

SIXTH WORLD

A DUNGEON WORLD HACK

FOR SHADOWRUN®

Version: 26

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WELCOME TO SIXTH WORLD

Sixth World is a “hack” of the game *Dungeon World* which attempts to capture the flavor of the world of the well-known RPG *Shadowrun*®.

The “Sixth World” is the dangerous and grim future of our own world, where magic has resurfaced, megacorporations rule the world, and humanity has perfected incredible new technological capabilities including advanced cybernetics and the worldwide virtual reality network called the Matrix.

This game assumes familiarity with *Shadowrun*, as well as with *Dungeon World*.

WHAT DO I DO?

You take on the role of a shadowrunner, an individual who conducts, let’s say, *quasilegal* activities at the behest of the corporations, governments, and organized crime. You’ll choose one of the **archetypes** described later on to experience the excitement and danger of the shadows of the Sixth World.

FICTION FIRST

Everything that happens in a session of *Sixth World* starts with the fiction, proceeds to rules (if necessary), and ends with the fiction. Most of the rules of the game are encapsulated in items called **moves**. That’s simply game terminology for a small package of instructions telling you how to attempt to perform certain actions and resolve them using the rules. So for instance, the move called *Rock & Roll* contains instructions on how to fight with someone.

However, it is important to remember that because the game starts with and ends with the game fiction, you should never say “I use Rock & Roll on that guy!”

In fact, this is a cardinal rule for both players and the GM: **you never say the name of your move**. You simply determine, from what you are doing in the game world (running, shooting, jumping, dying, etc.), what move would apply. When the rolling is done, you conclude with some more fiction (or perhaps the GM does, depending on the outcome). Thus the flow of play is:

FICTIONAL ACTION > RULES > FICTIONAL OUTCOME

For the most part, it’s what you’ve always done when gaming: try something, roll some dice, and see how it comes out.

Also remember this: if you do something in the game world that would trigger a move, then *you must make that move*. You can’t say “I’m diving into the closet to avoid being spotted” and then *not* make the *Stay Frosty* move. Likewise, you can’t make a move unless the situation actually demands it. If you’re not fighting someone who’s fighting back, then you *don’t* get to make the *Rock & Roll* move.

Also, when a player does something to trigger a move that seems questionable given the circumstances, it’s nice to remind them of their situation, and give them a chance to revise what’s happening. As the GM, it’s not your job to nail

them with gotcha moments. Instead, point out the potential issue you see and let them decide.

A good example of this is the Mage’s *Centering* move. It simply says “when you take a moment to concentrate and restore yourself, you regain 1d6 essence.” So all the fiction *requires* is that the mage stop what they’re doing, take a moment, and gather their strength. Nothing confusing there. However, if the mage is in the middle of a firefight, and needs to center themselves, they might just say “okay, I need to get things together here...I calm myself and draw on the power of the astral realm.”

When they do that, remind them that they’re in a firefight, and based on what happened just *before* they needed to center themselves, they could be exposed to real danger. Suggest, for instance, that they dive for cover or get behind something sturdy before they hit the astral gas pump. This isn’t hand-holding, this is just making sure the fiction is working. If they say “no, no time, I’ll do it now,” you can decide what kind of opportunity that gives you, and what you’ll do about it.

On a related note, since the fiction anchors the game, remember that if you want to speak to or ask something of Valentin, the character being played by Keith, don’t say “Hey Keith, do you have a spare frag grenade?” Instead, speak to the character: “Hey, Valentin, do you have a spare frag?”

Even though character names should be used, you *don’t* have to act in first person. What is important is to remain focused on the characters. So if the GM says, “Valentin, there’s an ork with a bat coming your way. What do you do?” Keith is perfectly free to say, “Valentin pulls his trenchcoat aside to show the gleam of his custom Ares Predator.”

Just remember: flow from the fiction to the rules and back to the fiction, and stay focused on the characters, and everything will be all right!

STATS

Most of the rules of *Sixth World* rely on the value of a player character’s Stats. You’ll hear more about these later on (especially when you get to the Dossiers on page 8), but every player character in *Sixth World* is described by 5 stats:

Combat: your skill in all manner of fighting, both armed and unarmed

Stamina: your physical and mental toughness, strength, and fortitude

Awareness: your alertness, reflexes, and ability to react to dynamic situations

Craft: your general educational level, mastery of specific subjects, and skills

Presence: your style, appeal, and charisma.

Finally, all characters also have two variable pools of points:

Edge: a pool of points used to activate cyberware, use magical items, and sometimes save your life when nothing else will.

Essence: your life force and (meta)humanity, this also fuels the powers of magical archetypes (Adept, Mage, and Shaman)

ROLLING THE DICE

In this game, the dice rolling revolves around the concept of the Move. When you are instructed to roll dice for a move, your responsibility is simple: roll 2d6, and add the value of a stat (or sometimes some other value) to the result. When a roll is needed, it is usually phrased as "roll+Something," where "something" is the value to add to the roll.

Example: if you are told to roll+Combat, you would roll 2d6, sum the total, and add the value of your Combat stat to the result.

