

The Basics

Shadowrun uses the standard six-sided dice found in Monopoly or Yahtzee, so there's no need to get confused by funny shaped dice in this game, chummer. When it's time to determine if you succeeded or failed at something, you'll roll a **Test**, which reveals if and how well your character succeeded or failed at their task.

When you roll a test, you're not adding all the dice together. You will compare each die to the **Target Number** assigned by the Game Master. The number of dice rolled will be determined by an **Attribute, Skill or Rating**. For example, if Chuck-Chuck Razool with a Firearms skill of 4 shoots his Lightfire 70 at a corporate guard and has a Target Number of 5, he will roll 4 dice. He rolls 1, 3, 5 and 6. Each die that exceeds the Target Number is called a **Success**. In this case, Chuck-Chuck has rolled two successes, since the 5 and 6 both meet or beat the Target Number of 5.

RULE OF ONE

Sometimes you don't just fail, the drek really hits the fan. Any time a die comes up a 1 on a Test, *that die* is an automatic failure. Null sweat, though, if you rolled more than one die. If *all* the dice in a Test come up a 1, the Test is a fumble. The Game Master decides what the result of the fumble is, it can be funny, embarrassing, or deadly.

RULE OF SIX

Every die that rolls a 6 is re-rolled, with the result added so 6. If the next result is also a 6, it is added and re-rolled until it stops coming up 6. A die that rolls 6, 6 and then 4 is a result of 16. In this way, dice can reach a Target Number higher than 6.

SUCCESS TESTS

The basic Test is the **Success Test**. As described above, roll a number of dice equal to the **Rating** of the Attribute or Skill being used. The Game Master will give you a Target Number, and each die in the Test is compared to that Target Number. Each die that meets or exceeds the Target Number is a **Success**. One Success means the task was accomplished. More Successes mean the task was accomplished in a superior fashion.

RESISTANCE TESTS

A **Resistance Test** occurs when circumstances allow a character to try to avoid the effects of something unfortunate occurring. Much like a Success Test, a number of dice equal to an Attribute or Skill rating are rolled with the Target Number determined by the Game Master. Successes generated in this test will reduce the severity of the unfortunate effect. The more Successes generated, the less the unfortunate effect.

RESISTED/UNRESISTED TESTS

When a Success Test is followed by a Resistance Test, such as a Firearms Test to hit a target followed



by a Body Test for the target to reduce the damage, the Test is said to be a Resisted Test. And Unresisted Test has no Resistance Test associated with it.

OPPOSED SUCCESS TEST

When two characters are trying to do the same thing to one another, such as hand-to-hand combat, each character makes a Success Test. The character that generated the most Successes wins.

DICE POOLS

Characters have **Dice Pools** to assist with certain Success or Resistance Tests. At the beginning of each character's **Action** the Dice Pools refresh to their maximum value, meaning that characters with more than one action per turn may use their full Dice Pool with each Action.

The **Dodge Pool** is used to reduce or avoid damage from firearms and projectile weapons. If the Dodge Pool dice generate more successes than the attack Test did, the attack is a clean miss. The Dodge pool is equal to a character's Quickness Attribute.

The **Hacking Pool** is equal to a character's Computer Skill Rating plus Reaction Rating. This pool is only usable when jacked into the Matrix.

The **Defense Pool** is used for Armed and Unarmed Combat Tests, and is equal to the better of the character's Armed Combat or Unarmed Combat Skill Rating. A Character with neither of these skills has a Defense Pool equal to their Strength Attribute Rating minus 4, with a minimum of 1.

The **Astral Pool** is only used when a character is in Astral Space, where it takes the place of the Magic Pool and the Defense Pool. The Astral Pool is equal to the sum of the character's Sorcery Skill Rating plus their Magic and Intelligence Attribute Ratings.

The **Magic Pool** is equal to a character's Sorcery Skill Rating or Spellcasting concentration. This

pool is used for increasing spell effectiveness, or defending against other spells.

MODIFICATIONS

When the rules call for a modifier, such as +1 or -1, that modifier is applied to the Target Number for a Test.

When the rules call for a modification to the dice rolled in a Test, the Target Number remains unchanged but the number of dice rolled are modified accordingly.

INSTANT KARMA

Karma can be spent on any die roll called for in the game.

1 point of Karma will allow all failed dice in a Test to be re-rolled. 1 point of Karma will also negate a fumble if all dice roll a 1.

2 points of Karma will buy a success for yourself or for an NPC helping you. 2 points will also cancel 1 Success rolled by an opponent.

Shadow Slang

(vul) = vulgar

(jap) = Japanese or "japlish" loanword

v. = verb adj. = adjective n. = noun

Angel n. A benefactor, especially an unknown one.

Arc n. An arcology.

Breeder n. Ork slang for a "normal" Human.

Business n. In slang context, crime. Also "Biz."

Buzz Go away. Buzz off.

Chipped adj. Senses, skills, reflexes, muscles, and so on, enhanced by cyberware.

Chummer n. "Pal" or "buddy".

Comm n. The telephone.

