stun damage.

THE SHAMANIC TRADITION

A shaman's magic comes from the power of nature and the spirit world (the astral plane). Tribal cultures around the world practice shamanism. When the Awakening brought magic to the world, native shamans were some of the first to successfully wield it. Shamanism also developed in many urban areas during the boom in occultism at the close of the twentieth century. When the Awakening came, these "urban shamans" discovered the old ways worked in the cities just as well as the wilderness.

To a shaman, the world is filled with living spirits, powers the shaman calls on for magical aid. Shamans are in tune with the natural flow of the energies of life and magic.

TOTEMS

Each shaman has a **totem**. A totem is a powerful spirit that gives the shaman magical power and knowledge. The shaman, in turn, follows the ideals represented by the totem.

A shaman's totem is chosen when the character is created. Technically, it is the **totem** who chooses the shaman. At some point in a neophyte shaman's life comes the call of a totem, in the form of a dream or vision. Often, a traumatic event brings on the call, such as a serious illness, sudden shock or near-death experience.

The Shamanic Mask

In tribal cultures before the Awakening, shamans wore masks to symbolize their totems. While wearing the totem's mask, the shaman was the totem incarnate. Now, physical masks are no longer needed. When a shaman uses magical skills, his own features take on the appearance of those features most associated with the totem. This is called the **shamanic mask**. The more powerful the magic, the more noticeable the traits become, resulting from a kind of hallucination affecting those who see the shaman. The shamanic mask cannot be

detected by machines. It does not appear on film or videotape, only in the minds of those present.

For example, if a Rat shaman were to perform some minor magic, her features might seem to take on a sharper cast, or her chants might resemble a rat's chattering. For more powerful magic, the shaman's eyes might look like those of a small rodent, or her fingers might appear like crooked claws. For the most demanding magic, the shaman's features could be entirely obscured by the image of a rat's head and body.

Dog

The guard shamans in the adventure *Prototype Envy* are followers of Dog (p. 52). Dog is a loyal friend honored by shamans around the world. He fights ferociously to defend his home and those under his protection. Dog shamans protect people from harmful magic and dangerous spirits. They are loyal, generous and helpful to those who show them kindness and loyalty in return. They are single-minded, often to the point of stubbornness.

Rat

The street shaman character on p. 62 is a follower of Rat. Rat is found wherever humans are, for who else's bounty can sustain him? Rat is a stealthy thief too selfish to share anything. He is a coward who would rather run than fight. Rat shamans tend to be dirty and unkempt. They dislike working out in the open, preferring to stick to the shadows. Rat shamans avoid fights whenever they can. When they must fight, they fight to kill.

THE HERMETIC TRADITION

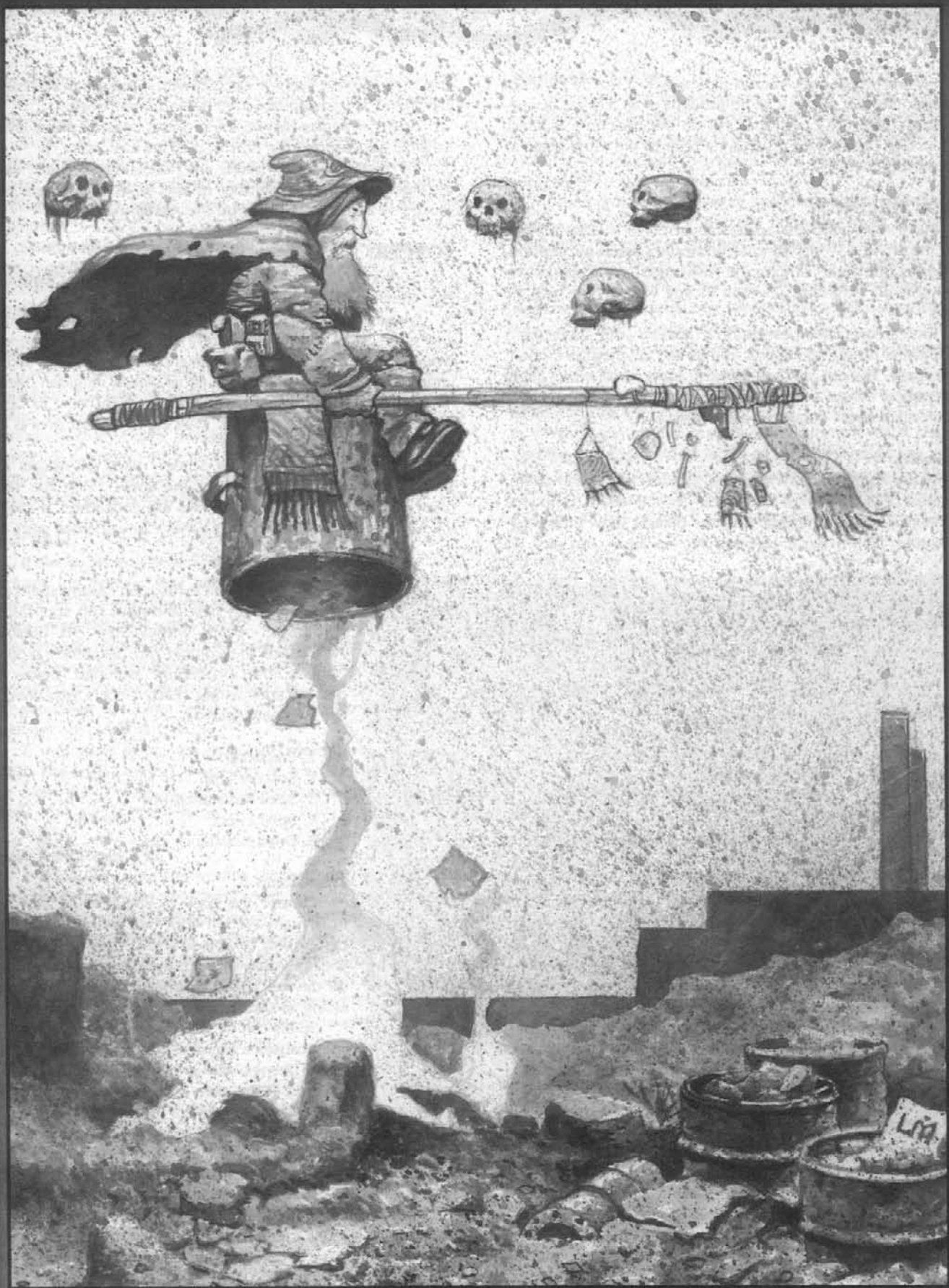
A mage's magic comes from a complex set of theories that describe mana and the dimensions of astral space and how they interact with the physical world. There are nearly as many versions of these theories as there are mages. By understanding these interactions, mages can perform magic through ritual and focused power of will.

Hermetic magic was studied widely even before the Awakening. Corporations and many governments took advantage of hermetic magic before they did shamanism, but even mages, with their more rational approach to this new mystery, were initially met with skepticism. Far more mages work for corporations than shamans. (You try telling Rat he has to share his equipment.)

Mages are scholars who study and practice magic using tried and established formulas and procedures. Mages continuously research the theories and laws of magic, seeking a deeper understanding of the structure of the universe. As their knowledge increases, so does their power.

THE ASTRAL PLANE

The *astral plane*, or astral space, is a parallel dimension overlaying the physical world, a reflection or shadow of the physical plane. The astral and physical worlds are separate and distinct, although they share the same space and time. Mundanes in the physical world cannot perceive or touch things in astral space. While beings in astral space can perceive





the physical world, they cannot directly affect it. The interface between the two planes can be thought of as a pane of one-way glass with the physical world on the opaque (mirrored) side. In fact, some of the Awakened refer to the astral plane as "the mirror world."

ASTRAL PERCEPTION

Many Awakened characters can perceive the astral plane from the physical world. This ability is called **astral perception**. Known as "the Sight" among the Awakened, astral perception does not rely on physical vision in any way; it is a psychic sense.

You can use astral perception to extend your perceptions to the astral plane. This allows you to see anything present in astral space. You can also see glowing auras surrounding living and magical things and gain information from them, using a psychic sixth sense known as **assensing**.

Assensing

By assensing something's aura, you can gain information. The auras of living beings show their general health, emotions and magical nature (if any). Enchanted objects show their magical nature. Non-magical objects have no auras, but pick up

impressions from being in contact with living auras. Assensing can "read" any impressions left behind on an object.

Spells, whether cast on the physical or astral plane, create a visible aura around the person they are cast upon.

To read an aura, make an Assensing (4) Test using Intelligence dice. The number of successes determines how much you learn, as outlined on the Assensing Table.

SORCERY

Sorcery is the magical skill of shaping mana to create specific effects, known as **spells**. It is used to cast spells.

Mages control mana through a specific, practiced formula and effort of will. Shamans rarely cast spells the same way twice. Their magic comes from intuition, improvisation and an understanding of the moment. In either case, a magician doesn't have to do anything other than concentrate in order to cast a spell. All the chanting, gestures, dancing and other dreck is just window-dressing.

Although the methods of Sorcery used by mages and shamans are different, both cast the spells using the same rules. As far as the *Shadowrun* rules are concerned, a spell is the same regardless of whether a mage or a shaman casts it.

ASSESSING TABLE

Successes	Information Gained
0	None.
1-2	<ul style="list-style-type: none"> The general state of the subject's health (healthy, injured, ill and so on), along with the presence or absence of cyberware implants. The subject's general emotional state or impression (happy, sad, angry). The class of a magical subject (fire elemental, manipulation spell, power focus, and so on). Whether the subject is mundane or Awakened. If you have seen the subject's aura before, you will recognize it, regardless of physical disguises or alterations.
3-4	All of the above, plus: <ul style="list-style-type: none"> Whether the subject's Essence and Magic Attribute are higher, lower or equal to your own The general location of any implants. A general diagnosis for any maladies (diseases or toxins) the subject suffers from. The subject's exact emotional state or impression. Any astral signatures present on the subject.
5+	All of the above, plus: <ul style="list-style-type: none"> The exact Essence and Magic Attribute of the subject. The exact location of any implants. An accurate diagnosis of any disease or toxin the subject suffers from. The general cause of any emotional impression (a murder, a riot, a religious ceremony, and so on). The general cause of any astral signature (combat spell, hearth spirit and so on).

CASTING SPELLS

Sorcery's main focus is on casting spells and the very direct here-and-now. All spellcasting resolution occurs within Step 3B (Resolve Actions) of *The Combat Turn Sequence*, p. 20.

Use the procedure outlined below to resolve spellcasting. Each step is explained in the following sections.

1. Preparation
2. Sorcery Test
3. Spell Resistance Test
4. Spell Effect
5. Drain Resistance Test

Preparation

Choose the spell or spells to be cast and how many Action Pool dice will be used. The caster must be able to see the target of the spell with her own eyes, unaided by any technological devices such as cameras or other characters acting as spotters.

Spells can be cast through glass, unless the spell causes a physical effect to shoot from the caster (flames, acid and so on); then the spell is stopped at the glass but the glass is destroyed.

Sorcery Test

To cast a spell, make a test using Sorcery dice, plus dice from the Action Pool, if desired. Each individual spell description will give the target number needed for success (see *Spells*, p. 33). If there are no successes, the spell fails, and there is no effect. If the results are all ones (see

Rule of One, p. 10), the spell fails, and the target number for the Drain Resistance Test is increased by +2. Note any successes from this test.

Target modifiers (see *Combat Modifiers*, p. 22) can increase the target number of the spell. Likewise, injury modifiers (p. 26) and sustaining other spells can increase the target number. If a spell needs to be sustained it will say so in its description.

Spells with a range of touch are not subject to cover or visibility modifiers, since the caster must be able to touch the target. The Unarmed Combat Test to touch the target, however, is subject to normal melee modifiers (see p. 22).

Spell Resistance Test

Living targets, including spirits, may always make a Spell Resistance Test against spells, unless the target of the spell is willing. The target makes a Resistance Test using the targeted Attribute (usually Body, Intelligence or Willpower). The target number of the test is the Force of the spell. No target modifiers apply to this test except where specifically noted. Non-living, non-magical targets may not make a Resistance Test.

Spell Effect

If the target makes no Spell Resistance Test, all the successes from the Sorcery Test are used, according to the spell's description, to determine the spell's effect. When casting spells against non-resisting targets (which are generally non-living targets) one success always insures some degree of effect.

If there is a Spell Resistance Test, the caster's successes are compared to the successes generated by the target. If the target generated the same number or more successes, the spell does not affect the target.

If the caster generates more successes, the spell has an effect. The spell's effect is measured as the difference between the caster's successes and the target's. Consult the description of the spell for specific effects.

Drain Resistance Test

Immediately after the spell is cast (during the same character's Combat Phase), the caster must make a Drain Resistance Test. Roll the caster's Willpower dice, plus any Action Pool dice, if desired. The target number is shown with the spell's listing for each character. No target modifiers apply to this test. Every two successes generated in the Drain Resistance Test lowers the Drain Level by one level. Reducing the Drain Level below Light means the caster suffers no damage from the Drain. Drain causes Stun damage only.

CONJURING

Conjuring is the magical skill of dealing with spirits. Conjuring is used to call and command spirits.

SPIRITS

Spirits personify the forces of the natural world.

Summoning Spirits

Summoning a spirit requires an entire Combat Phase. The Target Number of the Conjuring Test is 5. Each success from the Conjuring Test represents one service the spirit agrees to perform for the mage or shaman. If the mage or shaman rolls no successes, no spirit appears.

Whether a spirit comes or not, the mage or shaman must make a Drain Resistance Test (see *Conjuring Drain*, p. 32). If the Drain kills the mage or shaman or knocks him unconscious, the spirit departs. Spirits vanish at sunrise and sunset, no matter what, regardless of whether the sun is actually visible. All services end at that time. Any services left unused or unspecified when the spirit departs are lost.

A mage or shaman can only have one spirit summoned at a time.

SPIRIT SERVICES

When summoned, a spirit appears on the astral plane and manifests in the physical world as a ghostly image indicative of its nature. Descriptions of typical spirits appear on p. 32.

As a service, a spirit will either use one of its powers as the shaman directs or attack someone physically.

Spirit Powers

Each spirit has its own powers, which are listed under the spirit's statistics, along with descriptions and rules for those powers. A spirit can use its powers on an individual target or on a group, depending on the power being used. Continual use of a specific power counts as only one service. If the parameters of a service change (for example, by requesting the spirit use its Concealment power on more characters than it had been), another service is used.

Spirit Combat

Having a spirit go into melee combat is a single service, regardless of the number of foes involved. Spirits are beings of pure mana, therefore physical weapons don't work very effectively against them. Triple the normal Target Number To Hit when using physical weapons (including fists) to hit the spirit in combat.

Ranged combat does not work at all against spirits. Bullets, a purely physical-world creation, pass right through them (some say bullets make them even madder), doing no damage.

Spirits use their Reaction as their Combat Skill. In other words, the spirits described in this book roll 6 dice when trying to hit an opponent.

Most magical spells can target spirits and do not receive modifiers to their target numbers to affect them. Similarly, a spirit can always attack another spirit without penalty.

Spirit Damage

Spirits do not take Stun damage, but they do take physical damage. After taking Deadly damage, the spirit disappears, no matter how many services it may have had left. A mage or shaman can then conjure a new one.



CONJURING DRAIN

After summoning a spirit, the summoner must make a Drain Resistance Test (see *Drain*, p. 28). Use Charisma dice against a Target Number of 5. The Drain Level for conjuring a spirit is Moderate (M) Stun damage.

THE SPIRITS

Hearth Spirit (Dog Shaman)

The guards in *Prototype Envy* are Dog shamans. They conjure hearth spirits, which exist as protectors and defenders inside buildings and other dwellings. Because of their affinity with this type of spirit, Dog shamans get two extra dice when conjuring a hearth spirit. They cannot use these dice for Drain Resistance. Hearth spirits appear as something that would exist within the walls of the dwelling they are conjured in. So, in the cyberware techno building of Silver Technology, they may appear as cybernetic or robotic humanoids, giant-sized humans or even some strange techno-humanoid being.

