

TABLE OF CONTENTS

ANOTHER NIGHT, ANOTHER RUN	8	Special Attributes	52	Throwing Weapons	132	Computer	144
INTRODUCTION	14	Initiative and Condition Monitors	52	Unarmed Combat	132	Cybercombat	144
THE BATTLE FOUGHT	16	Initiative	52	Physical Active Skills	133	Cybertechnology	144
LIFE IN THE SIXTH WORLD	20	Initiative Dice	52	Disguise	133	Demolitions	144
EVERYTHING HAS A PRICE	20	Condition Monitors	52	Diving	133	Electronic Warfare	144
Magic: Paying with Your Mind	20	Skills	52	Escape Artist	133	First Aid	144
MegaCorps: Paying with Your Self	21	Qualities	53	Free-Fall	133	Forgery	144
Wares: Paying with Your Soul	23	Magic	53	Gymnastics	133	Hacking	145
Shadows: Paying with Your Blood	23	Matrix	53	Palming	133	Hardware	145
WHERE TO RUN	24	Augmented Reality	53	Perception	133	Industrial Mechanic	145
North America	24	Virtual Reality	54	Running	133	Locksmith	145
Central America	26	Gear	54	Sneaking	133	Medicine	145
South America	26	Cyberware	54	Survival	133	Nautical Mechanic	145
Asia	26	Bioware	55	Swimming	134	Navigation	145
Europe	27	Contacts	55	Tracking	134	Software	145
Africa	27	Lifestyle	56	USING GYMNASTICS	134	BUILDING & REPAIRING	145
Australia and Oceania	27	EDGE	56	Climbing	134	USING FORGERY	145
A DAY IN YOUR LIFE	27	Edge Effects	56	Rappelling	134	USING NAVIGATION	146
People You Know	27	Regaining Edge	56	Climbing Failures and Glitches	134	VEHICLE SKILLS	146
Doing the Dirty Work	28	Burning Edge	57	Jumping	134	Gunnery	146
The Meet	28	GIRLS WITH GUNS	58	USING ESCAPE ARTIST	135	Pilot Aerospace	146
Legwork	29	CREATING A SHADOWRUNNER	62	USING PERCEPTION	135	Pilot Aircraft	147
The Plan	29	STEP ONE: CHOOSE CONCEPT	62	USING RUNNING	136	Pilot Walker	147
Do It	29	STEP TWO: CHOOSE METATYPE	65	USING STEALTH SKILLS	136	Pilot Exotic Vehicle	147
Wrap It Up	29	Metatype & Special Attributes	65	Using Disguise		Pilot Ground Craft	147
WHAT YOU MIGHT BE DOING	29	Mental and Physical Attributes	66	and Impersonation	136	Pilot Watercraft	147
THE OPPOSITION	30	STEP THREE: CHOOSE MAGIC	68	USING SURVIVAL	136	Devising New Active Skills	147
The Corps	30	OR RESONANCE	68	USING SWIMMING	137	KNOWLEDGE SKILLS	147
The Big Ten	31	STEP FOUR: PURCHASE QUALITIES	71	Holding Your Breath	137	CHOOSING KNOWLEDGE SKILLS	147
Organized Crime	33	POSITIVE QUALITIES	71	Treading Water	137	Knowledge Skill Specializations	148
Gangs	34	NEGATIVE QUALITIES	77	USING TRACKING	137	STREET KNOWLEDGE	148
Academics	35	STEP FIVE: PURCHASE SKILLS	88	SOCIAL SKILLS	137	ACADEMIC KNOWLEDGE	148
Mana Chasers	35	What the Numbers Mean	88	Con	138	PROFESSIONAL KNOWLEDGE	148
Politicos	36	Restricted Skills	89	Etiquette	138	INTERESTS	148
The Law	38	Knowledge and Language Skills	89	Impersonation	138	USING KNOWLEDGE SKILLS	148
Beneath the Surface	38	STEP SIX: SPEND YOUR RESOURCES	94	Instruction	138	LANGUAGE SKILLS	150
Off the Job	39	Cyberware and Bioware	94	Intimidation	139	Language	150
Money	39	Lifestyle	95	Leadership	139	LINGOS	150
The Matrix	39	Starting Nuyen	95	Negotiation	139	USING LANGUAGE SKILLS	150
Music	39	STEP SEVEN: SPENDING		Performance	139	Social Skills and Language	151
Trideo	40	YOUR LEFTOVER KARMA	98	USING SOCIAL SKILLS	139	USING ATTRIBUTES	152
Sports	40	Contacts	98	Social Modifiers	139	ATTRIBUTE-ONLY TESTS	152
Food	41	STEP EIGHT: FINAL CALCULATIONS	100	Using Social Influence Skills	139	Composure	152
Sex	41	STEP NINE: FINAL TOUCHES	103	Using Performance	141	Judge Intentions	152