Corp n. adj. Corporation. Corpmate.

Dandelion Eater n. adj. Elf or elven. Highly insulting.

Dataslave n. Corporate decker or other data processing employee.

Datasteal n. Theft of data from a computer, usually by decking.

Deck n. A cyberdeck. v. To use a cyberdeck, usually illegally.

Decker n. Pirate cyberdeck user. Derived from 20th-century term "Hacker".

Deckhead n. Sinsense abuser; anyone with a datajack or

chipjack.

Drek n. (vul) A common curse word. adj: Drekky.

Dumped v. Involuntarily ejected from the Matrix.

Exec v. Corporate executive.

fetlshman n. A talismonger.

frag v. Common swear word. adj: Fragging.

Geek I. To kill.

Go-go-go n. A bike gang or gang member.

Heatwave n. Police crackdown.

Ho! Hi. Hello. (familiar form)

Hose I. Louse up. Screw up.

Ice n. Security software. "Intrusion countermeasures." or le.

Jack v. Jack in. or enter cyberspace. jack out. or to leave cyberspace.

Jander v. To walk in an arrogant, yet casual manner; to strut.

Kobun n. (jap) Member of a Yakuza clan.

Mr. Johnson n. Refers to any anonymous employer or corporate agent.

Mundane n. adj. (vul) Non-magician or non-magical.

Nutrlsoy n. Cheaply processed food product, derived from soybeans.

Nuyen n. World standard of currency.

Oyabun n. (jap) Head of a Yakuza clan.

Panzer n. Any ground-effect combat vehicle.

Paydata n. A datafile worth money on the black market.

Plex n. A metropolitan complex, or "metroplex."

Poll n. A polliclub or polliclub member.

Razorguy n. Heavily cybered samurai or other muscle.

Samurai n. (jap) Mercenary or muscle for hire. Implies honor code.

Sarariman n. (jap) From "salaryman." A corporate employee.

Screamer n. Credstick or other ID that triggers computer alarms if used.

Seoul Man n. Member of a Seoulpa ring.

Seoulpa ring n. A small criminal gang with connections to others like it.

Shalkujin n. (jap) Lit. "Honest citizen." A corporate employee.

Simsense n. ASIST sensory broadcast or recording.

Slot v. Mild curse word.

Slot and Run v. Hurry up. Get to the point. Move it.

So ka (jap) I understand. I get it.

Soykaf n. Ersatz coffee substitute made from soybeans.

Sprawl n. a metroplex (see Plex); v. fraternize below one's social level.

Suit n. A "straight citizen." See Shalkujin. Sarariman.

System Identification Number (SIN) n. Identification number assigned to each person in the society.

Trld n. Three-dimensional successor to video.

Trog n. (vul) An OrkorTrol I. From "troglo-dyte." Highly insulting.

VatJob n. A person with extensive cyberware replacement, reference is to a portion of the process during which the patient must be submerged in nutrient fluid.

Wagemage n. A magician (usually mage) employed by a corporation.

Network n. Assassination. Murder.

Wired adj. Equipped with cyberware, especially increased reflexes.

Wizard n. A magician, usually a mage; adj, great, wonderful, excellent.

Wlzworm n. slang. A dragon.

Yak n. (jap) Yakuza. Either a clan member or a clan itself.

COMBAT TURN SEQUENCE

1. All Characters determine initiative result.
2. The character with the highest initiative result selects an action or decides to do nothing.
3. Resolve the action. If the action is conditional on the actions of other characters, wait until that condition occurs. If it does not happen during the turn, the character wastes their action.
4. The character with the next highest initiative result selects an action.
5. Resolve the action as in step 3.
6. Repeat these steps until all characters have taken their actions.
7. Start another combat turn.

INITIATIVE RESULTS

A character's Initiative result is equal to their Reaction Attribute Rating plus the roll of 1 or more dice. Normal creatures roll 1D6 and add it to their Reaction, but Magic and Cyberware can increase the number of dice rolled.

Initiative results over 10 indicate additional actions are available to a character. The character's first action occurs on its initiative result, additional actions occur in sequence, subtracting 7 from the initiative result for each additional action.

EXTRA ACTION TABLE

Initiative Result	# of Extra Actions
1-10	One action per turn.
11-16	Two actions per turn.
17-22	Three actions per turn.
23+	Four actions per turn.

TYPICAL ACTIONS

Call on a spirit.
 Cast a spell.
 Drink a potion, take a pill, slap a patch.
 Fire a gun.
 Make a physical attack.
 Move a number of meters equal to Quickness Attribute. This may be combined with another action.
 Pick up, put down or manipulate an object.
 Reload a weapon.
 Run. Running cannot be combined with other actions and can only be done once per round regardless of extra actions.
 Scrutinize an opponent or area.
 Shift to or from Astral Space
 Throw a knife, shuriken or grenade.
 Use a bow or crossbow.
 Use any simple device.
 Use magic.
 Draw or holster a weapon.

COMBAT

MOVEMENT

Each character can walk a number of meters equal to their Quickness in combination with any other action. A character may choose to Run for one action per turn. The distance covered is determined by multiplying the character's Quickness by a racial modifier.