The total of the roll indicates the outcome of the action taken by the character:

On a 10+, you achieve a strong success: you've achieved your aim without complication, and to the fullest extent possible.

On 7-9, you have achieved a weak success: you achieve your aim, but with a cost. You will usually be presented with a list of complications to choose from, although sometimes instead the GM will tell you what complication occurs.

On a total of 6 or less, you have failed: you don't get what you want. In fact, things are probably going to get worse.

Note that if a move just says "roll," then you don't add anything. You just roll 2d6.

In addition to the common 2d6 roll, *Sixth World* uses the other common polyhedral dice: **d4**, **d6**, **d8**, **d10**, and **d12**. Twenty-sided dice are not used for mechanics, but can be used for some of the random generators at the end of this document.

ROLL MODIFIERS

While the basic move roll is 2d6+(something), there are a few modifiers and tricks that may apply to a roll. The rules will always indicate when to use one of these modifiers.

hold n: when you are told to Hold *n*, or that you gain *n* Hold, this means you have a small pool of points that can be spent at some future moment of your choosing. You will be told on what, specifically, you may spend the Hold. Note that if you can spend Hold on a dice roll, you can do so *after* you see the results of the roll!

take +n forward/-n forward: this means take a bonus (the +) or a penalty (the -) equal to *n* to your next Move.

take +n ongoing/-n ongoing: this means to take a bonus or penalty equal to *n* to all of your future rolls, until

whatever circumstances caused the ongoing modifier have changed.

boosted: whenever you are boosted, your result is never lower than 7 (even if you roll 6 or less). So, when boosted, you cannot fail, though success may still come at a cost (not least of which is the fact that while boosted, you can't mark XP).

glitched: glitched rolls are the opposite of boosted rolls. Whenever you are glitched, your result is never higher than 9, even if you rolled a 10+. You can succeed while glitched, but it will always come with a cost.

b: this means "take the best of" - you roll multiple dice, but keep only one of them to determine the final total. For instance, if you are instructed to roll 2d6b, you would roll 2d6, and keep the highest die. When written by itself (without a dice expression) it will be written as [b].

w: this means "take the worst of" - if you are instructed to roll 2d6w, then you would roll 2d6 and keep the lowest die. When written by itself (without a dice expression), it will be written as [w].

ESSENCE

Every character in *Sixth World* has a stat called **essence**, representing their humanity, life force, and mystical connection with the world. Essence starts at 6, but the installation of cybernetic augmentation robs a character of some of that essence, as they become less human and more machine.

Characters start with 6 essence, although that may be less if they choose cyberware. Essence can also be lost to some creatures and to certain injuries, depending on what optional rules you have in effect.

EDGE

Each Archetype in this game has a variable pool of points called **Edge**. Edge is an in-game currency representing a number of real-world (or at least, game-world) concepts, from combat experience to how many jobs they've pulled off to their ability to turn a bad situation into a survivable one to their general, flat-out *awesomeness*.

SPENDING EDGE

The main way to spend Edge is to gain bonuses to damage and to rolls. When a player wishes it, they can spend edge as follows:

To improve damage: for every point of Edge spent, they can add a point of damage to their most recent attack.

To improve a roll: for every two points of Edge spent, a character can add one point to the result of their most recent move.

Edge is also used to:

- Attuning to magical items (see page 40)
- Investing magical fetishes (see page 40)
- Activating cyberware (see page 38)

- Surviving when things are at their darkest (see the **Last Chance** move, page 5)

Feel free to think of other ways that Edge can be spent; just make sure it's fun.

EARNING EDGE

When Edge is spent, it remains spent until the character has a chance to spend at least a few hours resting in a place of relative safety, at which point the pool of Edge refreshes. Starting characters generally have a relatively small pool of Edge. However, they will earn more Edge in the course of their adventures. Players gain additional edge in 2 ways:

- Choosing to gain a point of edge when they make the **Advance** move (page 5)
- Being taken out, but not killed, in combat.

Each player is also free to make a case that *another* player's character deserves to earn a point of Edge based on their actions (successful or not), performance, or whatever other criteria the player thinks is worthy. If you're the GM, don't be too harsh here: players rewarding each other for having a good time and getting into the spirit of things is a *good thing*. Indulge it!

XP

Characters advance by earning **XP** (typically called "Marking XP") as they navigate their shadowruns. Characters can mark XP in the following circumstances:

- when they fail a move (this is the most common reason XP is marked)
- when they finish a run, or a significant portion of a major run
- when they resolve one of the debts or favors they have with another character
- when they are manipulated (see page 4) by another character

Once a character marks 10 XP, they may use the Advance move (page 5) to "spend" that XP to improve their character. Possible improvements include gaining new moves, gaining more Edge (as mentioned above), or even gaining Essence, for those magic users out there.

DEBTS & FAVORS

Even in the high-tech world world of the 2050's, nobody goes it alone in the shadows for long. Sooner or later, you need to get help from somebody. Sometimes, you can buy that help with money. Other times, legal tender won't cover it and that's when debts and favors come into play.

Together, Debts & Favors form the **bond** between runners in a team. If, at the end of a session, you have resolved one of these bonds, you erase the debt or favor, and you and the other runner mark XP.