Staying Healthy	42	CHARACTER ADVANCEMENT	103	Using Etiquette	141	Lifting/Carrying	152
Getting Around	43	Attribute and Skill Tables	105	Etiquette & Glitches	141	Memory	152
SHADOWRUN CONCEPTS	44	Learning complex forms	106	Using Instruction	141	WHERE THERE'S SMOKE	154
THE GAME & YOU	44	Learning Magic	106	Using Leadership	141	COMBAT	158
The Gamemaster & You	44	Qualities	106	MAGICAL SKILLS	142	THE BASICS	158
HOW TO MAKE THINGS HAPPEN	44	SKILLS	128	Alchemy	142	Combat Turn Sequence	158
Hits & Thresholds	44	SKILL TYPES	128	Arcana	142	1. Roll Initiative	158
Buying Hits	45	Active skills	128	Artificing	142	2. Begin Initiative Pass	158
Glitches	45	Knowledge skills	128	Assensing	142	3. Begin Action Phase	158
Tests and Limits	46	Language skills	128	Astral Combat	142	4. Declare & Resolve Actions	
Success Tests	47	Using Skills	128	Banishing	142	of Remaining Characters	159
Opposed Tests	47	SKILL GROUPS	129	Binding	142	5. Begin New Combat Turn	159
Extended Tests	48	SKILL RATINGS	129	Counterspelling	142	Initiative	159
Extended Tests & Glitches	48	Specializations	129	Disenchanting	142	Initiative Attribute	159
Teamwork Tests	49	Defaulting	130	Ritual Spellcasting	142	Initiative Score	159
Trying Again	49	Combat Active Skills	130	Spellcasting	143	Initiative Passes	159
Time Passing	49	Archery	130	Summoning	143	Changing Initiative	160
Combat Turns	49	Automatics	130	RESONANCE SKILLS	143	Initiative and Edge	160
Actions	49	Blades	130	Compiling	143	Delaying Actions	161
YOUR CHARACTER	50	Clubs	131	Decompiling	143	Timed Items & Initiative	161
Metatype	50	Exotic Ranged Weapon	131	Registering	143	Movement	161
Attributes	51	Heavy Weapons	132	TECHNICAL SKILLS	143	Standard Movement	161
Physical Attributes	51	Longarms	132	Aeronautics Mechanic	143	Sprinting	162
Mental Attributes	51	Pistols	132	Animal Handling	143	Running Modifiers	162
				Armorer	143	Action Phase	163
				Artisan	143	Matrix Actions	163
				Automotive Mechanic	143		
				Biotechnology	144		
				Chemistry	144		



Free Actions	163	Falling Damage	172	Superior Position	187	Light Conditions	201
Call a Shot	163	Fatigue Damage	172	Character Using		Pilot Unaware of Event	201
Change Linked Device Mode	163	Fatigue from Running	172	Off-Hand Weapon	187	Pilot Wounded	201
Drop Object	163	Fatigue from Environments	172	Environmental Modifiers	187	Piloting a Damaged Vehicle	201
Drop Prone	164	Hunger, Thirst, and		Friends in Melee	187	Piloting Using AR/VR	201
Eject Smartgun Clip	164	Sleep Deprivation	172	Opponent Prone	187	Crashes	201
Gesture	164	Combat Resolution	172	Touch-Only Attack	187	VEHICLE COMBAT	202
Multiple Attacks	164	Combat Sequence	173	Melee Damage	187	Tactical Combat	202
Run	164	Grazing Hit	173	Multiple Aattackers	187	Movement Rates	202
Speak/Text/Transmit Phrase	164	RANGED COMBAT	173	Simple Bonus	187	Actions	202
Simple Actions	164	Ranged Attack Modifiers	173	Melee Teamwork	188	Free Actions	202
Activate Focus	164	Environmental Modifiers	173	DEFENDING IN COMBAT	188	Change Linked Device Mode	202
Call Spirit	164	Environmental Modifiers		Ranged defense	188	Use Sensors	202
Change Device Mode	164	Compensation	173	Melee Defense	188	Use Simple Device	202
Change Gun Mode	165	Visibility	174	Defender Inside		Complex Actions	203
Command Spirit	165	Light/glare	174	a Moving Vehicle	188	Control Vehicle	203
Dismiss Spirit	165	Wind	174	Defender Prone	189	Fire a Vehicle Weapon	203