B	Q	S	C	I	W	E	R
6	7	3	5	5	5	5	6

Initiative: 16 + 1D6

Physical Attack

Damage: 3M

Target Number to Hit: 3

Powers

Accident: The target must make a Quickness (5) Test in order not to lose a Combat Phase for one Initiative Pass due to some kind of minor accident (trip, fall down, bite their tongue and so on).

Concealment: The spirit can hide up to five people in the environment. In order to see the hidden characters, a viewer must make an Intelligence (10) Test.

Confusion: Unless the target makes a Willpower (5) Test, he will wander about as if he has forgotten what he was doing. The character can attempt a Willpower (5) Test each time he has a Combat Phase.

Guard: This power automatically counters the Accident power. No roll is necessary.

Search: The spirit can find anything the summoner wants within a 50-meter area if it succeeds at an Intelligence (5) Test.

City Spirit (Rat Shaman)

The street shaman (p. 62) follows Rat and would conjure a city spirit. City spirits manifest as elements of the city—anything from a fire hydrant to a swirling mass of garbage to a taxicab. A Rat shaman, though, would most likely conjure a spirit that would manifest as a giant rat. Rat shamans receive two free dice when conjuring a city spirit, but they cannot use these dice for Drain resistance.

B	Q	S	C	I	W	E	R
6	7	3	5	5	5	5	6

Initiative: 16 + 1D6

Physical Attack

Damage: 3M

Target Number to Hit: 3

Powers

Accident: The target must make a Quickness (5) Test in order not to lose a Combat Phase for one Initiative Pass due to some kind of minor accident (trip, fall down, bite their tongue and so on).

Concealment: The spirit can hide up to five people in the environment. The viewer must make an Intelligence (10) Test to see the spirit or those it is concealing.

Confusion: Unless the target makes a Willpower (5) Test, he will wander about as if he forgot what he was doing. The character can make a Willpower (5) Test each time he has a Combat Phase in order to stop the effects of this power.

Fear: Unless the target makes a Willpower (5) Test, he or she will run off screaming in terror. The character can make a Willpower (5) Test each time they have a Combat Phase in order to stop the effects of this power.

Search: The spirit can find anything the summoner wants within a 50-meter area if it succeeds at an Intelligence (5) Test.

Fire Elemental (Combat Mage)

The combat mage (p. 57) conjures fire elementals. A fire elemental appears as a humanoid shape made of flames. Since elementals are somewhat less sympathetic to their masters than nature spirits, hermetic magicians receive no bonus dice when conjuring.

B	Q	S	C	I	W	E	R
6	7	3	5	5	5	5	6

Initiative: 16 + 1D6

Physical Attack

Damage: 3M

Target Number to Hit: 3

Powers

Engulf: This power must be used in a physical attack (thus counting as two services). The victim must resist 7M damage. During the victim's next action, he must make a Strength (5) Test to get away from the elemental. If he fails, he will automatically take 7M damage (which he may resist) during each of the elemental's subsequent actions. This damage will persist until the victim escapes or the elemental is called off or destroyed.

Flame Aura: The body of the elemental begins to ripple with flames, setting fire to objects around it.

Guard: This power automatically counters the Accident power. No roll is necessary.

Flamethrower Spell: The elemental has use of the Flamethrower spell (see p. 33). It has a Sorcery Skill of 5 for the purpose of casting this spell. Spirits do not take Drain.



SPELLS

Acid Stream

Target Number: 4

This is a powerful corrosive that sprays the target, causing terrible burns and eating away organic and metallic material. The acid creates a cloud of thick, choking fumes; add +4 to all target numbers for those in a two-meter area surrounding the target, for the rest of the Combat Turn. Anything hit by acid can be melted into sludge, or at least badly pitted and burned. Even if the damage to a character is reduced to nothing, her armor is automatically reduced by 1 for both Ballistic and Impact ratings by being melted and burned.

This spell operates as if it were a ranged weapon like a gun (see *Ranged Combat*, p. 21). That means the damage may be staged up and down like a gun's damage. Impact armor does reduce the power of this spell. The damage level of this spell is 5M.

Clout

Target Number: 4

Clout creates a bolt of invisible psychokinetic force that does Stun damage, like a blow to the back of the head.

This spell operates as if it were a ranged weapon (see *Ranged Combat*, p. 21). Impact armor can reduce the power of this spell. The damage level of this spell is 4S.

Confusion

Target Number: Target's Willpower Attribute

This spell produces a storm of conflicting sensations and images to confuse the senses. For each success on the Sorcery Test, the subject suffers +1 on all target numbers from the distraction, up to a maximum equal to the Force of the spell.

Only living beings can be confused, and this spell does not work on spirits. This spell must be sustained by the caster's concentration. The caster adds +2 to all target numbers while sustaining this spell, except for Damage Resistance Tests.

Control Actions

Target Number: Target's Willpower Attribute

The caster controls the physical actions of a target like a puppeteer pulling strings. The victim's consciousness is unaffected, but the caster controls the victim's body. The victim uses any skills or abilities at the caster's orders, but with +4 to all target numbers because of the victim's resistance to the caster's commands. This spell does not work against spirits. This spell must be sustained by the caster's concentration. The caster adds +2 to all target numbers while sustaining this spell, except for Damage Resistance Tests.

Death Touch

Target Number: Target's Willpower Attribute

Death Touch requires the caster to touch the target by making a successful Unarmed Combat Test. The spell causes Deadly Physical damage to a single target. It affects living and magical targets (like spirits) and is resisted by Willpower. There is no way to reduce the damage if the spell succeeds.

Detect Enemies

Target Number: 6

The subject can detect living targets within 42 meters who have hostile intentions toward the caster. The caster also knows their number and relative location. The caster gets a flash of images in his mind, but not a map. Therefore, the character knows there is an enemy ahead 15 meters but cannot tell how many rooms away that is. If desired, a character may sustain the spell, keeping it active so he knows exactly where the enemy is at all times. Doing so means he must add +2 to all target numbers while sustaining the spell, except for Damage Resistance Tests.

Detect Life

Target Number: 6

The subject detects all living beings within 36 meters and knows their number and relative location. The caster gets a flash of images in their mind, but not a map. Therefore, the character knows there is life ahead 18 meters but knows nothing of what lies in between. If desired, a character may sustain the spell, keeping it active so he knows exactly where the detected life is at all times. Doing so means he must add +2 to all target numbers while he sustains the spell, except for Damage Resistance Tests.

Flamethrower

Target Number: 4

This spell creates flames that the caster can direct. The flames flash into existence and burn out after striking the target, but can ignite flammable materials. These may, if the GM wishes, continue to burn after the spell is exhausted.

This spell operates as if it were a ranged weapon like a gun (see *Ranged Combat*, p. 21). That means the damage may be staged up and down like a gun's damage. Impact armor can reduce the power of this spell. The damage level of this spell is 5S.

Fling

Target Number: 4

This spell psychokinetically hurls a single object of no more than 60 kilograms at a designated target. The caster must touch the item to be thrown.

This spell operates as if it were a ranged weapon like a gun (see *Ranged Combat*, p. 21). That means the damage may be staged up and down like a gun's damage. Impact armor can reduce the power of this spell. The damage level of this spell is 5S, regardless of the object thrown.

Heal

Target Number: 10 – Essence

Each success from the Sorcery Test heals one box of Physical damage up to a maximum equal to the spell's Force. Heal only works on living beings, and not on spirits. The caster must touch the target.

Increase Reaction

Target Number: Target's Reaction Attribute

Every two successes increase Reaction by 1, up to a maxi-



Every two successes increase Reaction by 1, up to a maximum bonus equal to the Force of the spell. Note that this will increase a character's Initiative by a like amount. Only the Reaction of living beings can be increased. This spell must be sustained by the caster's concentration. The caster adds +2 to all target numbers while sustaining this spell, except for Damage Resistance Tests.



This spell does Moderate damage. This increases by one Damage Level for every two successes' difference between the caster's Sorcery Test and the target's Spell Resistance Test. If the target rolls more successes than the caster, the spell has no effect at all.

Improved Invisibility

Target Number: 4

This spell makes the subject invisible to normal vision. The subject is completely tangible (they still exist) and are detectable by the other senses. They are still visible to astral perception. This invisibility includes anyone viewing the individual via technological devices. This spell must be sustained by the caster's concentration. The caster adds +2 to all target numbers while sustaining this spell, except for Damage Resistance Tests.

Lightning Bolt

Target Number: Target's Body Attribute

This spell creates a physical lightning bolt that leaves the fingers of the magician and heads toward the target. Lightning can short out or overload electronic devices and may ignite flammable materials (at the gamemaster's discretion).

This spell operates as if it were a ranged weapon like a gun (see *Ranged Combat*, p. 21). Armor is ineffective against this spell. The damage level of this spell is 4S.

Magic Fingers

Target Number: 6

Magic Fingers creates a psychokinetic effect like "invisible hands" that can hold or manipulate items. The successes on the Sorcery Test become the spell's effective Strength and Quickness, up to the Force of the spell. The caster can use skills remotely with Magic Fingers, but even simple actions like picking up a coin may require a Quickness Test, at the gamemaster's discretion.

The caster can fight, pick a lock, or take any other action he desires using the magic fingers as if they were real hands. The spell can reach any point the caster can see.

This spell must be sustained by the caster's concentration. The caster adds +2 to all target numbers while sustaining this spell (including actions taken using the Magic Fingers), except for Damage Resistance Tests.

Manabolt

Target Number: Target's Willpower Attribute

Manabolt channels invisible destructive magical power into the target, doing Physical damage. It only affects living and magical targets (including spirits) and is resisted by Willpower. The only visible effect is destructive force bursting out from within the subject.

Resist Pain

Target Number: 4

Resist Pain allows the subject to ignore the pain of injuries, reducing the penalties from Physical damage (but not

Stun damage). Each success on the Sorcery Test removes the effect of one box of damage from the subject's Physical Damage Monitor, up to a maximum equal to the spell's Force. It does not remove the damage itself; it only eliminates the modifiers. Resist Pain can only be used once on any set of injuries. It cannot be used to counteract Deadly damage, because any character with a Deadly injury is either dead or unconscious and must be healed first.

The spell is permanent in that the boost to the patient's endorphin levels does not wear off. If the subject's damage rises above the Condition Level at which the spell was originally cast, or if the existing injuries heal, the spell dissipates.

Shadow

Target Number: 4

Shadow creates a globe of darkness 24 meters in radius. Every success imposes a +1 target number modifier for all actions performed by or against anyone within the area, including the mage, up to a maximum penalty equal to the Force of the spell. This spell must be sustained by the caster's concentration. The caster adds +2 to all target numbers while sustaining this spell, except for Damage Resistance Tests.

Silence

Target Number: 4

Silence creates an area that dampens sound. Silence affects technological devices like cameras. This spell must be sustained by the caster's concentration. The caster adds +2 to all target numbers while sustaining this spell, except for Damage Resistance Tests.

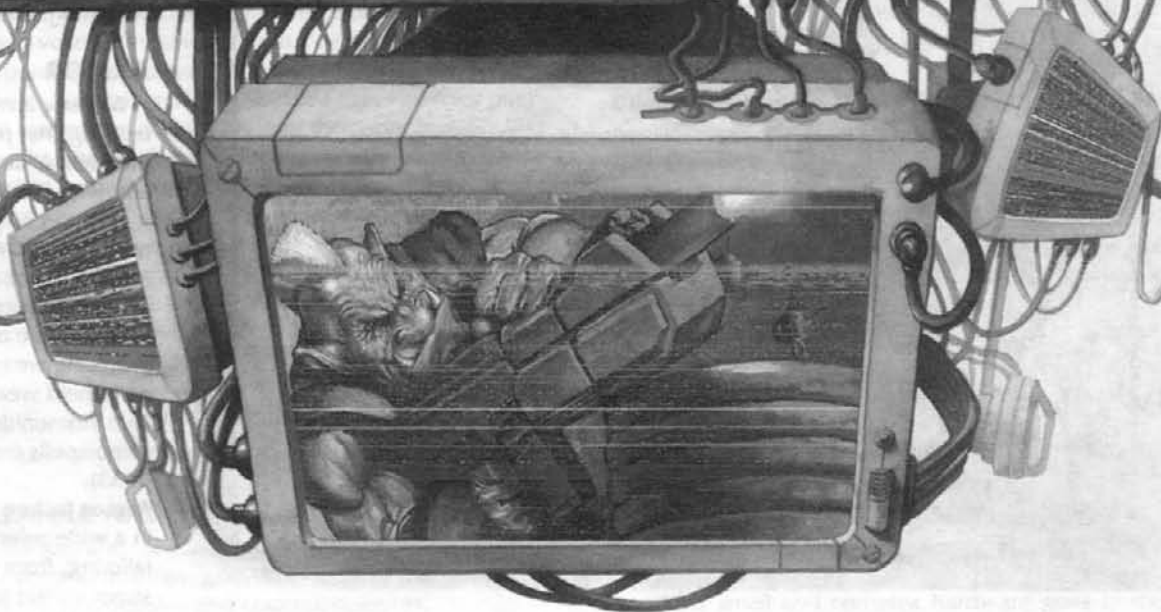
Stunbolt

Target Number: Target's Willpower Attribute

Stunbolt channels invisible magical energy directly into the target, causing Stun damage. It is often referred to as the "sleep" spell because it can render targets unconscious.

This spell does Moderate Stun damage. This increases by one Damage Level for every two successes' difference between the caster's Sorcery Test and the target's Spell Resistance Test. If the target rolls more successes than the caster, the spell has no effect at all.

STREET GEAR



This section provides a fine selection of items available on the street from various fixers, black market shops, Shadowland catalogs, and other haunts of 2060.

PERSONAL WEAPONS

Personal weapons, including non-firearm projectile weapons, are quite popular in the sprawl. Some examples are:

Katana: The two-handed "samurai" sword favored by those with a taste for the romantic and old-fashioned.

Knife: A basic, all-purpose street cutter.

Stun Baton: The standard riot-control weapon, this weighted stick delivers an electrical charge.

Sword: This refers to any of a variety of ceremonial styles and also covers some of the longer and more vicious knives.

Crossbow: Crossbows may be Light, Medium or Heavy. Light crossbows are cocked by hand, while the heavier models use a built-in side-wheel gear to assist re-cocking.

FIREARMS

Firearms are primarily slug-throwers. All accessories have been calculated into the number the character rolls to hit.

PISTOLS

Walther Palm Pistol: This European hold-out design packs one large-caliber round in each of its over-under barrels.

Beretta Model 101T: This streamlined light personal weapon is favored by corporate personnel.

Ares Predator: Considered by many the premier heavy pistol, the Predator is a menacing weapon popular among mercenaries and security services.

Browning Max-Power: The Browning is the Ares Predator's primary competitor as the toughest heavy pistol.

Ruger Super Warhawk: This heavy revolver accepts all standard accessories.



Remington Roomsweeper: The short-barreled Roomsweeper heavy shotgun is popular with urban fighters for its high take-down capability and significant intimidation factor.

TASER WEAPONS

Some police and security units favor electroshock weapons in low-threat environments. The standard model fires a dart that trails a 15-meter-long wire. An electric charge surges down the wire to incapacitate the target as long as the current flows.

Defiance Super Shock: The most popular taser weapon in service with law enforcement agencies. It packs side-by-side heavy darts. Standard issue pistols have integral low-light imaging scopes.

SUBMACHINE GUNS (SMGS)

Ingram Smartgun: A favorite of street samurai, this weapon comes equipped with an integral smartgun link, folding shoulder stock, and a barrel-mounted gas-vent recoil compensation system.

Uzi III: A worthy descendent of the famous Israeli Uzi. The Fabrique Nationale model, officially manufactured for the French government, is a common street weapon. It features an integral folding stock and a top-mounted laser sight.