DEBT

A debt is something you owe a fellow runner. Maybe they yanked your ass out of a bad situation down in Aztlan, or helped spring you from jail, or just lent you some of their own hard-won experience that saved your bacon.

FAVOR

A favor, conversely, is something owed to you by a fellow runner. Maybe you were the one doing the hot-LZ extraction in Aztlan, or you took the rap for them on a particular smash 'n grab job.

Debts and favors are not necessarily reciprocal! A character might perceive a debt to another that is entirely self-imposed. Conversely, a character might feel like one of their teammates owes them something, while that teammate might be completely unaware of that feeling. So, when establishing debts and favors, don't assume that a debt on one sheet has to correspond to a favor on another!

MOVES

In *Sixth World*, the place where rules and fiction intersect are the character's **Moves**. Moves are the mechanical structure used when the fictional actions of a character require some resolution, and where the outcome of such actions is sufficiently interesting - or in doubt - as to be worth taking a risk to achieve.

It is tempting to think of moves as a character's "powers" or "abilities," but remember: you should not be looking for a move to make. Instead, you should describe fictional actions that fit the circumstances, and when those actions coincide with a move, that is the point at which you engage the game mechanics to determine the outcome.

For example, in a situation where Valentin, a street samurai, is raiding a military compound, his player should not be looking to see when he can bust out his *Rock & Roll* move. Instead, Valentin's player should describe what Valentin is doing, and if what Valentin is doing would fit the criteria for the *Rock & Roll* move, then the player uses those mechanics. Basically, it is the difference between this:

GM: *A security guard moves into view. What do you do?*

Keith (Valentin's player): *I should use Rock & Roll. I'll lean around the corner and shoot.*

and this:

GM: *A security guard moves into view, gun out, looking for you. What do you do?*

Keith: *I lean around the corner enough to bring my sights to bear on him, and unload three rounds from my HK227.*

GM: *That sounds like the Rock & Roll move, for sure. Roll 2d6 and add your Combat stat.*

There are four general categories of moves in *Sixth World*: **Core**, **Secondary**, **Archetype**, and **Metatype**.

Core moves are the most commonly used moves, and provide mechanics for frequent activities like fighting, hiding, looking around, and interacting.

Secondary moves are less frequently used, and are usually situational.

Archetype moves are moves unique to one of the character archetypes, and reflect their particular abilities.

Metatype moves are moves that reflect the differing traits of the five human metatypes in the game.

Core, secondary, and metatype moves are detailed on the following pages. Archetype moves can be found in the dossier for each archetype.

CORE MOVES

CHECK THE SITUATION: when you **assess a situation** or **determine facts about your environment**, roll+Awareness. On 10+, you may ask the GM 3 of the following questions. On 7-9, ask 1 question. Either way, take +1 if you act on the answers.

- ... What is my best escape/access/evasion route?
- ... Which enemy is most vulnerable?
- ... Which enemy is the biggest threat?
- ... What is my enemy's true position?
- ... What should I be on the lookout for here?
- ... Who's really in control here?

Note: you may ask any question you wish; however, the GM is only obligated to give answers the questions from the list above.

FUCK IT UP / MAKE IT RAIN: when you **aid or interfere with someone you have Bond with**, roll+your Bond with them. On 10+, they are boosted or glitched, your choice. On 7-9, they're still boosted or glitched, but you are exposed to danger or retribution.

GUT CHECK: when you **check off your 8th wound box**, roll+Stamina. On 10+, you stay on your feet, and if the damage you just received would take you beyond 8 boxes, ignore any excess. On 7-9, as above, but (choose 2):

- ... you are glitched
- ... you'll pass out in a few moments
- ... you're making it worse; First Aid moves to help you take -1

On a failure, you collapse unconscious. If you were taken down by stun damage, you are merely unconscious. Otherwise, you require first aid to stabilize you.

MANIPULATE: when you **have leverage over someone** (something they need, want, or wish to hide) **and wish to get something from them**, roll+Presence. If the person is an:

- ... **NPC:** On 10+, they'll ask you for something in return, but will give you what you need now. On 7-9, they'll need to see some proof you'll do what they ask before they help you.
- ... **PC:** on a 10+, both of the following apply. On 7-9, only 1 applies (you choose):
 - If they comply, they get to mark XP.
 - If they refuse, they have to *Stay Frosty*.

MAKE THEM SWEAT: when you impose your will on someone by force or threat of force, roll+Combat. On a 7+, they choose one:

- ... do what you say
- ... get the hell out
- ... attack you

On a 10+, you also take +1 forward against them. On a miss, they do what they want (or, if it's an NPC, the GM makes their move), and you take -1 forward against them.”

ROCK & ROLL: when you **attack an enemy in melee or at range**, roll+Combat. Determine the result based on the type of attack, as follows:

Melee Attacks: on 10+, you hit and deal damage. On 7-9, you deal damage, but your target attacks you as well.