Fire Bow	165	Range	175	Defender Unaware of Attack	189	Make Vehicle Test	203
Fire Semi-Auto, Single-Shot,		Recoil	175	Defender Wounded	189	Ramming	203
Burst Fire or Full-Auto	165	Progressive Recoil	175	Attacker has longer Reach	189	Chase Combat	203
Insert Clip	165	Single Shots	176	Defender has longer Reach	189	Chase Ranges	203
Observe in Detail	165	Vehicle and Drone Mounted		Defender Receiving a Charge	189	Determine Chase Environment	203
Pick Up/Put Down Object	165	Weapons	176	Defender has Defended		Chase Actions	204
Quick Draw	165	Situational Modifiers	176	Against Previous Attacks	189	Catch-Up/Break Away	204
Ready Weapon	165	Attacker Firing from		Firing Flechette on		Cut-Off	204
Reckless Spellcasting	165	Cover with Imaging Device	177	Narrow Spread	189	Ram	204
Remove Clip	166	Attacker Firing From		on Medium Spread	189	Stunt	204
Shift Perception	166	a Moving Vehicle	177	Firing Flechette		Passenger Actions	205
Stand Up	166	Attacker in Melee Combat	177	on Wide Spread	189	Attacks Against Vehicles	205
Take Aim	166	Attacker Running	178	Attacker Firing Full Auto Burst	190	Vehicle Damage	205
Take Cover	166	Attacker Using Image		Attacker Firing Long Burst		Evasive Driving	205
Throw Weapon	166	Magnification	178	or Full-Auto	190	Called Shot on Vehicles	205
Use Simple device	166	Attacker Using		Attacker Firing Burst		Damage and Passengers	205
Complex Actions	167	Off-Hand Weapon	178	or Semi-auto Burst	190	HEALING	205
Astral Projection	167	Attacker Wounded	178	Defender in Melee		First Aid	205
Banish Spirit	167	Blind Fire	178	Target of Ranged Attack	190	Natural Recovery	206
Cast Spell	167	Called Shot	178	Defender Running	190	Stun Damage	207
Fire Full-Auto Weapon	167	Previously Aimed with Take Aim	178	Defender/Target		Physical Damage	207
Fire Long Burst or		WIREFLESS	178	Has Good Cover	190	Glitches & Healing	207
Semi-Auto Burst	167	Firing Modes	178	Defender/Target		Medicine	207
Fire Mounted or		Single Shot	178	Has Partial Cover	190	Medkits and Autodocs	208
Vehicle Weapon	167	Semi-Automatic	178	Targeted by an		Magical Healing	208
Load and Fire Bow	167	Semi-Automatic Burst	179	Area-Effect Attack	190	Physical Damage Overflow	209
Matrix Actions	167	Burst Fire	179	Cover	190	Stabilization	209
Melee Attack	167	Long Burst	179	Active defenses	190	ROOFTOPS & RAINBOWS	210
Reload Firearm	167	Full-Auto	179	Full Defense	191	THE MATRIX	214
Rigger Jump In	167	Suppressive Fire	179	Dodge	191	WIRELESS WORLD	214
Sprint	167	Shotguns	180	Parry	191	Matrix Basics	217
Summoning	167	Choke Settings	180	Block	192	Virtual Visions	217
Use Skill	167	PROJECTILES	181	SPECIAL ACTIONS	192	The Population of the Matrix	218
Interrupt Actions	167	Thrown weapons	181	Surprise	192	Personas	218
Block	168	Shuriken	181	Surprise and Perception	192	Devices	219
Dodge	168	Throwing Knife	181	Surprise Tests	192	Files	219
Hit the Dirt	168	Grenades	181	Ambushing	192	Hosts	219
Intercept	168	Grenade Launchers, Rockets,		Surprise in Combat	193	Matrix Authentication	
Parry	168	& Missiles	181	Effects of Surprise	194	Recognition Keys	219
Full Defense	168	Projectile Triggers	182	Interception	194	The Matrix: For You	
Accuracy	168	Determine Scatter	182	Knockdown	194	and Against You	220
Armor	168	Blast Effects	182	Subduing	195	Grids	220
Armor and Encumbrance	169	Blasts in a Confined Space	183	Called Shots	195	Looking Down:	
Specialized Protection	169	Multiple Simultaneous Blasts	183	Multiple Attacks	196	Grid Overwatch Division	221