ASSAULT RIFLES

Soviet AK-97: Originally a Soviet weapon, this assault rifle is now found worldwide. It is common in security and on the street.

FN HAR: This assault rifle is common in Europe and increasingly popular with corporate response teams and private security forces specializing in high-threat areas. It comes with an inte-

gral folding stock, top-mounted laser sight and a gas-vent recoil compensation system.

ARMOR

Ballistic armor protects against projectiles that deliver large amounts of kinetic energy in short amounts of time, mostly bullets.

Impact armor protects against projectiles with lesser kinetic transfer: projectile weapons, hand-held weapons, stun ammunition and some spells (see *Spells*, p. 33).

Armor Jacket: Available in a wide selection of tailoring, from chic street styling to the harsh ribbed and

padded aesthetic of macho militarism, these jackets offer substantial protection.

Armor Vest: The armor vest provides slim-line protection under normal clothing. Additional rigid plates provide improved protection at the expense of subtlety.

Lined Coat: Available in a variety of styles, the lined coat is a popular form of armor, reminiscent of the long dusters worn in the days of the Wild West. It uses rigid plates concealed between layers of ballistic cloth to cover vital organs.

Securetech Armor Clothing: This type of armor clothing is similar to standard armor clothing, but slightly more suitable for social situations that require discretion as well as protection.

PERSONAL ELECTRONICS

Available personal electronics include the following.

Cellular Phones: Portable phones range from the common wrist models, with or without flip-up view screen, to handset units, to audio-only earplug models with lightweight boom microphones. They offer most of the same tridphone service features as telecoms.

Pocket Secretary: The pocket secretary is an office for the businessperson on the go. The compact unit functions as a cellular phone, computer, digital camera and filing system. Standard software performs call screening, answering-machine functions, automatic teleconfirmation of credit transactions and word processing with standard letters on file and stenographer functions. Pocket secretaries are not equipped for jacking into the Matrix. Cases are shock- and water-resistant for durability and long service.

Personal Computers: The standard personal computer of 2060 is the size of a keyboard, with a roll-out, flat-screen monitor. A digital radio signal transmits input and output to peripherals.

Program and data cartridges are the size of a standard credstick and slot into the ends of the keyboard. Internal program storage is more than sufficient for common programs such as word and data processors, communications software and games, and the storage is non-volatile (meaning data can be stored indefinitely). Disposable printers for one-color printing come attached to containers of paper, barely increasing the unit's size. Full-color printers add two centimeters to the height of the paper box. Smaller computers exist, usually designed for a particular function. These accept a limited range of spoken commands and output data in a synthesized voice. They may be fiber-linked to a monitor. Internal storage capacity is limited, and they do not accept standard program or data cartridges. Some models have miniature keyboards, are usable with a stylus, accept links to standard keyboards or recognize handwriting.

TOOLS

A *kit* is portable and contains the basic equipment to make repairs for a specific type of gear (such as electronics or computers).

SURVEILLANCE AND SECURITY

Surveillance and security equipment includes vision enhancers, communications gear, and various other surveillance and security measures and countermeasures.

In 2060, standard radio communication is handled by a one-frequency simplex system, meaning that a transceiver transmits and receives on the same frequency. This means that when a device is transmitting, it cannot receive at the same time.

Kleen-tac™ backing makes some of the following items attachable almost anywhere.

Binoculars: These flat, compact digital imagers produce high resolution at up to 50x magnification. Optical glass variants are available for magicians. Enhanced models can operate in low-light or function thermographically.

Flashlights: This category includes basic flashlights, as well as pocket-sized and heftier models that can double as a club if necessary.

Goggles: Goggles are usually strap-on magnifying models or helmet visors, sometimes with low-light or thermographic capabilities.

Micro-transceiver: These units feature a mini-throat mike (taped to the neck), an earpiece and a transceiver module (worn on a belt or carried in a pocket). Most models in 2060 feature wireless components and transceive on preselected frequencies that can be programmed in.

Scanner: This device receives radio frequencies. It can be programmed to monitor specific frequencies, or to scan through a range of frequencies for active signals.

Micro-Camcorder: Often used for surveillance. The case (3 x 5 x 2 cm) comes with a three-hour vid cartridge. The camcorder can be set to activate with motion, and the recording carries time indicators from the camcorder's internal clock.

Maglock Passkey: These sophisticated electronic devices fool a maglock with a passcard system into opening. The passkey is slotted through the cardreader just like any legitimate passcard. Use of such devices often leaves the lock scrambled or sluggish

in response, providing evidence that the lock has been violated.

Sequencer: This device is designed to defeat keypad systems on maglocks. The device must be attached to the keypad's circuits, so the character using it must still remove the keypad's casing.

SURVIVAL GEAR

Climbing Gear: Everything needed to climb, including harnesses, rope, gloves, carabiners, crampons and so forth.

Nav-Dat GPS: This Global Positioning System can instantly cross-reference a user's position against all known satellites and give the user's coordinates to within 2 meters. The device also comes with accurate internal digital maps accessible by datajack as well as numerous useful navigational functions.

CYBERWARE

Each item of cyberware has an Essence Cost. This cost represents the reduction of the character's Essence Rating that occurs when the cyberware is implanted. If a character's Essence falls below 0, his life force ebbs and he will die in short order.

Various types of cyberware are available in 2060, from headware to bodyware to complete cyberlimbs.

HEADWARE

This small and complex hardware goes in the head and requires the replacement of sections of the cranium with plates of artificial bone.

Communications

Radio: A headware radio can transmit or receive on any frequency, though it can only hold a few programmed frequencies in its memory at any one time. The signal quality is rarely as good as a telephone, but the ability to switch bands makes the system more popular with the military or any user expecting active jamming. When transmitting, the user must speak, though he may do so in tones inaudible to those nearby. For the cost- or health-conscious, receiver-only models are available.

Brainware

Chipjack: This specialized type of datajack allows the user to mentally access data put on chips rather than on optical disks.

Datajack: The almost-universal mark of the cyber-conscious user, standard datajacks allow input and output to certain pieces of cyberware and gear. Datajacks allow the user to cybernetically interface with properly equipped gear such as cyberdecks, so that the user can manipulate them, issue commands and so forth.

Datajacks allow the user to mentally access headware memory. It is not unusual for people to have more than one datajack.

Memory: Memory is data storage space inside the head—specifically, the amount of space available in megapulses (Mp) to record input from a camera, datajack, ear recorder, headphone, headradio and opticam. Raw data and certain programs can be stored in headware memory. Stored information may be output through a datajack or headware communication.



Cyberears

Ears can be surgically modified with implants or replaced with cybernetic ears. Both options usually involve both ears, so as not to unbalance the user's hearing. Modification is not outwardly noticeable.

Cybear mod includes the following.

Dampener: This piece of cyberware protects the user from sudden increases in sound level as well as providing partial protection from damaging frequencies.

Hearing Amplification: This enhancement boosts the ear's sensitivity across the spectrum. The effect is similar to a shotgun microphone, with the user able to hear as though ten times closer to the sound source.

Recorder: This modification allows the user to output sound heard to either headware memory (where it is recorded), communications headware (where it is broadcast) or a datajack (where it goes to whatever the datajack is linked to, such as a recorder). If recorded into headware memory, the sound can later be played back by the recorder inside the head, or out through the datajack and a speaker.

Cybereyes

Cyber replacement of normal eyes offers 20/20 vision as standard. Replacement almost always involves both eyes, because mismatched pairs will send imbalanced signals to the brain. Outwardly, the implants may be indistinguishable from biological eyes, or they may be outlandish, ranging from neon-iris effects (complete with gold-lettered manufacturer's logo) to the high-chrome, featureless style.

Retinal modification, rather than eye replacement, is also an option for the appearance-conscious.

Cybereye enhancements include the following.

Camera: This eye enhancement allows a digital copy of any image viewed through the eye to be captured in a still photo. The image must be stored in headware memory, transferred through a datajack to any data system, or recorded in a small image-storage chip inside the eye (approximately 60 shots). The chip can be removed and replaced through a port in the eye.

Flare Compensation: This accessory protects the user from blinding flashes of light and simple glare. It also protects users with thermographic vision from heat flashes or glare from infrared lighting.

Image Link: The image link allows the user to display images (including video) in his field of vision from headware memory or piped through a datajack.

Low-Light: This accessory allows the user to see normally in light levels as low as starlight. Total darkness, rare in the cities of the 2060 era, still renders the user as blind as an unmodified person.

Retinal Duplication: Duplication of another person's retinal pattern, either permanently in a retinal modification or as a stored pattern in a cybereye, is a capital crime. It is also of dubious use, because the duplicate is rarely of high enough fidelity to consistently fool retinal scanners.

Thermographic: This cyberware operates in the infrared portion of the spectrum, allowing the user to see heat patterns. Light level has no effect on thermographic vision.

Vision Magnification: This enhancement magnifies the visual image. It comes in electronic and optical versions (the latter are necessary for magicians with cybereyes).

BODYWARE

Bodyware is cyberware implanted in locations other than the user's head. Some types, such as dermal plating, also involve additions to the skull.

Bone Lacing: Bone lacing is a process in which the cellular structure of the subject's bones is augmented with lattice chains of reinforcing plastics and metals to improve the bones' integrity and tensile strength.

Lacing makes bones virtually unbreakable by conventional standards; however, laced bones can still be broken if great enough deliberate force is applied. Aluminum and titanium lacing show up on conventional metal detectors.

Boosted Reflexes: This one-time electrochemical treatment increases the body's natural reflexes. The recipient, however, can never use wired reflexes nor can boosted reflexes be removed at a later date. The treatment is permanent.

Dermal Plating: This invasive protection system uses hard plastic and metal fiber plates bonded to the user's skin. Dermal plating is anything but subtle, and it limits skin flexibility. The armor plates may be tailored to any surface texture or color.

Muscle Replacement: Implanted, vat-grown synthetic muscles replace the user's own. Calcium treatments and skeletal reinforcement allow an overall increase in the user's strength.

Reaction Enhancer: By replacing part of the spinal column with superconducting material, characters can increase their reaction times.

Smartlink: A smartlink is the feedback loop circuitry necessary to take full advantage of a smartgun. Targeting information appears on the user's retina or cybereye as a small dot or crosshairs that corresponds to the smartweapon's current line of fire. Typical systems use a subdermal induction pad in the user's palm to link with the smartgun.

Spur: This narrow blade, similar to a razor, is attached to the user's bone. Retractable versions must be placed where they can be withdrawn along a long bone. Alternatively, a set of three smaller blades may be anchored to the back of the hand.

Wired Reflexes: Wired reflexes are implanted neural boosters and adrenaline stimulators. Users of wired reflexes tend to be twitchy.

CYBERLIMBS

Cybernetic limbs may be obvious chrome or fully functional, natural-looking ("synthetic") replacements. Obvious cyberlimbs can be beefed out and enhanced easily, though a character sporting obvious cyberware will suffer in social interactions and will also draw the attention of security personnel. Synthetic cyberlimbs can be boosted and modified as well, though at a significantly higher cost, as each improvement makes the artificial nature of the limb harder to conceal.

Strength Enhancement: This modification adds lifting servos and powerful pneumatic and flat-motor systems to increase the cyberarm's Strength Rating.

CYBERDECK

Cyberdecks are the tools that deckers use to interface with the Matrix. A cyberdeck is an extremely powerful microcomputer cranking out enough processing power to convert the decker's neural impulses into holographic command instructions.

All decks consist of certain components, fine-tuned by the decker to present the most wiz icon possible. These components generate the decker's persona and define the decker's ratings in the Matrix.

Only one decker can jack into a cyberdeck at any given time. The decker must be physically connected to the deck through a fiber-optic jack to his datajack. The deck must be physically connected to a jackpoint to access the Matrix.

Novatech Hyperdeck-6: Created by one of the newest megacorporations, this mid-sized and mid-priced cyberdeck has found a home in the shadows as a sturdy model that travels well.

BIOTECH

Medkit: The 2060 medkit is well equipped to handle most typical medical emergencies. It includes drug supplies, bandages, tools and even a "doctor"—an expert system (Biotech Skill 3) designed to diagnose problems from information given by the user. The system will request more information if the diagnosis is unclear. Having determined a course of action, the kit will advise the user on techniques. Medkits are not infallible, and a standard waiver of liability must be filed with the manufacturer upon purchase. Most models will advise users of their inability to supply proper treatment, as well as issuing reminders when their stocks of expendable materials are low. Supplies run out if a character gets a result of 1 on a 1D6 roll following a treatment.

VEHICLES

Ground vehicles have limited self-guidance capability, known as autonav. They can follow a programmed map and still react to conditions around them. The autopilot is very cautious, often stopping for no reason apparent to the passenger. Unexpected roadblocks confuse the system, prompting it to ask for instructions.

BIKES

Harley-Davidson Scorpion: This bike is a classic, heavy-bodied road hog.

Yamaha Rapier: A fast street machine whose slick styling makes it a favorite with go-gangs.

CARS

Chrysler-Nissan Jackrabbit: This sleek two-seater's low price and heavy advertising campaign have made it the most common car on North American highways.

Ford Americar: The Americar remains Ford's best-selling sub-midsize car.

PROTOTYPE ENVY



Prototype *Envy* is an introductory adventure designed for the sample characters beginning on p. 57. It is a good introduction to the world of *Shadowrun* for new players because it includes the most exciting elements of the game. It is easy to gamemaster, created specifically so an inexperienced gamemaster can learn by doing.

This adventure is designed to be played in a single evening of 4 to 5 hours. If it takes longer than that, nothing is wrong—in roleplaying games, time isn't important; having fun is. Don't be afraid to stop the game and restart it at a later time. The idea is to have fun and learn *Shadowrun*, not beat the clock!

IF YOU ARE NOT THE GAMEMASTER, STOP READING NOW!

STEPS FOR GAMEMASTERING

Every gamemaster has his or her own style of preparation. There is no right or wrong way to prepare to run a *Shadowrun* game. Do whatever you feel comfortable with and whatever makes it fun for you. Gamemastering is work, but it should also be enjoyable.

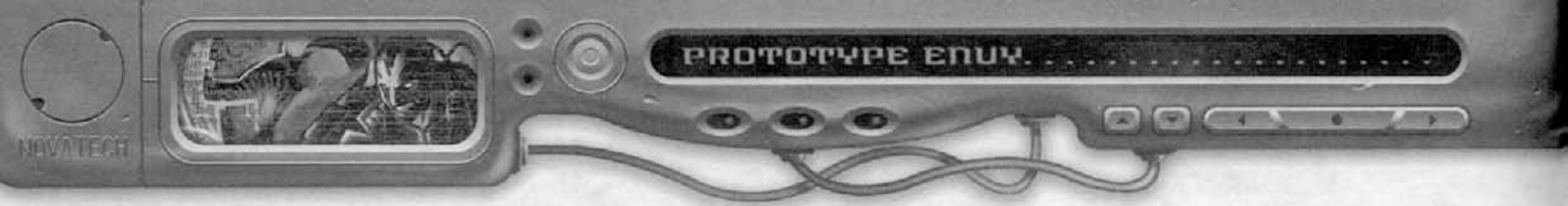
That said, every gamemaster should go through the following basic steps in order to run a fun, successful and stress-free game.

STEP ONE: READ THE ADVENTURE

Sure, it sounds obvious—but it's also absolutely necessary. Before beginning play, the gamemaster should read the adventure from start to finish and know the overall plot, the characters' goals, and possible problem points. For example, if the adventure includes a scenario in which the player characters (PCs) take on a group of guards, as in *Prototype Envy*, and there's a chance all the characters may be killed, you need to be aware of that. Also, *Shadowrun* adventures thrive on plot twists, backstabbing, double-crosses, corporate espionage and other forms of intrigue; the gamemaster must know about all of these before the players do. Trust us: no one wants to hear the gamemaster mutter, "I didn't know that was going to happen!" in the middle of a tough encounter.