INTERCEPTION

If movement takes a character within one meter past an opponent, that opponent may make a melee attack out of sequence. This attack does not count as a normal action. If the opponent has a weapon ready, use Armed Combat, otherwise use Unarmed Combat. The Target Number is 5, 6 if the attacking character has already moved this turn.

ARMOR

Armor counts as a number of Successes equal to the armor's Rating. All armor is rated against Ballistic and Impact damage. Firearms use the Ballistic Rating, unless they are firing flechette ammunition. Flechette rounds, projectiles, thrown weapons and melee attacks use the Impact Rating.

DODGE POOL AND DEFENSE POOL

Dice pools begin combat at their full value, and refresh at the beginning of each character's Action. Dodge Pool dice may be used to mitigate the effects of a ranged attack. Defense Pool is used against melee attacks. Remember if the Dice Pool dice alone exceed the number of Successes on the Attack Test, the attack is a clean miss.

MELEE COMBAT

1. Attacker makes an Armed or Unarmed Attack Test with a TN of 4. (+/- Modifiers)
2. Defender makes an Armed or Unarmed Defense Test with a TN of 4. (+/- Modifiers)
3. Combatant with the most Successes does damage to the opponent. Unarmed Damage is typically (Str)M1.
4. Losing character reduces damage normally with a Body Resistance Test.

RUNNING TABLE

Race	Modifiers
Human	x4
Dwarf	x3
Elf	x4
Ork	x4
Troll	x3

FIRE COMBAT

1. Find the Base Target Number.
2. Apply Target Modifiers.
3. Make the Success Test Roll.
4. Count Successes.
5. Calculate Damage.
6. Reduce Damage.
7. Apply Damage.

AUTOFIRE WEAPONS

Weapons with an Automatic Fire mode may fire multiple shots per turn. The number of shots that may be fired is the firing character's Firearms Skill Rating plus 1, or seven, whichever is lower. For each shot fired, a Recoil modifier of +1 is added to the Target Number. If six shots are fired, +6 is added to the Target Number. This modifier can be mitigated by recoil compensation built into the weapon.

A separate Firearms test is made for each shot, with all shots suffering the same Recoil modifier. When sweeping an automatic weapon across an area, 1 shot is "wasted" for each meter between targets. Smart Weapons may walk fire past allies without any danger of hitting them.

When making an Autofire attack, increase the Power Level of the weapon's damage by +1.

GRENADES

Grenades are area effect weapons. When a grenade is thrown, the GM will roll to see how far the grenade deviated from its intended target point. For every extra Success rolled by the throwing character, the grenade will land closer to the intended point of impact.

Grenades deviate by 2D6 (non-aerodynamic), 3D6 (aerodynamic) or 4D6 (grenade launcher) meters. Additional Successes reduce this deviation by 3 meters per Success (non-aerodynamic grenades) or 5 meters per Success (aerodynamic grenades and grenade launchers.)

VISIBILITY TABLE

Condition	Normal Vision	Low-Light Vision	Thermographic Vision
Full Darkness	+4	+2	0
Glare	+2	+4	+4
Mist	+2	+2	0
Reduced Light	+2	0	0
Smoke or Heavy Fog	+4	+4	+2

DAMAGE CODES

Each attack has a Damage Code that consists of three parts. The first number is the **Power Level**, this is the Target Number for the Resistance Test to reduce the damage the weapon causes.

The **Wound Category** is a letter representing the severity of the wound caused. Light wounds fill 1 box on the **Condition Monitor**. Moderate wounds fill 3 boxes, Serious wound fill 6 boxes, and Deadly wounds fill all boxes.

The **Staging Number** is the number of *additional* successes above what was necessary to hit required to change the Wound Category upward. Likewise, defenders must generate this number of successes to move the Wound Category downward. Reducing a Wound Category below Light means an attack did no damage. Staging a wound above Deadly removes a point of armor from the target.

If Ghost rolls 5 Successes to hit with his Rifle with a Damage Code of 4M3, then he has 4 extra Successes, enough to stage the Wound Category up from M to S. His target must roll a Resistance Test using Body, and possibly armor and Dodge Pool dice. Every 3 Successes stage the Wound Category downward one Wound Category.

Light->Moderate->Serious->Deadly

Target Number Table

Range	Target
Hand-To-Hand	4
Short Range	4
Medium Range	5
Long Range	7
Extreme Range	9

WEAPON MODIFIERS TABLE

Situation	Modifier
Recoil	Number of Bursts
Blind Fire	+8
Cover, Partial	+2
Cover, Full	+4
Target Running	+1
Attacker in Melee Combat	+1 Per Opponent
Attacker Running	Cannot Shoot
Attacker Moving	+1
Attacker Moving (Difficult Ground)	+2
Visibility Impaired	See Visibility Table
Smartgun	-2
Smart Goggles	-1
Image Magnification	Special
Target Standing Still	-1
Recoil Compensator	Up to Rating
Gyro Stabilizer	Up to Rating