Ranged Attacks: on 10+, you hit and deal damage. On 7-9, you hit, but (choose 1):

- ... you need to expose yourself to danger
- ... you burn up ammunition; mark off 1 ammo
- ... you only graze the target (-2 damage)

STAY FROSTY: when you **act despite imminent danger, fear, or risk**, you must roll. The stat you add depends on how you're addressing the risk. If you're:

- ... staying alert and reacting quickly, roll+Awareness
- ... counting on combat experience and willingness to do harm, roll+Combat
- ... hoping you're tough enough mentally or physically to weather the storm, roll+Stamina
- ... banking on your skill or knowledge, roll+Craft
- ... flashing a smile or banking on charm, roll+Presence

On 10+, you succeed. On 7-9, you succeed, but the GM will present you with a choice: a worse outcome, hard bargain, or ugly choice.

TAKE A BULLET: when you stand in defense of another, roll+Stamina. On 10+, the attack hits you instead. On 7-9, you take half the damage.

SECONDARY MOVES

ADVANCE: when you **have downtime, and have marked 10 XP**, you can spend time reflecting on your experiences and honing your skills. When you Advance, choose one of the following:

- ... advance a stat (each stat may be advanced one time, check the small box on the dossier when you've advanced a stat)
- ... gain a new move from your dossier
- ... gain a move from another Archetype's dossier
- ... gain 1 Edge
- ... gain 1 Essence

You may only choose one benefit each time you advance. However, you can choose a benefit multiple times, subject to the limits specified above. Once you have advanced, clear your XP track.

LAST CHANCE: when you **are facing death and out of options**, *permanently sacrifice* at least 1 Edge and roll+the amount sacrificed. On 10+, you miraculously make it through, and it's not as bad as it looked. On 7-9, you make it through, but you must agree to a painful bargain. On 6 or less...it's all over. Edge sacrificed for this move is gone until you earn it back; it does not refresh with rest as usual.

CITATION NEEDED: when you **research something**, roll+-Craft. On 10+, you spend 1 day searching, and locate a useful detail about the topic of the research. On 7-9, you locate a useful detail, but (choose 1):

- ... you end up in a rabbit warren of information; spend 1 additional day digging through it
- ... your search raises a flag in someone else's systems (the GM determines whose)
- ... the information is in hardcopy, and you need to go to it; spend 1 additional day on the search

FIRST AID: when you **try to keep a teammate from dying** from their wounds, roll+Craft. On 10+, you stabilize your teammate. On 7-9, you stabilize them, but (choose 1):

- ... you can't move them to cover
- ... you expose yourself to danger (take 2 damage)
- ... their wounds force you to **Stay Frosty**

On a failure, your teammate cannot be saved.

GO SHOPPING: when you **hit the market to buy legal or illegal items**, roll+Presence. On 10+, you find what you need: if it's a legal item, you'll have it in 1 day; illegal items take 2 days. On 7-9, you can get it, but you must wait 1d4 additional days.

HIT THE BOOKS: when you **spend time training, practicing, or studying your abilities**, you gain Prep. You gain 1 Prep for every 2 days spent in training or practice. When that training and preparation pays off, you can spend 1 Prep to get +1 to any roll. You can only spend 1 Prep per roll.

OVERWATCH: when you're **providing cover for an ally and a threat appears**, roll+Awareness. On 10+, your ally gets the drop on the threat. On 7-9, they're alerted, and take +1 on their next move. On a miss, the threat gets the drop on your ally.

POP PILLS: when you **indulge in a drug**, roll+Stamina. On a 10+, you experience the effects as normal. On 7-9, you experience the effects but you got a weak batch, so the effects last half as long.

If you roll snake eyes when you pop pills, you become addicted to the drug. If you go 3 sessions without a hit, roll 2d6w. If you roll a 4 or higher, you are no longer addicted; otherwise, you're still hooked. If you are an addict and roll snake eyes while popping pills, you overdose and take 8 Stun.

PULL STRINGS: when you **hit up a contact for info or assistance**, roll+Presence. On 10+, the contact provides useful information (related to their own knowledge) or assistance. On 7-9, the contact provides information or assistance, but (choose 1):

- ... has to get back to you; wait 1 day
- ... isn't happy about it; take -1 forward to the next time you Pull Strings with this contact
- ... requires a favor in return

If you fail, your contact doesn't want to see you for a while, and will not return calls or meet with you for 1d6+1 days. Repeated failures of this move can permanently sever your relationship.

SUPPRESSION FIRE: when you **suppress an area to pin the enemy down down**, roll+Combat and mark off 2 Ammo. On 10+, the targets are suppressed and cannot move or return fire. On 7-9, the targets are suppressed, but you take 2 damage (ignores armor).

METATYPE MOVES

There are five primary metahuman types (or "metatypes") in the Sixth World: **Human**, **Dwarf**, **Elf**, **Ork**, and **Troll**, each with their own unique moves. When you choose your metatype, you also choose one move from the list as your metatype move.

While there are regional differences in the appearance and nature of metatypes, such as the trollish Oni in Japan and the elvish Dryad in England, all metahumans have access to the same moves.

Additionally, if there are other metatypes or species you wish to add to the game, don't hesitate: just name the metatype, and come up with a move or two for it (or just lift one from the list here).

HUMAN

PROFESSIONAL: choose an area of knowledge or training. When you Drop Science about that area of expertise, you are boosted.