K. McCANN



STEP TWO: WRITE YOURSELF NOTES

Read the adventure again, this time taking notes. Because you are the one who keeps the story moving, write yourself notes about it. Notes may remind you of information your group of players needs, or where the necessary information is in *Quick Start*. Note what gear and spells the guards have. Note what fun stuff you can personalize for Perception Tests. Make a copy of the map on p. 46 for the players.

All these things will make it easier to run the game. No two gamemasters take notes in the same way; there is no right or wrong way to do this.

Remember, everything you need can be found in this book.

STEP THREE: DON'T PANIC

Gamemastering is a lot of work, and sometimes you just can't find stuff when you need to—plot elements are forgotten, clues get left out, you can't find a rule, or players want to do something you never anticipated. Any of these things can happen at any time, and usually all of them do. Don't worry about it. If you need to look stuff up, do so; if the game slows down while you search for a missing piece of information, so be it. Players will understand and forgive.

STEP FOUR: HAVE FUN

Finally, remember that you are playing a game (as well as running it), so have fun. Use different voices, be dramatic, and throw in quirky details. If it goes off on a tangent, that's fine, as long as it's fun and helps everyone learn the game. Remember, the goal is for you and your friends to enjoy playing *Shadowrun*.

SOLVING PROBLEMS

Sometimes problems do occur, no matter how much you prepare. The gamemaster has final authority over the application and interpretation of the *Quick Start* rules. However, gamemasters don't need to be rules experts or know every possible situational outcome. The gamemaster's most important function is to keep the story rolling and set standards for rules that apply to everyone (including the gamemaster). If the gamemaster manages these two things, he or she can virtually guarantee a successful and fun game session.

The *Quick Start* is like the Constitution. It lays the groundwork for the rules, but does not include their every application. The gamemaster's hardest job is applying the rules. Being a judge is hard work; sometimes you have to be tough and tell people things they don't want to hear. Players should understand this before they sit down to play.

If conflicting interpretations of the rules arise, first try to find another way to resolve the action that is causing the conflict. This keeps the story moving. The player and gamemaster can then discuss the rules problem after the session is over. Another way of solving such conflicts is to roll a die: an even result means the dispute goes the player's way, an odd result rules for the gamemaster. This strategy also allows the story to continue, and neither gamemaster nor player has any room for complaint. After the session, the player and gamemaster can hammer out their differences.

BACKGROUND STORY

(These two paragraphs can be read aloud to players unfamiliar with *Shadowrun*.) The year is 2061, and the shadowrun world is focused on Seattle. The shadow community there has been working overtime; shadow activity between megacorporations has gone off the charts since the collapse of Fuchi Industries, one of the world's largest corporations. Many small companies are grasping the chance to shine now that there is a hole in the market. The rush to get out cutting-edge technology has thrown ethical research standards out the window.

Most of the larger companies use shadowrunners to steal research data from these smaller companies, while small companies have been hiring runners to sabotage their competitors' work. There are very few "good guys" in the world of *Shadowrun*. It is in this environment that the player characters are hired.

JUST THE BEGINNING

The characters are contacted to meet a Mr. Johnson, the generic name for anyone looking to hire shadowrunners. Mr. Johnson wants the shadowrunners to steal a prototype of a new piece of cyberware from a research facility. He gives them a map, a timetable and some fake IDs that will allow them to sneak in with the late shift. The prototype, named CRM051998, is a new type of memory-enhancing cyberware. It is rumored to give those with the implant near-photographic memory.

The implant is being developed by a corporation named Silver Technology. This company is so small that most megacorporations are ignoring it. One that is paying attention is Saeder-Krupp—the world's largest megacorporation, run by the great dragon Lofwyr. Lofwyr misses nothing in his quest to dominate the world, and takes nothing for granted. When his sources brought him word of this cyberware, he demanded proof of its existence before taking a next step.

THE "SIMPLE JOB"

The job, of course, is to get into Silver Technology with the late-night cleaning crew, sneak over to the research lab and steal the prototype.

Of course, nothing is ever that simple in *Shadowrun* . . .

To get the jump on the competition with their technological breakthrough, the two top scientists at Silver Technology, Dr. Stacy Ann and Dr. Dan Bishop, have decided to implant their only prototype into a street person to see if it works. This human experimentation hasn't been discovered by Saeder-Krupp or any of their spies. Also unnoticed was the increase in security from a token guard or two to an entire force on call.

So now the runners not only have to sneak an entire person out of a laboratory, but they have to do it while guards, doctors and nurses breath down their neck. They can't even get any help from the patient. The cyberware isn't working correctly. The poor victim has no memory of who he may be—although he can remember every detail of everything that has happened since he woke up after the implant a week ago. The runners will have to decide whether to take him and get paid or leave the poor soul behind, knowing full well that he can remember exactly who they are and everything they said.



THINGS TO KNOW

Everything you need to know to run this adventure is provided in the background information above or in the *Behind the Scenes* sections of the adventure scenarios. Likewise, everything the player characters need to know can be learned in the course of the adventure—the runners do not need any previous knowledge of events to succeed in this shadowrun. The information they may already know appears in the *Legwork* section, p. 55 of *Picking Up the Pieces*.

Finally, all the rules that you need to have are in *Shadowrun Quick Start*. You do not need to own other *Shadowrun* products to play this scenario.

THE PERCEPTION TEST

This is one of the most important non-combat tests a player may have to make. A Perception Test is made whenever the GM determines that characters may have observed, or need to observe, something to discover a clue. The test is a simple Intelligence (4) Test. The players each roll the number of dice equal to their Intelligence against a Target Number of 4. The more successes, the more information the player discovers. The Perception Success Table below lets the players know how much of any type of information they will find. If a Perception Test is called for, the results will be given in the text.

THE ADVENTURE BREAKDOWN

Published adventures for *Shadowrun* have the following sections for each encounter.

What's Up, Chummer?: This section offers a synopsis of the action in the scenario. The gamemaster can use it as a quick reference and overview. It also connects a given scenario to those before and after it.

Tell It To Them Straight: Written to be read out loud, this section is what the gamemaster tells the players. You can impart the information in any way that seems appropriate—in a funny voice, as Matrix or computer data, in a nighttime phone call, or even in a question-and-answer session with the players.

Hooks: This section offers hints on mood and other features that set the stage for the scenario. It also reminds the gamemaster of twists and hidden information that the player characters may or may not discover.

Behind the Scenes: This section includes the bulk of the information for the scenario. It lays out for the gamemaster what needs to be set in motion and how subsequent actions unfold. It also covers how non-player characters react to the player characters' actions. Depending on the individual scenario, *Behind the Scenes* may include maps, descriptions of

important items, information that player characters can gather through legwork, statistics for non-player characters or critters, and information on what the player characters discover.

Debugging: This section offers solutions to potential problems the gamemaster may encounter in a scenario. While we can't foresee everything, *Debugging* gives the gamemaster ideas on how to handle unexpected moves by players.

At the end of the adventure, after the scenarios, is a chapter titled *Picking Up the Pieces*. This chapter wraps up the adventure and breaks down some of the adventure's final actions into separate sections. *Picking Up the Pieces* includes **It's a Wrap**. This section deals with potential fallout, player questions, future developments, plot ideas and other items that wrap up the adventure (or explain why it doesn't get wrapped up).

ROOKIE'S LUCK

WHAT'S UP, CHUMMER?

In this scenario, the shadowrunners meet their Mr. Johnson, Hans Brackhaus. Hans is the ultimate professional. He lays out the plan, hands over the information the players need and describes the job down to the smallest detail, except for two. He has no idea that the prototype has been implanted or that there has been a subsequent increase in security. Hans will provide the runners with IDs that make them part of the night shift cleaning crew, uniforms, a description of the prototype and a map of the facilities. He will even alert them to some potential danger spots. At this point he will offer them their pay and tell them where to deliver the prototype. From then on the runners are on their own. He expects the job to be done tonight.

TELL IT TO THEM STRAIGHT

A call comes in for you (as GM, you can choose the character to receive the call at the appropriate place): you've got yourself a job if you can get to the Space Needle in a half hour. Look for a big black limo and wait until it flashes its headlights twice before approaching.

When they get to the Space Needle:

The parking lot around the Space Needle is pretty full for a weeknight—tourists riding to the observation deck or some of Seattle's wealthy waiting to eat at the Eye Of The Needle restaurant.

The only limo you see—a Mitsubishi Nightsky—is in a corner of the parking lot by itself. As you get within fifty meters of the car, you see its headlights go on and flash twice.

As you approach the car you notice that all the windows are dark; looks as if no one is home.

PERCEPTION SUCCESS TABLE

Successes	Result
1	Something is there.
2	Something is definitely there, and the perceiver suspects its general type.
3	The perceiver knows what type of thing it is and suspects its exact nature.
4+	The perceiver knows what it is, but has no specifics without further information or examination.

When the first character gets within 5 meters of the car, read the following out loud:

A back window rolls down and a male voice calls you over. "Please come to the car quickly, I have a deadline." There is no humor in his voice.

The car door opens.

When the characters get to the car:

The open limo door reveals a very thin human in a suit so expensive that it may actually cost more than the limo. The man says, "My name is Hans Brackhaus. Please sit down; we have some business to discuss." The man's accent is German.

When every one is in the limo, the car begins to move around the lot slowly, as if looking for a parking space.

Brackhaus begins. "My employer needs confirmation of some information. A small company called Silver Technology has created a piece of cyberware that can increase a person's memory capabilities beyond the realm of anything ever attempted before. It is also friendly to the body, causing less strain than previous cyberwear. My employer finds it hard to believe that a company this small may have created such a piece of cyberware, but stranger things have happened. If this piece of gear exists, then my employer wishes you to extract it so that a real company can test it and assess its value."

He then opens a briefcase containing a map, IDs, security passes and credsticks.

"This is a map of the Silver Technology building. It includes known security guard locations. These are ID passes and security cards—you would be posing as the third-shift office-cleaning crew. The third shift begins at 1 a.m. This, of course, is your pay: 5,000¥ for each of you now and another 5,000¥ when we meet here in the morning."

So, are you ready?

HOOKS

The runner team is inexperienced, so everything is going to be new and a bit scary. Brackhaus, though, will be professional. He will treat them with respect, and will answer their questions as best as he can. He will not reveal anything other than the information above and any help out of the *Behind the Scenes* section, below, that the gamemaster chooses to share. This prelude to the adventure should give the players more than enough information to go on the run.

BEHIND THE SCENES

This scenario introduces the characters to the art of getting hired. It's all about being professional.

PERCEPTION TEST TABLE
(Target Number 4)

Successes	Result
0	I'm in a limo!!! Cool, where's the bar?
1	Hans Brackhaus is wearing a lapel pin of a dragon.
2	You see the words "Silver Technology Security Templates" on the folder that the map was in.
3	You notice that the security tags are matched perfectly to the sex and race of the team.
4	Hans Brackhaus' watch is constantly beeping, as if it is monitoring his heartbeat.
5+	You notice the limo driver has a ID that claims he works for Saeder-Krupp Prime.

Meeting the Johnson

In hiring meets, characters can make any number of Perception Tests to notice things about the Johnson or their surroundings. The Perception Test Table contains information appropriate to this meet. You may add other results if you wish to expand the players' options. A character will learn everything listed for the success level he or she rolls, as well as the information for lower success levels. For example, if a character rolls 3 successes, he or she also learns the information for 1 and 2 successes.

Taking the Job

If the player characters jump at this job and accept the terms offered, let them. The pay is excellent, plenty of nuyen for what seems to be a very simple mission. This guy even did the

planning for them. Most players, however, won't want to leave the table without negotiating.

Any character with Negotiation Skill can negotiate with Hans. A team gets only one chance at negotiation, however, so the character with the highest skill rating usually takes the lead. The character makes a Negotiation (4) Test, rolling 6 dice. Hans Brackhaus will also make a Negotiation (4) Test. If the character wins by having more successes (see p. 10), he can request up to an extra 1,000¥ nuyen per runner. Hans will agree and pay them the extra money at delivery. If Hans wins, the players get no extra nuyen.

The Goodies

The map will be fully detailed and is explained in *Casing the Joint* (see p. 45). Hans will explain where the players will enter, the basic procedure and the supposed location of the prototype. The rest will be written on the map (see p. 46).

The passes are specific to the race and sex of the characters. You can make up the names on the passes, but here are some suggestions:

- Gus (Gayle) Simmons
- Charlie (Charlene) Grocken
- Michael (Michelle) Costollo
- Richard (Rachel) Azollo
- Tim (Tammy) Rasith
- Bob (Betty) Flak

Each pass acts as a maglock key and can access most of the offices.

DEBUGGING

This section gives you suggestions in case the adventure gets totally off track. It includes answers to questions players



will ask either the gamemaster directly or Hans Brackhaus. If players ask a question not covered here, then you as gamemaster invent something that fits the scenario.

• How do we get our weapons into the office past the guards?

Hans will point out a on-site "trailer" (Room 1, see p. 46), which is where the cleaning crew changes clothes and stores cleaning supplies and gear. The players can hide their weapons in items such as garbage cans before they enter the office proper. The key to the door is encoded on their ID passes.

• Can we kill Brackhaus?

You can try. The wristwatch is not a watch at all but a detonator. It will trigger explosives that line the entire interior and trunk of the vehicle if Brackhaus' heart stops—or if the watch is removed from his body. Brackhaus will, of course, point this out if threatened by the characters. If the characters insist ... he will pull it off, killing himself and the characters. It's a tough lesson to learn, but sometimes players have to learn the hard way.

• Who or what is Saeder-Krupp? Or who is Silver Technology? Both of these questions are answered in *Picking Up The Pieces*, p. 55.

• How do we get out once we grab the prototype?

"The same way you got in," says Brackhaus. "Act natural, toss it in the garbage can and wheel it out the back door. If there are problems, you are on your own. That is why I am paying you 10,000¥."

• Do we know each other?

Since this is the team's first adventure, the gamemaster can make up a story to give the impression the team knows each other, or have the players decide how their characters are connected. Maybe they all grew up in the same neighborhood, or were part of the same gang. Possibly they know each other only by reputation, or they were all contacted separately by Hans and have actually never met. The key is to keep the suspicion down so the team doesn't turn on itself. They are professionals and should act like it.

CASING THE JOINT

WHAT'S UP, CHUMMER?

This section details the map of Silver Technology the players receive. It also gives you the strategy and defenses of the security team. Each room on the map is labeled with a number that corresponds to a description. The players can get some of the information from Hans Brackhaus, but the majority of the description will only be revealed when the characters see it.

Also in this section is a breakdown of strategies players may use to get the prototype out.

TELL IT TO THEM STRAIGHT

If the characters are still with Hans Brackhaus:

"Enough questions. You have only half an hour to get to Silver and begin work. We expect you back here before 8 a.m."

Once the characters arrive at the Silver Compound:

The trip through Seattle was simple enough at 12:30 am, especially because you are heading into the business district of Tacoma.

A simple, elegant sign leads you to Silver Technology. The silver letters glow on a metal background. The access road takes you past the landscaped front entrance and guest parking to the employee parking lot in the rear, near the loading dock. There are fewer than a dozen cars in the lot.

Entering the Shed

The cleaning crew shed has steps up to the door. The door has a maglock on it; the indicator light is red. One loading dock door is open, and you can see light inside, but no one moving around. (The players should run their IDs through the reader on the door at the top of the steps.) The light blinks green and you hear a lock open. The door pushes open and you're in (go to the description of Room 1 in *Behind the Scenes*, p. 46).

HOOKS

This section depends on the characters and their actions. They are the cleaning crew and don't need to pile in with their guns out; they can take their time and look around. They also don't know that the only existing prototype was inserted into a person's brain, making the theft a little harder than they thought.

BEHIND THE SCENES

Silver Technology is on the rise and growing to keep up with its newest technology. Security cameras in all rooms and a complete on-line security monitoring system are recent additions. A security guard can jack into the host system of Silver Technology and watch all the security cameras at once. The security cameras in each room (and one in each stretch of hallway) give a 360-degree view to whoever is watching. This system is brand new, and the GM can roll a die every time the players enter a room or hallway. On a roll of one the camera is off-line. The guard in Room 12 may send the guard in Hallway C to see if the cleaning crew needs help. This will happen only the first time the crew enters—after that neither guard cares. A player with an Electronics Skill can make a test against a Target Number of 6 to see if the camera is working. One success is enough.