Armor Penetration	169	BOWS	183	Dead Man's trigger	197	Augmented World	221
Damage	169	Crossbows	183	BARRIERS	197	Life with a Commlink	221
Types of Injury	169	Gunnery	183	Shooting Through Barriers	197	Shadowrunning with	
Physical Damage	169	Drone Gunnery	183	Destroying Barriers	197	a Commlink	223
Stun Damage	169	Sensor Attacks	184	Penetration Weapons	198	The Digital Underground	223
Wound Modifiers	169	Sensor Targeting	184	Body Barriers	198	Deckers	223
Exceeding the		MELEE COMBAT	184	VEHICLES	198	Technomancers	223
Condition Monitor	170	Reach	186	Vehicle Combat	198	(MIS)USING THE MATRIX	224
Special Damage Types	170	Attacker Making		Vehicle Stats	199	CRACKING THE MATRIX SPINE	224
Elemental Damage	170	Charging Attack	186	Vehicle Tests	199	Matrix Skills	226
Acid Damage	170	Attacker Prone	187	Modifiers	201	Using Computer	226
Cold Damage	170	Called Shot	187	Pilot has Impaired Visibility	201		
Electricity Damage	170	Character Has		Piloting in Limited			
Fire Damage	171						



Using Cybercombat	226	Spoof Command	242	Hash	257	Spellcasting	281
Using Electronic Warfare	226	Switch Interface Mode	243	Stability	257	Step 1: Choose Spell	281
Using Hacking	226	Trace Icon	243	Suppression	257	Step 2: Choose the Target	281
Using Hardware	226	PROGRAMS	243	Watermark	257	Step 3: Choose Spell Force	281
Using Software	226	Program Listing	243	Submersion	257	Step 4: Cast Spell	281
Using Resonance	226	Common Programs	245	Increased Resonance	257	Step 5: Determine Effect	282
Matrix Attributes	226	Hacking Programs	245	Access to the		Step 6: Resist Drain	282
Attack	227	Agents	246	Resonance Realms	257	Step 7: Determine	
Sleaze	227	HOSTS	246	Echoes	258	Ongoing Effects	282
Data Processing	227	Host Archives	247	Sprite Database	258	Glitches	282
Firewall	227	Host Attributes	247	Courier Sprite	258	SPELL CHARACTERISTICS	282
Files & Matrix Attributes	227	Host Convergence	247	Crack Sprite	258	Combat Spells	283
Cyberdecks	227	Intrusion Countermeasures	247	Data Sprite	258	Acid Stream	283
Deck Configuration	227	Security Response	247	Fault Sprite	258	Toxic Wave	283
Reconfiguring Your Deck	228	Types of IC	247	Machine Sprite	258	Punch	283
Matrix Damage	228	Acid	248	THE DANGER	260	Clout	284
Bricking	228	Binder	248	OF SIDER JOBS		Blast	284
Repairing Matrix Damage	228	Black IC	248	RIGGERS	264	Death Touch	284
Non-Devices and		Blaster	248	FREE AS A BIRD	264	Manabolt	284
Matrix Damage	229	Crash	248	The Game is Rigged	264	Manaball	284
Biofeedback Damage	229	Jammer	248	Riggers in the Shadows	264	Flamethrower	284
Dumphshock & Link-Locking	229	Killer	248	BEING THE MACHINE	265	Fireball	284
User Modes	229	Marker	248	More than Metahuman	265	Lightning Bolt	284
Augmented Reality	229	Patrol	248	The Control Rig	265	Ball Lightning	284
Cold-Sim Virtual Reality	229	Probe	248	Complete Control	265	Shatter	284
Hot-Sim Virtual Reality	230	Scramble	248	Control Override	265	Powerbolt	284
Making Connections	230	Sparky	248	Rigging Skills	265	Powerball	284
Noise	230	Tar Baby	249	Rigging and You	266	Knockout	284
Illegal Actions	231	Track	249	Taking the Jump	266	Stunbolt	284
Overwatch Score		TECHNOMANCERS	249	VR and Rigging	266	Stunball	285
and Convergence	231	Technomancer Life	249	Rigging and Limits	266	Detection Spells	285
Direct Connections	232	Resonance	249	Noise and Rigging	266	Analyze Device	285
PANs and WANs	233	Resonance Signatures	250	Physical Damage	266	Analyze Magic	285