PRIVILEGE: when interacting with humans, take +1 to Presence moves.

DWARF

All dwarves have natural thermographic vision.

TONIGHT WE DRINK: if you're drinking with someone, you may manipulate someone using Stamina instead of Rep.

NEVER SICK: you are immune to disease and poisons.

SAVVY: when you repair or improve machines, you are boosted.

ELF

All elves have natural low-light vision.

UNCANNY GRACE: once per fight, when you take damage, you can elect to take -2 forward and reduce damage by half.

ETHEREAL: when manipulating someone via charm or seduction, you are boosted.

ORK

All orks have natural low-light vision.

'ARD BASTARD: take +1 to gut checks

STREETFIGHTER: the first time you attack an enemy with a nonlethal weapon (fists, feet, batons, etc), you are boosted.

FEARLESS: take +1 to stay frosty in the face of fear.

TROLL

All trolls have natural thermographic vision.

DERMAL BONE PLATING: you have +1 armor.

YOU'LL JUST MAKE IT ANGRY: you gain 1 additional wound box.

JUGGERNAUT: your fists should be licensed weapons. You deal lethal damage in unarmed combat.

CROSS-ARCHETYPE MOVES

Archetypes are, in effect, the character classes in Sixth World. However, the class boundaries are somewhat fungible—you can "multiclass" to a certain extent.

When you make the *Advance* move, you have the option of selecting a move from another archetype. You can choose moves freely from other archetypes, subject to the following two restrictions:

1. You may choose no more than 3 moves from another archetype.
2. If your character is a non-magical archetype, they may **not** select moves that *require* Essence to be spent. They may select moves with optional Essence requirements.

Of course, both restrictions are entirely subject to GM and group discretion.

Restriction #2, for example, can be modified easily if the group wishes all characters in their game to have some magical potential. One potential alternative is to permit open "multiclassing," but limit essence *recovery* options for non-magical archetypes (for example, recovering only half your essence each day, and not being allowed to take the *Center* or *Commune* moves).

CHARACTER CREATION

Creating a character is a multi-step process (don't worry, though, it's pretty easy). The overall process is described here; more detail is provided in each Archetype's dossier. You'll record the details you create on the dossier page or the supplemental "extra info" page located on page 7page 28.

1. Choose your Archetype

There are 10 Archetypes to choose from: **Adept, Face, Ex-Cop, Hacker, Mage, Mercenary, Rigger, Shaman, Street Doc,** and **Street Samurai**. You can learn more about them in the Archetypes section, page 7.

2. Choose your Metatype

There are 5 metatypes: **Human, Dwarf, Elf, Ork,** and **Troll**. Each metatype offers a choice of Metatype Moves. Choose one move from the **Metatype Moves** section, page 6.

3. Choose your Look

Each character archetype will present options for look; you are free to make up your own as well.

4. Choose your Name and Street Name

Pick a real name and street name. You may use the lists provided in the **GM Resources** section on page 70, or create your own.

5. Assign your Stats

All characters have the following stats:

Combat: your skill in all manner of fighting, both armed and unarmed

Stamina: your physical and mental toughness, strength, and fortitude

Awareness: your alertness, reflexes, and ability to react to dynamic situations

Craft: your general educational level, mastery of specific subjects, and skills

Presence: your style, appeal, and charisma.

All core stats start with a modifier of **+0**.

6. Spend your Build Points

You have **4 build points** to distribute among your stats. To increase a stat by 1 point costs 1 Build Point (e.g., it is a straight 1-for-1 cost).

You may increase a stat to a maximum of +2 as a starting character. Additionally, if you wish, you may lower one stat to -1 in order to gain an additional Build Point to spend elsewhere.

7. Set your Essence and Edge

Depending on your archetype, you start with a varying amount of Essence and Edge. Note this amount on your char-

acter sheet.

8. Choose Equipment

Each archetype will present various weapon, spell, cyberware, and equipment options. Choose from the suggested items, or if you want to create your own equipment, use the equipment creation rules starting on page 58 to customize your kit.

If you choose cyberware, and one of the options provides a capability you already have (such as thermographic vision), you may exchange it for any equivalent ability or other item; just check with the GM.

9. Choose Contacts

Everybody knows somebody. You will be presented with a list of potential contacts your character might know as a result of their experiences both before and after they became shadowrunners.

10. Establish Debts and Favors

In your life before and after becoming a shadowrunner, you've worked with a lot of people, and ended up owing, or being owed, by them. These relationships include at least one of your fellow shadowrunners, and are called **debts** and **favors**. When you are instructed to create your debts and favors with fellow runners, you'll see a list of sample statements to help you create them. You don't have to use these; they're simply suggestions.

To create a debt or favor, place the name of one of the other characters in the blank space in one of the statements presented. You can place the same name more than once (that is, in more than one sentence), but you must establish at least one debt or favor to start with.

Collectively, debts and favors are known as **bonds**. Later, during play, you may end up resolving a bond with someone. If you do, both of you mark XP.

11. Starting Moves

Your character knows all the Core and Secondary Moves. Your character also knows one or more of his or her Archetype moves. If you are given an option to choose additional moves, check off the box next to them on the character sheet.