Below is the key to the map on p. 46.

Hallway A

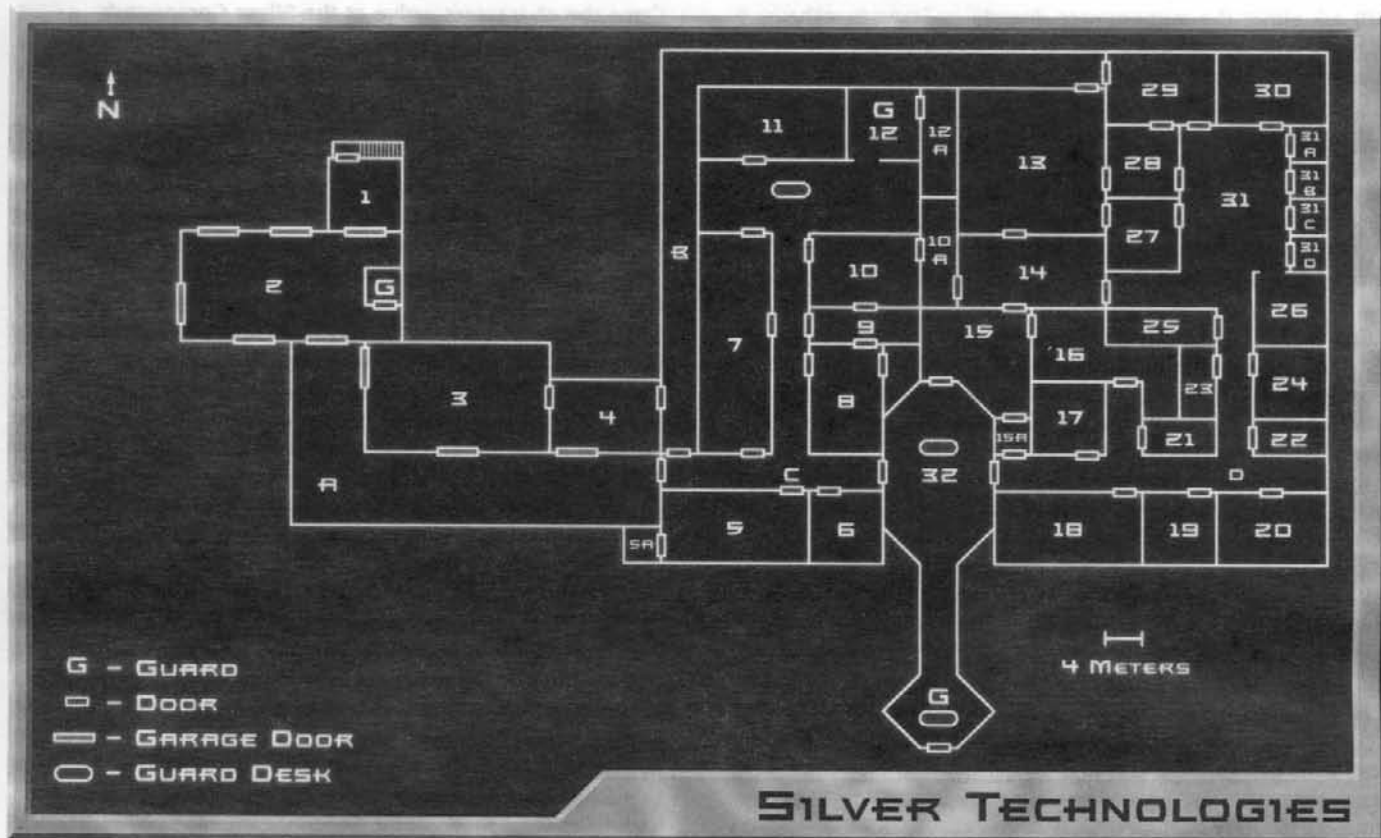
This is the main hallway for the shipping crew. The floor is cement and scarred with rubber marks.

Hallway B

This hallway is "clean" and is used only to transport the cyberware from the assembly lab to the shipping room. The runners are not required to clean this hall. The door to Hallway A is labeled "Emergency Only."

Hallway C

This hallway is carpeted. A glass door separates this hallway from Room 32. The north end of Hallway C contains a sec-



retary's desk. A guard sits at the desk. Couches and chairs line the walls. The door to Room 12 is open.

Hallway D

Like Hallway C, this area is carpeted. It becomes a tile floor near the nurses station.

Room 1

The cleaning team's shed. It contains overalls and coveralls in bright orange, as well as garbage and recycling containers and a cart with cleaners, rags and supplies on it. The coveralls come in all sizes, and should fit loosely enough to conceal any body armor or obvious cyberlimbs. All carts and containers are wheeled. A small riding vacuum/floor polisher is also in the shed. Orks and trolls cannot ride this item, but a "booster seat" accessory is available for a dwarf driving it. The vehicle moves very slowly, and any character can walk past it. It never gets up enough power to knock through a wall or door. The guard will wonder why no one is driving it if the runners do not have it with them when they check in.

Room 2

The loading dock. No trucks are parked here tonight, and the guard has one of the four dock doors open (the one next to the shed) because the evening is so nice. All the lights inside the dock are on. A guard (labeled on the map as G; see *The Bad*

Guys, p. 50) has a booth there. The cleaning crew has to check in with him to be allowed into the building. Forklifts and dumpsters sit along the dock walls. The doors to the hallway are double doors large enough to accommodate a forklift.

Room 3

The shipping room. Metal shelves are filled with sealed cybernetic parts in plastic bags, and wooden crates are stuffed with synthesized padding. There are four employees working in here (two trolls and two orks). There are also two "walkers"—robotic-looking devices picking up the heaviest crates and moving them. The walkers seem to follow a pattern. Two large forklift doors on the south and west walls connect to Hallway A. A smaller door connects to Room 4.

Room 4

This room is the "clean packing room." Cyberware comes here from the assembly labs (Room 13) and is packed for shipping. In order to enter this area, the shadowrun runners have to hit a big red button, labeled ENTRY BELL, in Hallway A. A loud bell rings and the packers (only four are working the late shift—two dwarves, an elf and a troll) will seal off anything they are working on. They will wait until the door reseals after the crew has left before they resume packing the goods.

The workers all wear protective "clean suits" and goggles. A door to Hallway B is off limits to the cleaning crew.

Room 5

The company lounge includes a holo-vid monitor, soykaf machine, vending machines, a small kitchen with stove and refrigerator, couches, tables and chairs and a variety of chip magazines. A sign hanging on the wall reads "37 days since our last accident." Someone has crossed out "accident" and written "fatality." A unisex restroom is connected to this room at 5A. Two guards are sitting in the lounge, eating sandwiches and watching a combat bike tournament from Los Angeles.

Room 6

A conference room. This room is locked, and the lights are turned off. A very expensive wooden table with twelve chairs sits in the middle of the room. The table has built in monitors and cyberdecks. A bar (fully stocked) is along the south wall. Along the east wall is a vid monitor the size of a troll, obviously for presentations. It looks as if a meeting was going on in here recently (cups and crumpled-up papers are scattered about, and three monitors are on).

Room 7

This is the business office area. Sales staff, managers, accountants, marketers and various other essential office staff work here. Twenty desks are located here, with some walled off from others. All the desks have computer cyberterminals and vid monitors. There are three doors, one each on the south, east and north walls.

Room 8

The nameplate says Randall Neil, Vice-President. His door is locked and his office is dark except for a desk lamp and the glow from two monitors on his desk. The office is opulent: paintings, real leather couches and chairs, a restroom with a shower, and a wet bar. A small meeting table in one corner holds a computer cyberterminal. His giant desk contains two computer cyberterminals and four vid monitors. One computer monitor is on—the screen saver is of an elf woman slowly stripping—and the vid monitor switches between two rooms. One looks like a hotel room with a human sleeping there (Room 31D) and one is a surgery, which is empty (Room 30). The bathroom is in the wedge on the east side of the room. A door leads to Room 9.

Room 9

This is a secretary/executive assistant office. The three desks in this room all have vid monitors and computer cyberterminals. Doors lead to Room 8 and to Room 10.

Room 10

Dr. Stacy Ann, Vice-President of Research, is the nameplate on this door. This door is locked and the lights are turned off. The room has a large desk with a vid monitor and cyberterminal, neither of which is on. There is a wet bar and a small meeting table. The furniture is not as expensive as Randall Neil's, and there is a clothing rack with lab coats and a clean suit. Along one wall are charts of the various metahuman races and body parts with cyberimplants. An elf skeleton hangs on a

stand in one corner. A piece of paper taped to its skull says "ex-husband."

A door in the back of the office connects to Room 10A. Room 10A is Stacy Ann's private laboratory. Another door on the south end leads to Room 9.

Room 10A has a door that leads to Room 14.

Room 11

This is where the owner and CEO of Silver Technology, Wilhelm Silver, commands his company. The light will turn on when someone enters the room. The only way to enter this room is to have the security guard open the door.

The office walls facing the hallway are black glass from the outside. From the inside, they are really VR projections that change every half hour. When the characters come in, the image is of the ocean rolling up on a beautiful white beach. There is even the sound of waves with an occasional bird in the distance. His desk is about the same size as those in the other offices, with two additional desks along the side walls.

The main desk is along the north wall and contains three vid monitors and a cyberterminal. One vid screen shows the same thing as the wall; the others are off. The second desk along the west wall looks like it might be an assistant's desk—until the characters walk toward it. The first character to move within three steps from the desk will be amazed as the image fades out to reveal a complete kitchen, bathroom and bedroom. The image resets thirty seconds after it is revealed.

The east wall contains twelve video monitors, and two are running with reports of the Japanese and Hong Kong stock markets. The sound is off. The desk in front of these monitors is absolutely clear, with nothing on it.

There is a sunken meeting area in the center of the room, and displayed around the room are various pieces of cyberware mounted in acrylic boxes and on stands. One stand is empty and looks as if it was just ordered, because it is new and not dusty.

A bookcase behind the blank desk opens to Room 12.

Room 12

This is the security office and the office of Fred Richards. Fred's room is full of video monitors, with views of all the rooms and other information. A guard sits in this room, plugged into the console. His job is to watch all the cameras and to make sure no unauthorized computer terminals are turned on or used. Every computer that comes on sends a record to the security room and begins a log.

The guard on duty is mostly monitoring Room 31D, to make sure nothing goes wrong. He takes a break every hour for 15 minutes. His replacement will be the guard in Hallway C, who will not jack in but will instead watch the monitors. Besides a door to Hallway C, there are doors to Rooms 11 and 12A.

Room 12A is security's weapons room and contains their assault rifles (see *The Bad Guys*, p. 50). It is off limits to the cleaning staff. Fred himself is sleeping in Room 31A.

The guard here appears on the map labeled as **G**.



Room 13

Cyberware assembly and construction lab. It is a "clean room." The characters are not allowed to enter this room. One employee (a human) is working there now. The south wall is glass and the lab contains electronic manufacturing equipment as well as large projection monitors and some robotic arms connected to joystick-like devices and electronic microscopes.

There is a door to Hallway B on the north side of the room and two doors on the east side (to Rooms 28 and 27). A single sealed glass door is in the south wall.

Room 14

The laboratory contains lab tables, an abundance of electronic equipment, various calibration machines and multiple workstations. "Clean suits" hang on coat racks near various workstations. An elf woman and a human male are working in here. They have on lab coats and are debating a projected microscope display. The display shows a brain with the words "Prototype 4: CRM051998 active." The debate seems to revolve around changes in the brain.

The entire north wall is glass. A single door in this area is sealed shut and leads to Room 13. This room has three doors, one to the west connecting to Room 10A, one to the south connecting to Room 15 and another in the east connecting to Hallway D.

Room 15

This is the power plant of the building and contains the back-up generators and all outside power lines. The heating and air-conditioning units are also located here. Master switches for all the major devices, including security, are located here. A door in the south end connects to Room 15A and a second off the southwest connects to the lobby (Room 32). A door on the north wall connects to Room 14 and one on the east wall connects to Room 16.

15A is the maintenance office. Shelves are stacked with light bulbs, cleaning supplies, electric cords and other gear. This room seems recently built and not yet organized. There are plenty of tools here, from regular wrenches and sockets to microelectronic versions.

Room 16

The computer lab was recently expanded to hold another mainframe computer. The expansion took place to the west; the walls there are unpainted, and lights hang from the ceiling without any fixtures. Cans of paint and construction tools are still in this room. The room contains one desk area and a repair/workstation right inside the door from Hallway D. The desk area has five cyberterminals in various stages of repair sitting on it, as well as two vid projectors and a monitor. This room is locked and the PCs will need to get a guard to open it for them. The room is highly air conditioned.

Room 17

This lounge contains a table, couch, coffee machine and small refrigerator. It does not contain vending machines. It has a single door.

Room 18

The computer and imaging lab is full of computers and vid projectors. The high-end graphics and mathematical formulas used to create cyberware are put into practice here. There are twelve workstations. A single door connects to Hallway D.

Room 19

The office of Dr. Daniel Bishop, the brain expert at Silver. The door has a note on a ripped piece of paper: DO NOT CLEAN. His office is an unkempt mess of papers, optical disks and black magnetic boards on which he has written advanced and cryptic mathematical formulas. His five vids are all on, with views of rooms 13, 14, 20, 26 and 31D.

Room 20

The door says Brain Lab. This room looks much like Room 18, except for the giant brain. In the center of the room is a three meter by three meter holographic picture of a brain. The brain seems alive, as one can see blood flowing and neurological impulses. One section of the brain is highlighted. A piece of cyberware is embedded there.

The holotext under the brain says "Prototype CRM051998 - Test 4 (now in REM sleep stage—1 hour 5 minutes)."

A giant vid screen on the east wall shows an image of a human sleeping (Room 31D). The room is full of monitoring equipment.

Room 21

A unisex bathroom.

Room 22

The research library. Multiple sim and projection vid machines fill the room, along with stacks of optical disks and large wall-sized body images printed on paper or clear polyvinyl. A large crate near the door says "Prototype CRM051998 backup research."

Room 23

This is an ad hoc security room and is barely operational. It looks as if construction has just finished. There are monitors here for only the east area (all the areas along Hallway D). A lone guard is on duty here, and he is not jacked in. His partner is at the nurses' station.

Room 24

This is the doctors' office. Six desks each have a vid monitor and a computer terminal. One of the doctors is on duty and it looks as if he is playing a simvid game on his monitor. He is human.

Room 25

This is the nurses' offices. There are ten desks here, each with a vid monitor and a computer terminal.

Room 26

The nurses' station is not so much a room as an area. Various monitors show life signs, and a vid monitor has a view

of Room 31D. Two nurses are here with a security guard. The area is surrounded by a half wall. One nurse is human, the other is elf.

Room 27

This is the women's shower and changing room for the surgery and the clean room. A door enters Room 13, but you must ring a buzzer before the sealed door will open.

Room 28

This is the men's shower and changing room for the surgery and the clean room. A door enters Room 13, but you must ring a buzzer before the sealed door will open.

Room 29

The pre-surgery room is filled with hospital gear, and all kinds of monitors on wheels. A cabinet filled with drugs is locked. A single door enters Room 28, while double swinging doors enter Room 30.

Room 30

The surgery has wall monitors and holovid screens, surgical tables, wall and floor connections for various gases and three high-powered lights hanging from the ceiling.

Rooms 31A-D

The patient recovery rooms are like small hotel rooms, each having a restroom, a vid screen, closet, furniture and a bed. The only occupied room is D, the closest to the nurses' station. It has the name "Prototype CRM051998" on the door, with a binder labeled Medical History.

Fred Richards, head of security, is sleeping in Room A.