Grids	233	Resonance Actions	250	Matrix Damage	266	Analyze Truth	286
Grids on a Run	233	Call/Dismiss Sprite	250	Jumping Out	266	Clairaudience	286
The Public Grid	233	Command Sprite	250	Riggers and Deckers	266	Clairvoyance	286
Local Grids	234	Compile Sprite	250	Rigger Command Console	266	Combat Sense	286
Global Grids	234	Decompile Sprite	250	Noise Reduction & Sharing	267	Detect Enemies	286
Devices and Personas	234	Kill Complex Form	250	Data Processing & Firewall	267	Detect Enemies, Extended	286
Devices	234	Register Sprite	250	Group Command		Detect Individual	286
Persona	235	Thread Complex Form	250	and Jumping Around	267	Detect Life	286
Matrix Perception	235	Living Persona	250	PANs & WANs (Rigger Style)	267	Detect Life, Extended	286
Spotting Duration	235	Rebooting Your Living Persona	251	Electronic Warfare for Riggers	268	Detect [Life Form]	287
Running Silent	235	Using Mundane Electronics	251	Getting Hacked	268	Detect [Life Form]	287
Noticing Hackers	236	Threading	251	Getting Dumped	268	Detect Magic	287
Recognition Keys	236	Killing Complex Forms	251	Drones	269	Detect Magic, Extended	287
Owners	236	Fading	251	Cleaner	269	Detect [Object]	287
Matrix Actions	237	Resonance Library	252	Drones in the Matrix	269	Mindlink	287
Brute Force	238	Cleaner	252	Pilot Programs	269	Mind Probe	287
Change Icon	238	Diffusion of [Matrix Attribute]	252	Autosofts	269	Health Spells	287
Check Overwatch Score	238	Editor	252	Drone Combat	270	Antidote	288
Control Device	238	Infusion of [Matrix Attribute]	252	Drone Perception	270	Cure Disease	288
Crack File	238	Static Veil	252	Drone Infiltration	270	Decrease [Attribute]	288
Crash Program	238	Pulse Storm	252	Drone Initiative	270	Detox	288
Data Spike	239	Puppeteer	252	Repairing Drones	270	Heal	288
Disarm Data Bomb	239	Resonance Channel	252	A LITTLE SHADOW MUSIC	272	Increase [Attribute]	288
Edit File	239	Resonance Spike	253	MAGIC	276	Increase Reflexes	288
Enter/Exit Host	239	Resonance Veil	253	INTRODUCTION	276	Oxygenate	288
Erase Mark	239	Static Bomb	253	MAGIC BASICS	278	Prophylaxis	289
Erase Matrix Signature	239	Stitches	253	Magic	278	Resist Pain	289
Format Device	239	Transcend Grid	253	Magical Skills	278	Stabilize	289
Full Matrix Defense	240	Tattletale	253	Force	278	Illusion Spells	289
Grid Hop	240	Sprites	254	Inherent Limit: Astral	278	Agony	290
Hack on the Fly	240	Compiling a Sprite	254	Drain	278	Mass Agony	290
Hide	240	Compiled Sprite Tasks	254	Power Points	278	Bugs	290
Invite Mark	240	Registering a Sprite	254	TRADITIONS	279	Swarm	290
Jack Out	240	Registered Sprite Tasks	256	The Hermetic Mage	279	Confusion	290
Jam Signals	240	Sprite-Technomancer Link	256	The Shaman	279	Mass Confusion	290
Jump Into Rigged Device	241	Decompiling Sprites	256	MAGICAL LODGES	280	Chaos	290
Matrix Perception	241	Sprite Powers	256	PERCEIVING MAGIC	280	Chaotic World	290
Matrix Search	241	Camouflage	256	SORCERY	281	Entertainment	290
Reboot Device	242	Cookie	256			Trid Entertainment	90
Send Message	242	Diagnostics	257			Invisibility	291
Set Data Bomb	242	Electron Storm	257			Improved Invisibility	291
Snoop	242	Gremlins	257			Mask	291



Physical Mask	291	Step 6: Resist Drain	305	Fire-Bringer	322	Shadowrun's Three Worlds	348
Phantasm	291	Glitches	305	Mountain	322	Spotlight Time	348
Trid Phantasm	291	The Finished Preparation	305	Rat	323	Character Skills	348