12. Advancement

Each time you fail a roll - that is, you roll a 6 or less - you mark XP. When you mark 10 XP, and you have downtime, you can make the **Advance** move (page 5).

THE ADEPT

>>>When the gift awakened in me, I looked inward. I studied myself. I saw my limitations - and overcame them. I recognized my flaws - and accepted them. I reached inward until I held the very heart of my own power, and when I found it, I switched it on.

Fast, deadly, balanced, I'm an island of focus in the maelstrom of combat. Some people cannot grasp my true capabilities. Others don't understand why I directed your gifts inward, instead of outward in flashy displays. But I know why.

Because in the end, when the machine fails, and the magic dies, I will still have *peace*.<<<

The Adept is a magic-user whose power is focused inward, unlocking their full physical potential. Realized in the form of performance, speed, and endurance at or exceeding the peak of human capability, mastery of martial combat, and total control of self, the adept's inner calm and perfected body are the envy of many.

CREATING AN ADEPT

1. Choose your Metatype

You may choose **Human, Dwarf, Elf, Ork,** or **Troll**. Each metatype offers a selection of metatype moves. Choose one metatype move from the options presented.

2. Choose your look

Wise eyes, wary eyes, glowing eyes
No hair, cropped hair, long braid
Clean skin, tattooed skin, hard skin
Perfect body, heavy body, lithe body

3. Choose your name and street name

Make up a name and street name or pick a real name and street name from the lists and name generators starting in the **GM Resources** section.

4. Assign your stats

You have 5 stats: Awareness, Combat, Stamina, Craft, and Presence. Important stats for you are Awareness, Craft, and Presence.

You have **4 Build Points** to distribute among your stats. To increase a stat by 1 point costs 1 Build Point. You may increase a stat to a maximum of +2 as a starting character. If you wish, you may lower 1 stat to -1 in order to have an additional point to spend.

5. Choose your Equipment

Choose from the lists below, or customize your own gear using the rules in **Creating Gear** on page 58.

Armor: *leather armor, armor charm*

Weapons: *paired heavy pistols, katana, melee weapon, or bow/crossbow*

6. Set your Essence and Edge.

You start with 6 Essence and 3 Edge.

7. Choose 2 Contacts

Temple master, gunsmith, underground fight club organizer, tea shop owner, yakuza soldier, fetishmonger

8. Establish debts and favors

Place one of your fellow runners' names in at least one of the blanks in the **Debts & Favors** section of your playbook. Each time a name appears in a debt or favor, it counts as 1 Bond with that character. The more people you have Bond with, the better.

9. Starting Funds

You start play with 3d6 x 250¥ immediately available.

10. Starting Moves

You know all the Core and Secondary Moves. You also know the **Enhanced Ability** move, and one other Adept move.

Optional Move

You have the option to exchange the Gunfighter Move for the Submission Hold move.

THE EX-COP

>>>Years on the job, and now what am I doing? Running the shadows. Shit, I used to throw skels like myself in jail every day. On the other hand, the pay is better than anything I made on the force, I get to meet interesting people, and it beats corporate rent-a-cop work.

Some of these folks, they think because they've got the wires, or the mojo, they can walk circles around me. And yeah, maybe so, if I ever let them have a level playing field. But I still think like a cop, and I know the system. People still on the job are happy to help an old buddy.

And while the badge may not be entirely official anymore, there's always the gun.<<<

The Ex-Cop comes from Lone Star, Knight Errant, the military police, or any one of many law enforcement agencies in the confused landscape of the 2050's. Possessed of a keen investigative mind, brutally effective combat skills, experience with the best and worst of humanity, and connections deep into "the system," the ex-cop is a valuable asset.

CREATING AN EX-COP

1. Choose your metatype

You may choose **Human**, Dwarf, Elf, Ork, or Troll. Each metatype offers a selection of metatype moves. Choose one metatype move from the options presented.

2. Choose your look

Cold eyes, tired eyes, wary eyes
Close cropped hair, shaggy hair, bald
Cheap suit, street clothes, hawaiian shirt
Heavy body, fit body, injured body

3. Choose your name and street name

Make up a name and street name or pick a real name and street name from the lists and name generators starting in the **GM Resources** section.

4. Assign your stats

You have 5 stats: Awareness, Combat, Stamina, Craft, and Presence. Important stats for you are Craft, Presence, and Combat.

You have 4 **Build Points** to distribute among your stats. To increase a stat by 1 point costs 1 Build Point. You may increase a stat to a maximum of +2 as a starting character. If you wish, you may lower 1 stat to -1 in order to have an additional point to spend.

5. Choose your Equipment

Choose from the lists below, or customize your own gear using the rules in **Creating Gear** on page 58,

Armor: *armor vest, form-fitting armor*

Service Pistol: *choose a heavy pistol*

Additional Weapon: *select a shotgun or SMG*

6. Choose your cyberware

You may start with one of the following cyberware kits (descriptions of these items are on page 45):

Kit 1 (3 essence): *smartlink, bone lacing*

Kit 2 (3 essence): *cybereyes with low-light and flare compensator, level 1 skillwires*

7. Set your Essence and Edge.

To determine your starting Essence, subtract the essence cost of your cyberware (if any) from 6.