Room 32

The entrance lobby has a marble floor. The main entrance is two large glass doors with a circuitry pattern running through them. The pattern glows as if electrical pulses are going through it. After hours, no one can enter through these doors without a passkey and retinal scan. A reception desk manned by two guards is in the center of the lobby. The retinal scanners are embedded in the wall inside the lobby next to the doors.

The lobby's ceiling is a two-story glass dome. In the center is a fountain depicting two humans embracing. The humans are made of marble and cyberware. Couches, chairs and plants are arranged throughout this area. Glass doors lead from the lobby to Hallways C and D; both sets of glass doors have maglocks. A second security desk is against the back wall. The guard here is plugged into the security system and is monitoring the external cameras as well as the loading dock and the lobby. He takes a break every hour for 15 minutes. His replacement is one of the two guards from the front desk, who will watch the monitors and not jack in. This desk is only manned at night. The door behind this desk goes to Room 15.

The guard here appears on the map labeled as **G**.



Fred Richards (Ork, Head of Security)

B	Q	S	C	I	W	E	M	R
7	5	6	4	4	4	3.55	0	4

Initiative: 4 + 2D6
Action Pool: 6

Active Skills

Assault Rifles	5
Athletics	6
Blotech	3
Electronics	4
Etiquette	3
Leadership	5
Pistols	6
Unarmed Combat	6

Cyberware

- Plastic Bone Lacing
- Boosted Reflexes 1
- Cybereyes with flare compensation, low-light and thermographic
- Cyberware radio
- Smartgun Link
- Wristphone

Weapons

AK-97 (Assault Rifle)

Damage: 10S

Target Number to Hit: 3/5*

* This weapon gets 2 shots per Combat Phase. The second number is for the second shot.

Browning Max-Power (Heavy Pistol)

Damage: 9M

Target Number to Hit: 2

Fist (Melee Weapon)

Damage: 9M Stun

Target Number to Hit: 4

Armor

Armored Vest with Plates

Ballistic: 4

Impact: 3

THE BAD GUYS

From the shadowrunner perspective, the guards are the bad guys, and there are guards all over the building. There are more guards than even Brackhaus knew about.

Brackhaus knows about the guards at the following locations (they are marked on the map as **G**):

- One guard in Room 2

One guard in Room 12

One guard in Room 32 at the front desk.

The additional guards should be a surprise. The fact that Head of Security Fred Richards is actually "on duty" is also a surprise. Besides the security team he has installed here, Richards has some off-site security ready at a moment's notice, and he contacts them immediately upon any trouble.

When Richards calls for reinforcements (this call is by wristphone, not through the security system), they will be of the same make-up as the characters below. Roll one die and add 2 to the result to determine how many additional guards will come. One will be a shaman, as described on p. 52.

Roll another die—the reinforcements will arrive at the front door a number of minutes equal to the result after being called. The gamemaster determines exactly when that is in the game.

You can continue to roll for reinforcements until the player characters escape, are captured or are dead.

Their Duties

Most of the guards are doing exactly what anyone on late-night shift would do—trying to stay awake. Solitary guards are usually watching vid monitors of anything the GM chooses. Those jacked in are described in *The Virtual Attack*, p. 53. All the guards have cyberware radios for communication. Each one is connected separately to the main control in Room 12. The guard there connects the guards to each other in times of emergency.

Fred Richards

As head of security, Fred Richards, an ork, has been living on-site during the entire prototype experiment. He's sleeping in Room 31A. He will wake up if he hears gun shots or explosions in the rooms along Hallway D. He will also wake up if the guard in Room 12 calls him on the radio, or if all-out chaos breaks out (see *The Master Moves*, p. 53).

Fred's statistics are listed on this page. He carries his assault rifle with him at all times, and it is in his room with him.

The Guards

All guards of the same race have the same statistics, as listed on p. 51. You can assign races of guards as you wish, with two exceptions: the security deckers (the ones that jack in to watch the monitors) are human, and the shaman (assigned to the nurses' station, Room 26) is elf.

If the characters are fighting multiple guards at once, as in a big firefight, you may wish to roll Initiative (see p. 18) for multiple guards at one time. Use the guard with the highest Reaction to determine Initiative. All guards would act at this time.

One special note: the assault rifles are stored in Room 12A. Guards normally carry only their pistols. They wear their vests at all times.

THE OTHERS ON DUTY

There are a few regular staff working the late shift packing or assembling at Silver Technology. These non-combat types will hide or scream, not cause trouble or risk their lives. The

NPC TABLE

GUARDS

HUMAN (not security deckers)

B	Q	S	C	I	W	E	M	R
6	6	5	2	5	4	3.55	0	5

Initiative: 6 + 2D6

Action Pool: 4

ELF (non-magic)

B	Q	S	C	I	W	E	M	R
6	7	5	4	5	4	3.55	0	6

Initiative: 6 + 2D6

Action Pool: 4

DWARF

B	Q	S	C	I	W	E	M	R
7	6	7	2	5	5	3.55	0	5

Initiative: 5 + 2D6

Action Pool: 4

ORK

B	Q	S	C	I	W	E	M	R
9	5	7	1	4	4	3.55	0	4

Initiative: 4 + 2D6

Action Pool: 4

TROLL

B	Q	S	C	I	W	E	M	R
11	4	9	1	3	4	3.55	0	3

Initiative: 3 + 2D6

Action Pool: 4

Active Skills

Assault Rifles	5
Athletics	6
Biotech	3
Electronics	4
Etiquette	3
Pistols	6
Unarmed Combat	6

Cyberware

- Plastic Bone Lacing
- Boosted Reflexes
- Cybereyes with flare compensation, low-light and thermographic
- Cyberware Radio
- Smartgun Link

Weapons

AK-97 (Assault Rifle)

Damage: 10S

Target Number to Hit: 3/5*

* This weapon gets 2 shots per Combat Phase. The second number is the for second shot.

Browning Max-Power (Pistol)

Damage: 9M

Target Number to Hit: 2

Fist (Melee Weapon)

Damage (by race of guard): Human and elf (7M Stun), dwarf and ork (9M Stun), troll (11M Stun)

Target Number to Hit: 4 for all except the troll. The troll has a Target Number of 3.

Armor

Armored Vest with Plates

Ballistic: 4

Impact: 3

HUMAN SECURITY DECKERS

B	Q	S	C	I	W	E	M	R
6	6	5	2	5	4	3.85	0	5

Initiative: 5 + 1D6

Action Pool: 4

Active Skills: Assault Rifles 5, Athletics 6, Computer 5, Electronics 4, Etiquette 3, Pistols 6, Unarmed Combat 6

Cyberware

- Datajack
- Plastic Bone Lacing
- Cybereyes with flare compensation, low-light and thermographic
- Cyberware Radio
- Smartgun Link

Searching Target Number: 2

Combat Target Number: 2

Damage: 6M (Stun)

Weapons

Same as other guards.



Elf Dog Shaman

B	Q	S	C	I	W	E	M	R
3	7	2	6	5	6	6	6	6

Initiative: 6 + 1D6

Action Pool: 7

Active Skills: Athletics 4, Biotech 3, Conjuring 6, Etiquette 3, Pistols 4, Sorcery 6

Spells (see p. 33)	Force	Drain (Stun)
Acid Stream	5	3S
Confusion	6	3S
Control Actions	4	3M
Detect Enemy	6	3M
Fling	5	3M
Shadow	4	4M
Stunbolt	6	2M

Weapons

Browning Max-Power (Heavy Pistol)

Damage: 9M

Target Number to Hit: 4

Armor

Armored Vest with Plates

Ballistic: 4

Impact: 3

stats for non-security personnel are listed on p. 53.

The doctor and the nurses on duty are also considered non-combat types and will save themselves if the need arises. Use the stats on p. 53.

The two bigwigs on duty, Dr. Stacy Ann (an elf) and Dr. Dan Bishop (a human), are working in the lab, going over reports on the progress of the prototype and trying to figure out why the patient is having a bad reaction. Both are extremely tired and cranky and will ignore the cleaning crew unless something unusual occurs. Dr. Bishop will tell the crew to leave his office alone. He doesn't want it cleaned.

Their only concern is for the prototype and the patient. If they discover that the cleaning crew are shadowrunners, they will scream orders as if they are in charge instead of Fred Richards. This is their life's work and they are so close to success, they do not want it to fall into anyone else's hands. Use the Non-Combat NPCs stats for these characters.

DISCOVERING THE PROTOTYPE SECRET

There are various ways the players can discover the truth behind prototype CRM051998. The GM can use the following Perception Test Table to give the players information. This information can be gathered from computer terminals, memos, e-mail, or any other devices you or the players can think of. See *The Virtual Attack*, p. 53, for how a decker can locate the information.

Each success result offers four answers. The GM can choose which information to reveal, or determine the answer randomly. Most of the information is at least a week old (adjust the time frame of the response as needed to fit with information already learned).

Successes	Result
0	<ol style="list-style-type: none"> Wow, check out the cool tech in this room ... Hey, you clean out the garbage! I did it last time. This place is swank ... I could work here. Hey, look, there's some food in this guy's desk drawer.
1	<ol style="list-style-type: none"> Prototype CRM051998 is on schedule, Prototype CRM051998's advance sales are the largest in company history. Prototype CRM051998 is a memory-enhancing cyberware. Prototype CRM051998 is the fourth version.
2	<ol style="list-style-type: none"> CRM051998 has been put on an experimental "fast track." Research on the failure of the first three versions is incomplete. A working version waiting for final testing has been completed. Drs. Bishop and Ann have laid out suitable fourth-version requirements.
3	<ol style="list-style-type: none"> Fred Richards has discovered a suitable fourth-version vessel. The new mainframe has arrived and is awaiting Dr. Bishop's programming code. Brain Lab has been created to give instant feedback and monitor all vital signs on experiment 4. Doctors and nurses have been retained and will staff on a 24/7 schedule.
4	<ol style="list-style-type: none"> Richards' request for increased security has been approved. Richards' request for a second security office has been approved. Prototype CRM051998, the fourth version, has been completed with changes, awaiting surgery. Prototype CRM051998, the fourth version, is scheduled for surgery tomorrow.
5+	<ol style="list-style-type: none"> Surgery on Prototype CRM051998, the fourth version, is successful. Prototype CRM051998 is doing well. Patient being monitored and seems fine. There has been a setback! Same problems as versions 1-3. Awaiting decision on patient. Memory loss still a problem. Drs. Bishop and Ann still at a loss to explain the phenomenon.



THE PATIENT

The runners will find the patient asleep in room 31D. He is a thin, gray-looking human male. He appears to be in his late 50s, but he could be younger and merely ravaged by life on the streets. His head is shaved.

He is hooked up to a variety of monitoring equipment, but has only one IV shunt, which is easily disconnected. The patient is recovering well physically and will wake easily. The trauma and confusion of the surgery has left him weak-willed, and he will do whatever the players ask, without question. He will not speak until asked a direct question. He does not know his name or how he got to Silver Technology, and he becomes distressed when asked. He remembers nothing before waking up in this room, but remembers every detail of every day since, and will launch into an excruciating blow-by-blow description if the runners ask. He will shut up if they tell him to.

In the closet of the room is a set of old but clean ordinary clothes and a pair of old shoes. The pockets of the clothes are empty. There is nothing else but medical equipment in the room.

If the runners are involved in a firefight when the patient is with them, he will duck and cover with surprising speed. He did survive on the street for years, and some things are more instinct than memory. His stats appear below.

B	Q	S	C	I	W	M	R
2	2	2	3	3	1	3	2

WHAT WILL THE RUNNERS WILL DO?

There are some specific plans the players can concoct that will get them the results they need. Some of the most basic are outlined below.

Guns A-Blazin'

The worst option is to come in guns a-blazin'. The shadowrunners will not get very far at all. The guards have guns, outnumber the runners (in most cases), and can isolate and hold off the runners until reinforcements arrive. The guards will try to hold off the runners until the doctor and nurses, along with Drs. Ann and Bishop, get the patient out through Hallway B.

Super Spies

A better option would be to try to sneak the patient out. This would involve the PCs using almost all of their time making themselves appear exactly as a nobody cleaning crew. They must distract the staff as subtly as they can, so that no one expects them to take the patient.

Some ways to distract the staff would be to break the seals on one of the "clean" areas, break something in the surgery or surgery prep room, or cause an accident so the nurses and doctor need to examine someone. Cleaning Doctor Bishop's

NON-COMBAT NPCs

Race	B	Q	S	C	I	W	E	R	INIT	Action Pool
Human	3	3	3	3	3	3	6	3	3+1D6	3
Dwarf	4	2	5	3	3	4	6	2	2+1D6	3
Elf	3	4	3	5	3	3	6	3	3+1D6	3
Ork	6	3	5	2	2	3	6	2	2+1D6	3
Troll	9	2	7	1	1	2	6	1	1+1D6	3

room might be enough to get the staff running.

The Master Moves

A few moves can turn the tables in favor of the characters. The first would be to take over Room 12. This would give the PCs control of all the cam-

eras and the main security channel that all the guards are connected to. The players can then send the guards on wild goose chases, or order them to go someplace where the PCs will be able to gain control over them. (See *The Virtual Attack* for suggestions on how to do this.)

A second option would be to throw all the master switches in the control room. This would cause widespread chaos because the back-up generators cannot handle all the equipment. Sections would be totally blacked out or on minimum operations. Most important, not all of the monitors watching the patient would be on-line. One version of this would be for the PCs to physically take out the mainframe. This would cause all the monitors to go offline, and no one outside the room would notice the patient was missing.

THE VIRTUAL ATTACK

If one of the characters is the tech-wiz, there are a few more options for the shadowrun team. The tech-wiz can try to look out for the team from the Matrix. He may even try to defeat the guards by taking over the entire system himself, adding to the chaos option given in *The Master Moves*.

The guards do not have cyberdecks; their decks are permanently connected to their cyberterminals and are not name brand. Remember, the guards still have to make tests to do anything in the Matrix. The Matrix works on command and even though the guards are on their home system, they still have to ask the computers to respond to their actions. The guards' target numbers for both Search and Combat Tests are only 2, but they can fail.

What It Looks Like

The sculpted Matrix in Silver Technology looks like the physical world—walls, desks, doors. The difference is that if the decker touches anything, it come alive as if it were a cross between a robot and a cartoon. A door opens, file cabinets search for files themselves, desks compose memos with a thought.

The icon of the guard in Room 12 is sitting in a room full of giant floating TV sets—each with a view from one of the omnidirectional room cameras. He is sitting in a giant lounge chair with one screen floating close and huge as a movie screen. The image is of the nurses' station and he is focusing the camera in on one of the nurses.

In his hand he has a giant remote. Sitting on the floor next to him is a bullhorn, which is the access to the security channel. Also on the floor is what looks like a fax machine generat-



ing a report. This is the listing of what computer terminals are active and what is being done on them. It rarely moves, as only a few computers are in use. If another computer is turned on, the report will print faster and the guard will take notice, sending the guard in Hallway C to see what's up. If the PCs use a terminal that is already on, the changes are subtle enough the guard will not notice.

The guard in Room 32 is sitting in a virtual representation of the lobby. The only difference is that the monitors he is watching are floating way off in the distance and he seems to be playing some kind of card game. Around the security desk are three old-west looking guys with robot heads, betting on the cards in their hand. It is obvious that this is an old program because the resolution of the card players is poor—as if they were colorful ghosts. The guard has a remote and a bullhorn on the floor near him.

Both guards look like totally metal cyberguards.

Searching

If the tech-wiz searches for any information on the prototype, have him make a Search Test per the rules on p. 25. He can search like that in every room, the same as the players in the physical world. If the search is successful, have him make a Perception (4) Test using the table on p. 52 to determine how much he finds. Files come flying out of desk drawers or file cabinets and fly to him like butterflies with the information.

He can also block the camera in any room, shutting it off with a successful Search Test. Finding the camera does not require a Search Test (the player already made a test to get into the room). The camera looks like an old-fashioned movie camera on a tripod, hanging upside down from the ceiling. A Search Test reveals a socket and plug, which the character can pull out.