Hush	291	Using a Preparation	305	Raven	323	Player Personality	348
Silence	291	Artificing	306	Sea	323	Step In	349
Stealth	292	Step 1: Choose Focus Formula	306	Seducer	323	Pace	349
Manipulation Spells	292	Step 2: Obtain the Telesma	306	Shark	323	Handling surprises	349
Animate	292	Step 3: Prepare the		Snake	324	Relocate	350
Mass Animate	292	Magical Lodge	306	Thunderbird	324	Replace	351
Armor	292	Step 4: Spend Reagents	307	Wise Warrior	324	Remove	351
Control Actions	292	Step 5: Craft the Focus	307	Wolf	324	Running Scenes	351
Mob Control	292	Step 6: Resist Drain	307	INITIATION	324	Investigation	351
Control Thoughts	293	Artifact Assensing	307	Initiate Powers	325	Social	352
Mob Mind	293	Disenchanting	307	Increased Magic	325	Action	352
Fling	293	Disjoining	307	Metaplanar Access	325	CAMPAIGNS	353
Ice Sheet	293	ADEPTS	308	Metamagic	325	Campaign Plots	353
Ignite	293	Using Powers	308	ALL THE ANGLES	328	Plot Pacing	353
Influence	293	Adept Powers	308	GAMEMASTER ADVICE	332	Plan to Finish	354
Levitate	293	Adrenaline Boost	308	ROLE OF THE GAMEMASTER	332	Data Management	354
Light	293	Astral Perception	309	PRE-GAME CONSIDERATIONS	332	Campaign Time and	354
Magic Fingers	294	Attribute Boost	309	Know Your Players	332	Character Advancement	354
Mana Barrier	294	Combat Sense	309	Know Yourself	333	Alternate Campaigns	354
Physical Barrier	294	Critical Strike	309	Group Rules and Boundaries	333	Street Scum	354
Poltergeist	294	Danger Sense	309	Group Template	334	High Life	354
Shadow	294	Enhanced Perception	309	Final Thoughts	334	Military or Mercenary	355
COUNTERSPELLING	294	Enhanced Accuracy	309	DESIGNING A RUN	335	DocWagon	355
Spell Defense	294	Improved Ability	309	The Hook	335	Criminal Syndicates	355
Dispelling	295	Improved Physical Attribute	309	Background	335	SECURITY IN THE SIXTH WORLD	355
RITUAL SPELLCASTING	295	Improved Potential	309	Scenes	336	High Threat Response	356
Step 1: Choose Ritual Leader	295	Improved Reflexes	310	Scene Types	336	HTR Team Response Time	356
Step 2: Choose Ritual	296	Improved Sense	310	Social	336	Countering Physical Threats	356
Step 3: Choose the		Killing Hands	310	Investigation	336	Cover	356
Force of the Ritual Spell	296	Kinesics	310	Action	337	Suppression	357
Step 4: Set Up the Foundation	296	Light Body	310	Build Backward	337	Ambushes	357
Step 5: Give the Offering	296	Missile Parry	310	Transitions	337	Traps	358
Step 6: Perform the Ritual	296	Mystic Armor	310	Write the Background	338	Countering Matrix Threats	358
Step 7: Seal the Ritual	296	Natural Immunity	311	Opposition	338	Access Limitation	358
Ritual Failure	296	Pain Resistance	311	Be Appropriate	338	PANs and WANs	358
Glitches	296	Rapid Healing	311	Give Equal Opportunities	338	Hosts and IC	359
RITUALS	296	Spell Resistance	311	Have Stats for Easy Access	338	GODs and Spiders	360
Curse	297	Traceless Walk	311	Plot Hole Check	339	Wired Security	360
Prodigal Spell	297	Voice Control	311	Game Extras	339	Countering Magic Threats	361
Remote Sensing	297	Wall Running	311	Document Hand-Outs	339	Tactics for Mundanes	361
Ward	297	THE ASTRAL WORLD	312	Maps	339	Contracted Magical Security	361
Circle of Protection	298	Auras & Astral Forms	312	Props	339	Magical Barriers	361
Circle of Healing	298	Astral Signature	312	Music	340	Critters and Spirits	361
Renascence	298	Astral Perception	312	Run Templates	340	Drones	362
Watcher	298	Astral Projection	313	DataSteal	340	Security Devices	362