You start with 3 edge.

8. Choose 3 Contacts

Confidential informant (CI), precinct secretary, gang leader, prosecutor, journalist, former partner, defense attorney

9. Establish Debts and Favors

Place one of your fellow runners' names in at least one of the blanks in the **Debts & Favors** section of your playbook. Each time a name appears in a debt or favor, it counts as 1 Bond with that character. The more people you have Bond with, the better.

10. Starting Funds

You start play with 3d6 x 250¥ immediately available.

11. Starting Moves

You know all the Core and Secondary Moves

You know the **Gumshoe** move, and one other Cop move.

THE FACE

>>>I could have been on the trid - I've got the looks. And half the megacorps in Seattle would kill to get me in an interview. But why tie myself down like that? I have a particular set of talents that makes me incredibly valuable in shadow-running circles, and to be completely honest, I'm hooked on the adrenaline.

It's a rush to be someone else, to read someone's tics and cues, and to run a con so effective that the mark never even figures out it happened. It's good when it goes right. So good.

On the other hand, you have to be careful who you con. You don't con your team. Why? I sometimes ask myself the same thing. But then...well, lemme make a long story short. You see this scar...?<<<

The Face is the professional front of the shadowrunning team. When a deal is being negotiated, the Face is front and center. However, the Face is also a professional con, and a master of disguise, misdirection, and interpersonal relations. A team without the Face is at a disadvantage in dealing with potential employers and rivals, and with a few phone calls, the Face makes getting into and out of any operation easier.

CREATING A FACE

1. Choose your metatype

You may choose Human, Dwarf, Elf, Ork, or Troll. Each metatype offers a selection of metatype moves. Choose one metatype move from the options presented.

2. Choose your look

Wise eyes, jeweled eyes, laughing eyes
Normal skin, perfect skin, synthetic skin
Great smile, smoky stare, rugged good looks, regal bearing
Fit body, compact body, androgynous body

3. Choose your name and street name

Make up a name and street name or pick a real name and street name from the lists and name generators starting in the **GM Resources** section.

4. Assign your stats

You have 5 stats: Awareness, Combat, Stamina, Craft, and Presence. Important stats for you are Awareness, Presence, and Craft.

You have 4 **Build Points** to distribute among your stats. To increase a stat by 1 point costs 1 Build Point. You may increase a stat to a maximum of +2 as a starting character. If you wish, you may lower 1 stat to -1 in order to have an additional point to spend.

5. Choose your Equipment

Choose from the lists below, or customize your own gear using the rules in **Creating Gear** on page 58.

Armor: *choose one armor item*

Weapon: *choose a light pistol, SMG, or melee weapon*

6. Choose your Cyberware

You may start with one of the cyberware kits below, if you wish (descriptions of these items are on page 45):

Kit 1 (2 essence): *cybereyes with thermographic vision, voice modulator*

Kit 2 (3 essence): *FeatherTouch system, level 1 skillwires*

7. Set your Essence and Edge.

To determine your starting essence, subtract the essence cost of your cyberware (if any) from 6.

You start with 4 edge.

8. Choose 4 Contacts

Club owner, Yakuza boss, car dealer, journalist, senator's aide, money launderer, mafia capo, arms dealer, wealthy socialite

9. Establish Debts and Favors

Place one of your fellow runners' names in at least one of the blanks in the **Debts & Favors** section of your playbook. Each time a name appears in a debt or favor, it counts as 1 Bond with that character. The more people you have Bond with, the better.

10. Starting Funds

You start play with 3d6 x 350¥ immediately available.

11. Starting Moves

You know all the Core and Secondary Moves

You know the **Razor Insight** move, and one other Face move.

THE HACKER

>>>These chromers and spellworms are missing the point. They're in this for money, looking to retire someday? Hah. They've got no idea where the power is. Real power lies in a world most of them take for granted. But it's a world I live and breathe. You want payday? I know where it is. You want me to shut some shit down? I can do that. You want me to hack Renraku? Give me a dataline. I'll do it. I dream in code, babe. I can see the girl in the red dress.

And don't tell anyone, but this? I do it for fun. You should see me when I'm serious.<<<

The Hacker is the master of the worldwide virtual reality network of the Matrix. Able to bend the Matrix their will, the Hacker is a critical member of the team. From finding crucial data on targets, to locating floorplans of facilities, to shutting down security systems and sabotaging response efforts, the hacker's value is indisputable.