The GM needs to roll one die after each successful attempt to shut off a camera. If it comes up 1, the security decker in Room 12 will come even though the character didn't trigger the alarm. His first action after seeing the player will be to trigger the alarm (a giant flare gun); after that he will attack the player. If the player fails, of course, the alarm is triggered automatically (see p. 25).

Combat

The tech-wiz can take out the nerve center of Silver Technology by engaging the guard in Room 12 in Matrix combat (see p. 25). The guards' weapons look like a giant hammer swung like a baseball bat. Either guard will know when someone enters their room in the Matrix.

If the alarm is not sounded, the player will have surprised the guard. That means the guard cannot act until the character does, so if Initiative dictates the guard goes first, he loses those phases until after the character's first phase. The guard's first action will be to put the system on alert to get the attention of the second on-line guard, so the player will actually get two attacks before the decker attempts to attack him.

The tech-wiz can wait until his buddies are ready to attack Room 12 or Room 32 in physical space before entering the

same room in the Matrix and tipping off the guard. Once the guard is alerted, all target numbers to hit the character are reduced to 2 in the physical world (except for spells in which the target number is an Attribute like Willpower or Body; those do not change).

If either guard is on break or already disposed of by the PCs, their Matrix rooms will be empty and the tech-wiz can do anything he wants.

King of the Matrix

If the characters can defeat the guard in the Matrix or physical world (or both), the tech-wiz has control of the remote cameras and can shut them off at will, and can also shut down the communications network by turning off the bullhorn. He can destroy the fax generating the computer log, so the guard won't know he is there. This is effective if the tech-wiz enters the room while the guard is on break. All of these actions require a successful Search Test to complete.

This gives the team a huge advantage. If the tech-wiz jacked in from an office, he can go to the security room in the Matrix and act as the guard, treating the entire system as his home system. This reduces his target numbers for Searches and Combat to 2, while any remaining guards would then have a Target Number of 4 for both tests.

One Last Problem

Do not forget that there is a guard in Room 23 watching the cameras of the rooms in Hallway D. Shutting off all the cameras will get his attention, and he will need to be convinced not to call for an alarm. How he is convinced is left up to the players to roleplay.

DEBUGGING

This is the shadowrun part of shadowrunning. This is the part where the runners earn their pay. This is also the part where one mistake may mean the characters can get caught or die.

This section could turn into a long "dungeon crawl" as the team searches each room. Keep reminding them they need to have a plan to get the prototype (the patient) out. Once they discover the truth about the prototype, they may believe that Hans lied to them or they were set up.

You can handle this how you wish, and according to what your players decide. Some players may want to complete what they were hired to do and bring along the prototype—and therefore the patient. That will net them the biggest reward, but is, of course, the riskiest course of action. Others may want out. The characters might also decide to steal all that material in the library labeled Prototype Research. While Hans Brackhaus will appreciate the effort, he will not pay the amount they agreed upon. He will pay half (which is the upfront money), because the team did not fulfill their end of the bargain. Now his people have to pore through tons of research, spending nuyen the players could have earned (that's what Hans says). If the runners bring both the patient/prototype and the research, Hans will be very impressed and give them double the nuyen requested.

Runners may die or get captured. That is the life of the shadowrunner. But it also makes for no fun for the first time (and it's hard on the gamemaster). Here are a few suggestions: When the guards attack, have them attack only one at a time; this will limit the amount of damage the players will take. Second, give the players a second chance—if you roll a high level of damage, re-roll it, giving the player the lower damage total. Finally, just because the dice say something doesn't mean it has to happen. As a GM, you control the action, so instead of a high level of damage you can say they take a lower level, but the desk they were hiding behind was blown to shreds. This also applies to other actions the players may take—if the turn of events seems to be going against the characters let them succeed, but just barely. For example, they catch the guard the instant before he raises the alarm.

PICKING UP THE PIECES

This section is the catch-all for information the GM might need to have or for any follow-up ideas and adventures.

IT'S A WRAP

Once the players escape the Silver Technology compound, they need to head directly to the Space Needle where Hans Brackhaus's limo is waiting. The guards will not follow. Brackhaus will make the deal agreed upon at the beginning of the adventure, reflecting any changes that may have occurred as described in the *Debugging* section on p. 54. Note that the patient need not be delivered alive for the runners to receive their reward, but the prototype itself must be intact and unharmed.

Hans will be amazed that the prototype had been implanted and will ask for a complete debriefing of any and all facts the PCs may remember. He will not be upset if the PCs tell him nothing more. After the payment, the limo pulls away and that's the last the PCs ever see of Hans and prototype CRM051998.

Two weeks later, they will learn that Saeder-Krupp purchased a small Seattle corporation called Silver Technology. The price was very low; Silver Technology had declared bankruptcy because its newest cyberware never shipped.

AWARDING KARMA

Karma is not covered in the *Quick Start* rules. Karma is used to improve a shadowrunner over time. If the players want to keep these same characters to play *Shadowrun, Third Edition*, they can start with an additional 5 Karma from this adventure.

LEGWORK

Legwork is what characters do to prepare for an adventure. Since there isn't any time to prepare in this adventure, the Legwork section is a breakdown of the basic facts the characters would know about Saeder-Krupp and Silver Technology.

SAEDER-KRUPP PERCEPTION TEST TABLE (Target Number 4)

Successes	Result
0	I've heard of them ... they make beer, right?
1	Saeder-Krupp is German, right?
2	Saeder-Krupp is the largest megacorporation in the world.
3	Saeder-Krupp is owned, run and fully operated by Lofwyr, one of the world's most powerful dragons.
4	You remember Hans Brackhaus—he works for the big dragon personally.
5+	What Lofwyr wants, Lofwyr gets. Don't get in his way—ever.

SILVER TECHNOLOGY PERCEPTION TEST TABLE (Target Number 4)

Successes	Result
0	Silver is a shiny metal.
1	Sounds like they make something technical. I have no idea what, though.
2	They are a small local corp. Nothing really all that remarkable about them.
3	Silver Tech makes cyberware and cyberware parts.
4	Silver Tech's specialty is headware—cyberware for the brain.
5+	They do good biz and seem independent from the big megacorps.

SHADOWLORE

If you've gotten this far, CONGRATULATIONS! You've just played *Shadowrun*! As stated in the introduction, these rules are a condensed version of the rules in *Shadowrun, Third Edition*.

So what is next? Your next step would be to purchase *Shadowrun, Third Edition*. *Shadowrun 3* goes into depth on every topic discussed here, including a complete set of rules for decking and rigging (jacking into vehicles and drones to command them as you would a character), security measures, character creation and improvement, a complete history of the *Shadowrun* universe, plus more background on Seattle and the Pacific Northwest, the main setting for *Shadowrun*. There's also more magic, more combat options, more gear—more of everything.

Each of the characters in *Shadowrun Quick Start* has a more complete version in *Shadowrun 3*, with a full record sheet. You may also want to pick up *First Run*, which, through a series of adventures, teaches how to play using the complete rules of *Shadowrun 3*, as well as how to gamemaster an entire campaign with multiple adventures.

Welcome to the shadows, chummers ... hope your stay is long and eventful!

USING THE SAMPLE CHARACTERS

The eight sample characters on the following pages represent a variety of the types of runners you can play in *Shadowrun*. This group of characters was also selected to have a wide range of skills and abilities. Any type of character can be any race or gender; these characters are based on characters that appear (with full-color illustrations) in *Shadowrun, Third Edition*. After playing *Prototype Envy*, you can continue to use these characters to adventure using the full *Shadowrun* rules.

CHOOSING A CHARACTER

The sample characters can be broken down into four types: magic users, gun guys, the infiltrators, and the tech wiz. The magic users are the troll combat mage and the ork street shaman. If you are interested in running a magical character, you should read the *Magic* section (p. 27). Magical characters can still fire guns and act in most other ways like other characters, they just have the additional ability to work magic. The differences in playing a mage or a shaman are explained on p. 28. Magic users can also conjure spirits (see *Spirits*, p. 31).

The gun guys differ in their approach to combat. The troll mercenary is a gun for hire, while the human street samurai seeks honor in combat. Finally, the human weapons specialist is a jack-of-all-trades combat guru who can wield any kind of weapon. If you are playing one of these characters, read the *Combat* section (p. 18) carefully to understand how combat (both ranged and melee) works.

The infiltrators are a unique breed of shadowrunner. Both specialize in stealth, but they differ in execution. The elf covert ops specialist is clever and agile like a high-tech cat burglar, while the ork investigator relies on street smarts for detection, negotiation and intimidation. They both can fight. To play these, read the *Combat* section (p. 18) and the *gear* section (p. 35) to be familiar with the high-tech gadgets they have.

Finally, the dwarf tech-wiz can do just about anything with electronics: break in past an electronic surveillance system or deck into the Matrix. To play this character, read the *Matrix* section on p. 14 and the *Matrix* combat rules on p. 24. The section *Street Gear* is also helpful (see p. 35).

It is best not to have two of the same character type in a group. Not only will two of the same character type tend to act the same, making a less interesting experience, but the group will not have a balanced range of skills. Talk with your fellow players, and if you can't each decide on one character, choose characters randomly. All characters will have something to do in *Prototype Envy*, and no one is more powerful than another.

PLAYING THE CHARACTER

Every character has a *Playing* section on the record sheet. Use this as a guide to understanding the different character types. This section will give you some insight into that character, but the character is still just numbers on paper. You give the character life with your imagination. You can't make any mistakes here—this is the fun, creative part of the game. Roleplaying is a long-term process, and the character can also change over time.

Here are a few suggestions for roleplaying.

1. Name your character.

Remember that street names are the norm. Michael Mulvihill does not run the shadows. But Gonzo, Virgo, Cheshire, Bull, Padre, Carter, Phlame, Gaz, The Albino Alligator and, of course, Johnny Skeezy do. Your character's name can be anything you want it to be. It's your street name, so pick it with pride.

2. Think about what your character does for a living. It's a fairly deadly occupation. Why does he or she do it? You can either write it down or just let it dictate the action your character takes. Is your character a Robin Hood, going after the fat cats to help the oppressed? Or is your character a warrior fighting the new war? Maybe he just wants the challenge of going against the toughest opponents and winning. Maybe it's the money. There is no right answer. Use your imagination.

3. Don't worry that you might pick something wrong. There is no wrong in roleplaying. If you think that the street samurai would act like a traditional Japanese samurai, calling out his opponent for one-on-one combat, great. On the other hand, if the mercenary's first reaction is to pull the trigger before a plan of action is ready, that's fine (although your teammates may hate that).





COMBAT MAGE

RACE: Troll

ATTRIBUTES

B Q S C I W E M R
7 5 6 4 4 6 6 6 4

Initiative: 4 + 1D6

Action Pool: 6

SKILLS

Conjuring 6
Intimidation 4
Edged Weapons 5
Sorcery 6
Street Etiquette 5
Submachine Gun 3

SPELLS

Force	Drain (Stun)
Death Touch 4	3D
Heal 4	2 (Damage level attempting to Heal)
Increase Reaction 3	3S
Lightning Bolt 4	3D
Mana Bolt 4	2M
Resist Pain 4	2 (Damage level attempting to resist)
Stunbolt 4	2M

WEAPONS

Uzi III (Submachine Gun)

Damage: 9S

Target Number to Hit: 7

Sword (Melee Weapon)

Damage: 8M

Target Number to Hit: 3

ARMOR

Securetech Ultra-Vest

Ballistic: 3

Impact: 2

PLAYING A COMBAT MAGE

The combat mage exists to deal out death and destruction, whether physically or magically. He is big, loud and intimidating, and is primarily useful for dragging his teammates out of tight spots. The combat mage is no lightweight bookworm of a magician. He craves the excitement of combat, whether fighting with his guns, sword, or his repertoire of single-target and area-effect spells. He can crack your neck just as easily as he can

crackle your brain when he hits you with the full force of his Lightning Bolt spell.

There's more to shadowrunning than killing people, however, so he can take targets down without killing them (sometimes you need info more than another casualty), as well as magically heal wounded comrades afterwards. If spells don't cut it, the combat mage can use intimidation and his street-born skills to get him out of tight spots.

CONDITION MONITOR

	Light Stun	Moderate Stun	Serious Stun	Deadly Stun
Stun	+1 TN #	+2 TN #	+3 TN #	Unc.
Physical	+1 TN #	+2 TN #	+3 TN #	Unc.
	Light Wound	Moderate Wound	Serious Wound	Deadly Wound

COVERT OPS SPECIALIST

RACE: Elf

ATTRIBUTES

B	Q	S	C	I	W	E	M	R
3	5	3	6	4	3	3.22	0	4

Initiative: 4 + 2D6

Action Pool: 6

SKILLS

Athletics	6	Etiquette	6
Bike	3	Negotiations	6
Clubs	4	Pistols	4
Computers	4	Stealth	6
Electronics	4	Unarmed Combat	4

CYBERWARE

Boosted Reflexes
Cyberears with Dampener,
Hearing Amplification, Recorder
Cybereyes with Camera, Flare Compensation,
Low-light, Retinal Duplication
and Thermographic Vision

Datajack
Headware Memory
Headware Radio
Smartlink

WEAPONS

Defiance Super Shock (Pistol Taser)
Damage: 10S Stun
Target Number to Hit: 3

Walther Palm Pistol (Light Pistol)
Damage: 6L (Explosive bullets)
Target Number to Hit: 3

Stun Baton (Melee Weapon)
Damage: 6S Stun
Target Number to Hit: 3

ARMOR

Secure Armored Clothing
Ballistic: 3
Impact: 0

OTHER GEAR

Climbing Gear (harness, kit, gloves, 50m rope)
Electronics Tool Kit
Magnifying Goggles
Large Flashlight
Très Chic Clothing
Wristphone with Flip-up Screen
Yamaha Rapier

PLAYING A COVERT OPS SPECIALIST

The covert ops specialist is a master of infiltration and unauthorized access. Her skills and gear allow her to survey targets and gather intelligence. Using her Electronics Skill, sequencer and retinal duplication, she can bypass security systems and alarms like a megacorp evading a tax.

Physical obstacles are bypassed through the use of athletics, and guards can be fast-talked or taken out physically if necessary. Once inside, she can sneak quietly about,

communicate silently via headware radio, and use her cybered senses and radio scanners to keep an eye out for trouble. Anything she sees or hears through her amplified senses can be recorded and stored in headware memory.

The specialist maintains a strict cover identity which she uses to conceal her true identity and goals, as well as to lure unsuspecting targets into her confidence. She's a valued teammate, either as an information gatherer or as an advance scout.

CONDITION MONITOR

	Light Stun	Moderate Stun	Serious Stun	Deadly Stun
Stun	+1 TN #	+2 TN #	+3 TN #	Unc.
Physical	+1 TN #	+2 TN #	+3 TN #	Unc.
	Light Wound	Moderate Wound	Serious Wound	Deadly Wound

INVESTIGATOR

RACE: Ork

ATTRIBUTES

B Q S C I W E M R
5 5 5 5 5 5 6 0 5

Initiative: 5 + 1D6

Action Pool: 7

SKILLS

Athletics	3
Biotech	3
Car	3
Computer	5
Electronics	5
Etiquette	5
Interrogation	5
Intimidation	4
Negotiation	5
Pistols	4
Stealth	5
Unarmed Combat	4

WEAPONS

Browning Max-Power (Heavy Pistol)

Damage: 9M

Target Number to Hit: 4

ARMOR

Securetech Long Coat

Ballistic: 4

Impact: 2

OTHER GEAR

Electronics Tool Kit
Ford American
Large Flashlight
Low-Light Binoculars
Medkit
Micro-Camcorder
Pocket Secretary
Wristphone

PLAYING THE INVESTIGATOR

The investigator (or detective, gumshoe, or private eye) is a throwback to the days before the Awakening. His skills are practiced and valued by everyone in the shadows—digging up dirt, chasing down leads and working his contacts. Just because he seems out of place doesn't mean that he is, as he makes sure to stay on top of the latest advances. Despite a lack of cyber, he's no slouch with his fists, although he'd rather use his street smarts to get out of trouble. His weapon of choice is state-of-the-

art surveillance gear—which he's used to take down more than one opponent.