Homunculus	298	Astral Movement	313	Assassination or Destruction	340	Landscaping	362
Learning Spells	299	Manifesting	314	Extraction or Insertion	340	Barriers	362
CONJURING	299	Staying Astral	314	Misdirection	341	Doors, Windows, & Locks	363
Summoning	300	Astral Detection	314	Protection	341	Sensors and Scanners	364
Step 1: Choose Spirit		Astral Combat	315	Delivery	342	Automated Defenses	366
Type & Force	300	Astral Tracking	315	Random Run Tables	342	IDENTIFICATION	366
Step 2: Attempt Summoning	300	MANA BARRIERS	315	Job Type	342	System Identification Number (SIN)	366
Step 3: Resist Drain	300	Getting Around Mana Barriers	316	Meet Locations	342	Issuing a SIN	367
Glitches	300	Astral Intersections	316	MacGuffins	343	Licenses	367
Binding	300	REAGENTS	316	Employers	343	Fake SINS	367
Banishing	301	Harvesting Reagents	317	Twists	343	Checking a Fake SIN	368
Spirit Basics	301	FOCI	318	NON-PLAYER CHARACTERS	343	Burned SINS	368
Spirit-Summoner Link	302	Focus Types	318	Description	343	DROP-IN LOCATIONS	368
Spirit Range	302	Enchanting Foci	318	Personality	344	Hell-Hole Bar	368
Spirit Services	302	Metamagic Foci	319	Background	344	Secret Research Station	369
Unbound Spirit Services	302	Power Foci	319	Motivations	344	Nova-Hot Club	369
Bound Spirit Services	302	Qi Foci	319	Stats	346	Mom-and-Pop Shop	369
Spirits and Edge	304	Spell Foci	319	Full Build	346	No-Tell Motel	370
ENCHANTING	304	Spirit Foci	320	Story Build	346	Large Corp Office	370
Alchemy	304	Weapon Foci	320	Improvvised Build	346	Hospital or Clinic	370
Step 1: Choose a Spell	304	MENTOR SPIRITS	320	Roleplaying the NPC	347	High-End Residential	371
Step 2: Choose Spell Force	304	Mentor Spirit Archetypes	320	Know Their Purpose	347	Derelict Building	371
Step 3: Choose the Lynchpin		Bear	321	Stay Focused on Players	347	REPUTATION	372
for the Preparation	304	Cat	321	Let Them Go	347	Street Cred	372
Step 4: Choose Preparation		Dog	321	GAME MANAGEMENT	348	Notoriety	372
Trigger	305	Dragonslayer	321			Public Awareness	372
Step 5: Create the Preparation	305	Eagle	322			LIFESTYLES	373



Luxury	373	Mimicry	398
High	373	Mist Form	398
Middle	373	Movement	399
Low	373	Mystic Armor	399
Squatter	373	Natural Weapon	399
Streets	373	Noxious Breath	399
Hospitalized	373	Paralyzing Howl	399
Lifestyle Options	374	Paralyzing Touch	400
Special Work Area	374	Petrification	400
Extra Secure	374	Psychokinesis	400
Obscure/Difficult to Find	374	Regeneration	400
Cramped	374	Sapience	400
Dangerous Area	374	Search	400
Paying the Bills	374	Venom	401
Buying a Lifestyle	374	Weather Control	401
Team Lifestyles	375	Weaknesses	401
RUN REWARDS	375	Allergy	401
Cash	375	Dietary Requirement	401
Sample Run Cost Calculations	375	Essence Loss	401
Karma	376	Induced Dormancy	401
		Reduced Senses	401
		Uneducated	401
		Vulnerability	401
HELPS AND HINDRANCES 278		Critter Combat	402
NON-PLAYER CHARACTERS 378		Mundane Critters	402
Grunts	378	Dog	402
Condition Monitors	379	Great Cat	402
Professional Rating	379	Horse	402
Group Edge	380	Shark	403
Lieutenants	380	Wolf	403
Sample Grunts	381	Paracritters	403
Professional Rating 0	381	Barghest	403
Professional Rating 1	382	Basilisk	403
Professional Rating 2	382	Cockatrice	404
Professional Rating 3	383	Devil Rat	404
Professional Rating 4	383	Ghoul	404
Professional Rating 5	384	Hell Hound	405
Professional Rating 6	384	Sasquatch	406
Prime Runners	385	Vampire	406
Building Prime Runners	385	Dracoforms	406