The investigator is in the shadows for the little guy—those who can't stand up for themselves. The investigator takes their jobs even if the pay is low, and pursues them with a jaded and dogged stubbornness. He walks the thin line of the law, and if justice isn't meted out by those with authority, he'll dispense his own through a quick portfolio download to various shadow databases and media outlets—or worse.

CONDITION MONITOR

	Light Stun	Moderate Stun	Serious Stun	Deadly Stun
Stun	+1 TN #	+2 TN #	+3 TN #	Unc.
Physical	+1 TN #	+2 TN #	+3 TN #	Unc.
	Light Wound	Moderate Wound	Serious Wound	Deadly Wound



MERCENARY

RACE: Troll

ATTRIBUTES

B Q S C I W E M R
13 7 11 2 4 4 1.02 0 5

Initiative: 5 + 2D6

Action Pool: 8

SKILLS

Assault Rifles	6	Stealth	3
Bike	3	Submachine Guns	6
Etiquette	2	Unarmed Combat	6
Pistols	6		

CYBERWARE

Boosted Reflexes
Electronic Vision Magnification
Flare Compensation
Muscle Replacement
Smartlink
Titanium Bone Lacing

WEAPONS

Beretta Model 101T (Pistol)

Damage: 6L

Target Number to Hit: 3

FN HAR (Assault Rifle)

Damage: 10S

Target Number to Hit: 2/4*

This weapon gets 2 shots per Combat Phase. The second number is for the second shot.

Ingram Smartgun (Submachine Gun)

Damage: 9M

Target Number to Hit: 2

Fist (Melee Weapon)

Damage: 15M Stun

Target Number to Hit: 3

ARMOR

Armor Vest with Plates

Ballistic: 5

Impact: 3

OTHER GEAR

Harley-Davidson Scorpion

Goggles with Low-light

and Thermographic Vision

Micro-Transceiver

Nav-Dat GPS

PLAYING A MERCENARY

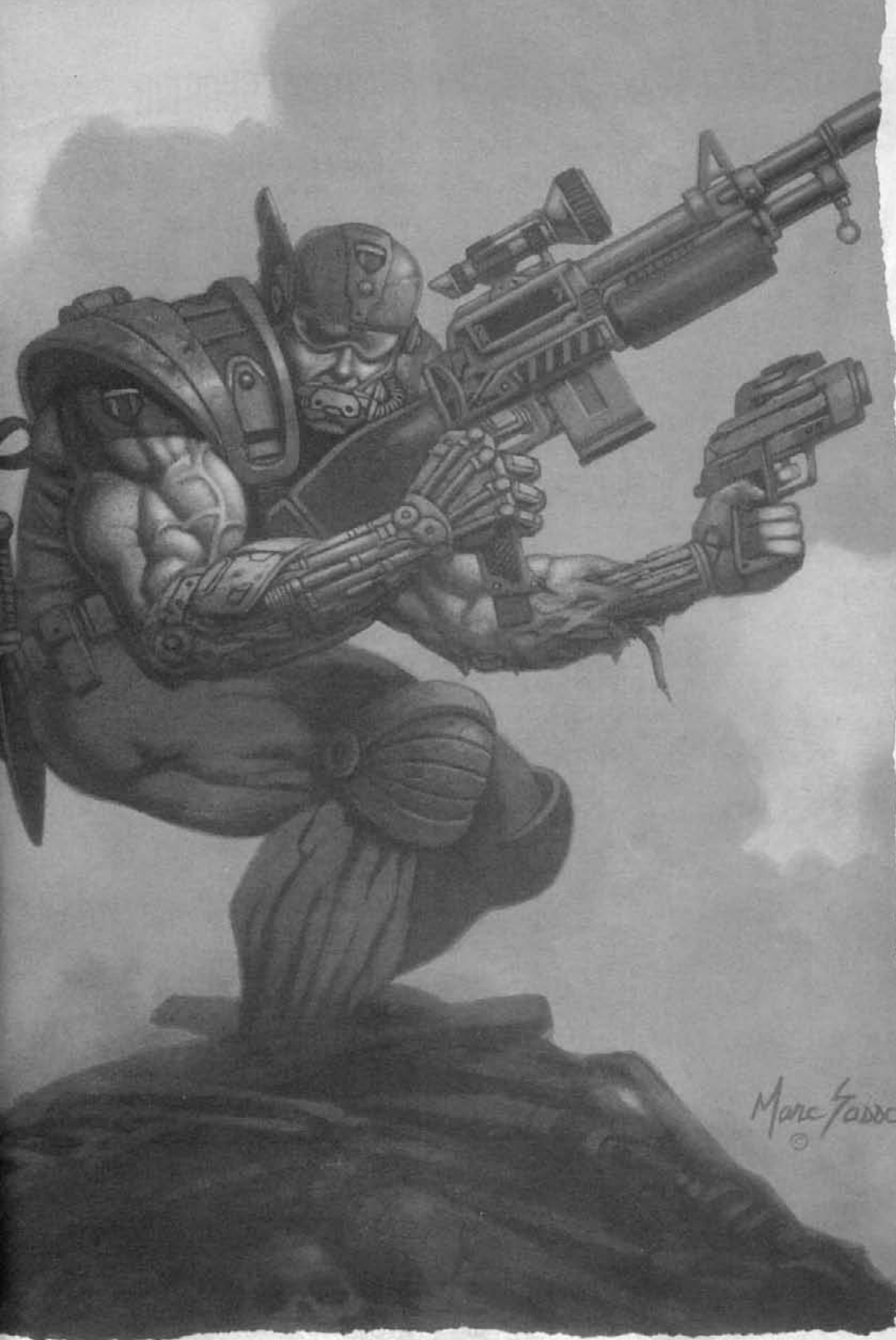
The mercenary can be described in two words: "professional warrior." He has his own beliefs and his own agenda, but the bottom line is that he has the training, the skills and the experience to take on any job at any time—and he will if the price is right. He is a veteran of numerous wars and conflicts, from guerrilla warfare waged by Yucatan rebels in Aztlan to the Desert Wars, where megacorporations give their troops combat training

by pitting them against each other in ravaged regions of Africa. His past work and travels have left him well-connected with access to military gear, information and medical necessities.

His training means that the mercenary is skilled in heavy weaponry—the mil-spec stuff that you don't find on every street corner. As a fast and stealthy troll, he's ideal for a team needing mobile firepower.

CONDITION MONITOR

	Light Stun	Moderate Stun	Serious Stun	Deadly Stun
Stun	+1 TN #	+2 TN #	+3 TN #	Unc.
Physical	+1 TN #	+2 TN #	+3 TN #	Unc.
	Light Wound	Moderate Wound	Serious Wound	Deadly Wound



STREET SAMURAI

RACE: Human

ATTRIBUTES

B Q S C I W E M R
6 6 7 3 6 3 .01 0 11

Initiative: 11 + 3D6

Action Pool: 7

SKILLS

Athletics	4	Etiquette	3
Bike	4	Leadership	3
Cyber-Implant		Pistols	6
Weaponry	5	Stealth	4
Edged Weapons	3	Submachine Guns	6

CYBERWARE

Cyberears with Dampener, Hearing Amplification
Cybereyes with Flare Compensation, Low-light,
and Thermographic Vision
Datajack
Dermal Plating
Two Obvious Cyberarms with built-in Smartlink,
Retractable Spurs,
and Strength Enhancement
Reaction Enhancer
Wired Reflexes

WEAPONS

Ares Predator (Pistol)
Damage: 10M
Target Number to Hit: 3

Ingram Smartgun (Submachine Gun)
Damage: 9M
Target Number to Hit: 2

Retractable Cyber Spurs (Melee Weapon)
Damage: 7M
Target Number to Hit: 4

Sword (Melee Weapon)
Damage: 9M
Target Number to Hit: 3

Knife (Melee Weapon)
Damage: 9L
Target Number to Hit: 4

ARMOR

Armor Jacket
Ballistic: 5
Impact: 3

OTHER GEAR

Harley-Davidson Scorpion
Micro-Transceiver
Ultrasound Goggles and Sight
Wristphone

PLAYING A STREET SAMURAI

The street samurai is more than an urban predator or partial cyborg, he is a freelance operative who follows a strict code of street honor. He is as learned in the ways of the traditional samurai warrior as he is in the practice of security procedures. The samurai tries to stay one step ahead of the dishonorable scum in the sprawl by upgrading his body with cyberware, always walking the line of insanity as he loses more and more flesh to the surgeon's knife.

He sells his skills, training and cyberware for profit, but he is not an amoral killer and will refuse jobs that he considers dishonorable. His experience and leadership qualities often place him in charge of shadowrunner groups and operations, as he is perceptive in detailing mission plans and objectives. His cyberware enhancements give him an edge on the competition; those who underestimate him as a lowly street punk soon regret such a lethal mistake.

CONDITION MONITOR

	Light Stun	Moderate Stun	Serious Stun	Deadly Stun
Stun	+1 TN #	+2 TN #	+3 TN #	Unc.
Physical	+1 TN #	+2 TN #	+3 TN #	Unc.
	Light Wound	Moderate Wound	Serious Wound	Deadly Wound



STREET SHAMAN

RACE: Ork
TOTEM: Rat

Initiative: 5 + 1D6
Action Pool: 7

ATTRIBUTES

B	Q	S	C	I	W	E	M	R
5	5	4	5	5	6	6	6	5

SKILLS

Conjuring	6
Etiquette	5
Pistols	3
Sorcery	6
Stealth	6
Unarmed Combat	3

SPELLS

Force	Drain (Stun)
Clout	4 2S
Confusion	6 3S
Detect Life	6 3L
Improved Invisibility	6 4M
Magic Fingers	4 4M
Silence	6 4S

WEAPONS

Remington Roomsweeper (Pistol)
Damage: 9S
Target Number to Hit: 4

ARMOR

Lined Coat
Ballistic: 4
Impact: 2

OTHER GEAR

Satchel of scavenged junk

PLAYING A RAT STREET SHAMAN

The street shaman follows Rat, and lives on and among society's castaways, in the sewers and the tunnels of the infamous Ork Underground. The shaman needs little to get by, and can scavenge anything she needs. She guards the sewers, using spells, spirits and stealth to detect intruders, and harassing them with magic and traps until they leave. (Of course, she'll be sure to use her spells to take anything valuable they have first.)

Sure, the sewers are nothing but sludge, poison and waste to you; but the street shaman knows the balance of the life cycles of the sewers better than any other. From this, she knows much about the surface dwellers above, including their strengths and weaknesses. Combined with her stealth and magic, such knowledge makes her a natural at penetrating security and accessing installations, and therefore invaluable no matter what kind of shadowrun you are on.

CONDITION MONITOR

	Light Stun	Moderate Stun	Serious Stun	Deadly Stun
Stun	+1 TN #	+2 TN #	+3 TN #	Unc.
Physical	+1 TN #	+2 TN #	+3 TN #	Unc.
	Light Wound	Moderate Wound	Serious Wound	Deadly Wound



TECH-WIZ

RACE: Dwarf

ATTRIBUTES

B Q S C I W E M R
4 5 5 3 6 5 4.72 0 5

Initiative: 5 + 1D6

Action Pool: 6

SKILLS

Biotech	3	Electronics	5
Car	3	Etiquette	3
Computer	6	Pistols	3
Demolitions	4	Stealth	3

CYBERWARE

Chipjack
Datajack
Headware Memory
Image Link

WEAPONS

Remington Roomsweeper (Pistol)
Damage: 9S
Target Number to Hit: 4

ARMOR

Armor Jacket
Ballistic: 5
Impact: 3

CYBERDECK

Novatech Hyperdeck-6
Searching Target Number: 4
Combat Target Number: 4
Damage: 6S (Stun)

OTHER GEAR

Chrysler-Nissan Jackrabbit
Computer Tool Kit
Electronics Tool Kit
Maglock Passkey
Micro-Transceiver
Personal Computer with Printer
Scanner
Sequencer
Wristphone

PLAYING A TECH-WIZ

The tech-wiz is a new breed of decker, one that can not only access the Matrix but is also the master of all things electronic. He can find a way to splice into the Matrix and aid the team from afar or he can tag along on the run and disable the latest electronic security devices the corp has just installed. He has the skills, the tools and the tech-savvy to handle all the team's tech needs.

The tech-wiz trusts machines and is probably better able to understand them than the people he's around. He's not anti-social, but he is rather suspicious of people—and the time he spends in datahaven conspiracy forums doesn't help. But when he finds people he trusts, the tech-wiz can give excellent strategic advice and invent quick solutions to potentially nasty problems, especially if they involve any type of machine.

CONDITION MONITOR

	Light Stun	Moderate Stun	Serious Stun	Deadly Stun
Stun	+1 TN #	+2 TN #	+3 TN #	Unc.
Physical	+1 TN #	+2 TN #	+3 TN #	Unc.
	Light Wound	Moderate Wound	Serious Wound	Deadly Wound



WEAPONS SPECIALIST

RACE Human

ATTRIBUTES

B	Q	S	C	I	W	E	M	R
4	6	5	3	6	3	4.15	0	7

Initiative: 7 + 2D6

Action Pool: 7

SKILLS

Biotech	2	Projectile Weapons	4
Edged Weapons	5	Submachine Guns	6
Etiquette	3	Stealth	2
Pistols	6	Throwing Weapons	4

CYBERWARE

Boosted Reflexes
Cybereyes with Flare Compensation,
Low Light, Vision Magnification
Smartlink

WEAPONS

Ruger Super Warhawk (Pistol)
Damage: 10M
Target Number to Hit: 3

Ingram Smartgun (Submachine Gun)
Damage: 9M
Target Number to Hit: 2

Heavy Crossbow (Projectile Weapon)
Damage: 8S
Target Number to Hit: 4

Katana (Melee Weapon)
Damage: 8M
Target Number to Hit: 3

Knife (Melee Weapon)
Damage: 7L
Target Number to Hit: 4

ARMOR

Armor Jacket
Ballistic: 5
Impact: 3

OTHER GEAR

Ford Americar
Medkit
Micro-Transceiver
Thermographic Goggles
Wristphone

PLAYING A WEAPONS SPECIALIST

The weapons specialist is proficient at using and repairing just about any weapon you've ever seen and quite a few you've never even heard of. She is ideal for runs that require variety, skill and improvisation. She instinctively knows what weapons need to be used in every situation. And if a situation arises where she doesn't have that weapon handy, she can improvise something that's close enough or find a dealer to provide it.

Her skills and collected weaponry combine with lethal precision, but it's her command of the tactical that gives her the advantage. As a veteran of multiple war zones, she doesn't need to become a cybered street samurai to get the job done. She's unlikely to get involved in any exchange without a plan and a clear advantage. She also stays on top of current developments, and may be a valuable information source on military technology.

CONDITION MONITOR

	Light Stun	Moderate Stun	Serious Stun	Deadly Stun
Stun	+1 TN #	+2 TN #	+3 TN #	Unc.
Physical	+1 TN #	+2 TN #	+3 TN #	Unc.
	Light Wound	Moderate Wound	Serious Wound	Deadly Wound

ROLEPLAYING MADE EASY

With the *Shadowrun Quick Start Rules*, you need nothing more than a vivid imagination and a handful of dice to jump into the world's most popular science-fiction/fantasy universe. An introduction for new players to the *Shadowrun* game system, *Shadowrun Quick Start Rules* provides all the rules you need to start playing. This book features background material, advice for beginners, eight pre-generated characters and a complete adventure so you can learn as you go. *Shadowrun Quick Start Rules* lets you dive right into the action. Welcome to the shadows, chummer!

**Requires standard six-sided dice to play.
Dice not included.**



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