The Hand of God	386	Eastern Dragons	407
Contacts	386	Feathered Serpent	407
Contacts by the Numbers	386	Western Dragon	407
Using Contacts	387	TOXINS, DRUGS, AND BTLs 408	
Glitches	389	Toxins	408
Favor for a Friend	389	Using Toxins	409
Sample Contacts	390	Concentration	409
		Antidotes	409
CRITTERS 392		Sample Toxins	409
Attributes and Skills	393	CS/Tear Gas	409
Movement	393	Gamma-Scopolamine	410
Powers	394	Narcoject	410
Accident	394	Nausea Gas	410
Animal Control	394	Neuro-Stun	410
Armor	394	Pepper Punch	410
Astral Form	394	Seven-7	410
Binding	395	Drugs and BTLs	410
Compulsion	395	Drugs	410
Concealment	395	Bliss	411
Confusion	395	Cram	411
Corrosive Spit	395	Deepweed	411
Dragonspeech	395	Jazz	411
Dual Natured	395	Kamikaze	412
Elemental Attack	396	Long Haul	412
Energy Aura	396	Nitro	412
Engulf	396	Novacoke	412
Enhanced Senses	396	Psyche	412
Essence Drain	396	Zen	412
Fear	397	Better Than Life	412
Guard	397	BTL Chips	413
Hardened Armor	397	BTL Downloads	413
Hardened Mystic Armor	397	SUBSTANCE ABUSE	
Immunity	397	AND ADDICTION 413	
Infection	398	Addiction Tests	414
Influence	398	Role-Playing Addiction	414
Innate Spell	398		
Materialization	398		

Getting a Fix	415
Withdrawal and Staying Clean	415
Overdosing	415
STREET GEAR 416	
GEAR RATINGS 416	
BUYING GEAR 416	
Standard Goods	416
Starting Gear	418
Black Market Goods	418
Contacts and Availability	418
FENCING GEAR 418	
Contacts and Fencing	419
(IL)LEGALITY 419	
Jurisdiction	419
CONCEALING GEAR 419	
Noticing hidden Gear	419
Actively Hiding Gear	419
CARRYING GEAR 420	
Carrying Capacity	420
Encumbrance	420
SIZE COSTS 420	
Using Unadapted Gear	420
WIRELESS FUNCTIONALITY 420	
Wireless Bonuses	421
Turning It Off	421
Throwbacks	421
Incompatibility	421
GEAR LISTING 421	
Melee Weapons	421
Blades	422
Clubs	422
Other Melee Weapons	422
Projectile and Throwing Weapons	423
Firearms	424
Tasers	424
Hold-Outs	425
Light Pistols	425
Heavy Pistols	426
Machine Pistols	427
Submachine Guns	427
Assault Rifles	428
Sniper Rifles	428
Shotguns	429
Special Weapons	429
Machine Guns	430
Cannons & Launchers	430
Firearm Accessories	431
Ammunition	433
Grenades, Rockets, and Missiles	434
Grenades	434
Rockets and Missiles	435
Explosives	436
Clothing and Armor 436	
Armor	437
Armor Modifications	437
Helmets and Shields	438
ELECTRONICS 438	
Commlinks	438
Cyberdecks	439
Electronics Accessories	439
RFID Tags	440
Communications and 440	
Countermeasures	440
Software	441
Skillsofts	442
ID and Credit	442
Tools	443
Optical and Imaging Devices	443
Optical Devices	444
Vision Enhancements	444
Audio Devices	445
Audio Enhancements	445
Sensors	445

Housings	445
Sensor Functions	446
Security Devices	446
Breaking and Entering Gear	447
Industrial Chemicals	448
Survival Gear	448
Grapple Gun	449
Biotech	450
DocWagon Contract	450
Slap Patches	450
Augmentation	451
Cyberware/Bioware Grades	451
Cybersurgery/Recovery Time	451
Headware	451
Eyeware	453
Earware	453
Bodyware	454
Cyberlimbs	455
Cyberlimb Enhancements	456
Cyberlimb Accessories	456
Cyber Implant Weapons	458
Bioware	459
Cultured Bioware	460
MAGICAL EQUIPMENT 461	
VEHICLES AND DRONES 461	
Bikes	462
Cars	462
Trucks and Vans	463
Boats	464
Submarines	464
Fixed-Wing Aircraft	464
Rotorcraft	464
VTOL/VSTOL	465
Microdrones	465
Minidrones	465
Small Drones	466
Medium Drones	466
Large Drones	466

INDEX 468	
RANDOM RUN 478	
GENERATOR 478	
RECORD SHEETS 479	