CREATING A HACKER

1. **Choose your metatype**
You may choose Human, Dwarf, Elf, Ork, or Troll. Each metatype offers a selection of metatype moves. Choose one metatype move from the options presented.
 2. **Choose your look**
Cybereyes, glasses, unfocused eyes
No hair, unkempt hair, mohawk, ponytail
Pale skin, bad skin, tattooed skin
Thin body, heavy body, compact body, flabby body
 3. **Choose your name and street name**
Make up a name and street name or pick a real name and street name from the lists and name generators starting in the **GM Resources** section.
 4. **Assign your stats**
You have 5 stats: Awareness, Combat, Stamina, Craft, and Presence. Important stats for you are Awareness, Craft, and Combat.
5. **Choose your Equipment**
Choose from the lists below, or customize your own gear using the rules in **Creating Gear** on page 58.
Armor: *trenchcoat, light armor jacket*
Weapon: *choose a light pistol, heavy pistol, or shotgun*
 6. **Build your deck**
Choose one of the cyberdecks below, or construct your cyberdeck using the **Creating Cyberdecks** rules located on page 60.
Cyberdeck: *Fuchi Cyber-4, Fuchi Cyber-7*
 7. **Write your Programs**
Choose 3 programs from the list on page 38, or using the rules in **Writing Programs** (page 64), create the software you wish to run on your deck. You have 8 points to spend purchasing routines for your programs. Each routine you purchase costs 1 point.
 8. **Choose your Cyberware**
You may start with one of the following cyberware kits (descriptions of these items are on page 38):
Kit 1 (3 essence): *cybereyes with low-light, synaptic hardening, datajack*
Kit 2 (2 essence): *headware cyberdeck, datajack*
 9. **Set your Essence and Edge.**
To determine your starting Essence, subtract the essence cost of your cyberware (if any) from 6.
You start with 3 edge.
 10. **Choose 2 Contacts**
GhostSyndicate, electronics dealer, military hacker, gang member, former professor, matrix guru, white hat, script kiddie, poker dealer, money launderer
 11. **Establish Debts and Favors**
Place one of your fellow runners' names in at least one of the blanks in the **Debts & Favors** section of your playbook. Each time a name appears in a debt or favor, it counts as 1 Bond with that character. The more people you have Bond with, the better.
 12. **Starting Funds**
You start play with 3d6 x 150¥ immediately available.
 13. **Starting Moves**
You know all the Core and Secondary Moves
You know the **Born Digital** and **Sling Code** moves.

THE MAGE

>>>It's not easy to study these formulae. Trust me, it's like learning a language spoken by creatures with ten mouths, twelve eyes, and a tonal language based on what the color or nine smells like. If you haven't got the gift, well...if you're lucky, it'll look like gibberish. If you're unlucky, it might just bust your head. But do you know what it's like to turn invisible, to throw lightning from your hands, or to heal injuries with a word? To be the artillery when a run goes south hard? You know what it's like?

It's a little like being a god.<<<

The Mage's magical talent is focused on the Arcana art of spellcasting - employing esoteric formulas, incantations, and the precepts of magical theory to shape reality itself. If you want an Arcana artillery company, someone to cloak the entire team in magical invisibility, or someone to provide astral overwatch for the whole team, look to the mage.

CREATING A MAGE

1. **Choose your metatype**
You may choose Human, Dwarf, Elf, Ork, or Troll. Each metatype offers a selection of metatype moves. Choose one metatype move from the options presented.
2. **Choose your look**
Blank eyes, unnatural eyes, piercing eyes
Long hair, bald, wild hair
Robes, street clothes, dress clothes
Thin body, weak body, muscular body
3. **Choose your name and street name**
Make up a name and street name or pick a real name and street name from the lists and name generators starting in the **GM Resources** section.
4. **Assign your stats**
You have 5 stats: Awareness, Combat, Stamina, Craft, and Presence. Important stats for you are Craft, Awareness, and Stamina.

You have 4 **Build Points** to distribute among your stats. To increase a stat by 1 point costs 1 Build Point. You may increase a stat to a maximum of +2 as a starting character. If you wish, you may lower 1 stat to -1 in order to have an additional point to spend.

5. Choose your Equipment and spells

Choose from the lists below, or customize your own gear using the rules in **Creating Gear**, page 58:

Armor: *trenchcoat, light armor jacket, armor charm*

Weapon: *choose a heavy pistol, SMG, or melee weapon*

6. Craft your Spells

Choose 3 of the following 5 spell categories:

Combat, Detection, Illusion, Health, Manipulation

You know 2 spells in one of your chosen categories, 1 in the second category, and 1 in the final category. Either choose from the lists of spells on page 40, or create your spells according to the **Spellcrafting** rules on page 65.

7. Set your Essence and Edge.

You start with 6 Essence and 3 Edge.

8. Choose 2 Contacts

Wage Mage, Corporate Exec, Fetishmonger, Paranormal Animal Expert, Bartender, Street Cop, Professor of Magical Theory

9. Establish Debts and Favors

Place one of your fellow runners' names in at least one of the blanks in the **Debts & Favors** section of your playbook. Each time a name appears in a debt or favor, it counts as 1 Bond with that character. The more people you have Bond with, the better.

10. Starting Funds

You start play with 3d6 x 250¥ immediately available.

11. Starting Moves

You know all the Core and Secondary Moves

You know the **Cast a Spell**, **Center**, and **Counterspell** moves.

THE MERCENARY

>>>I've fought in a dozen little brush wars - and some big ones - over the years. I've seen a lot of shit go down. Once I got out, though, I wasn't good for much except killing people and breaking things. Upside: those are pretty marketable skills in 2050. Seems like everybody in the damn country wants somebody dead or something destroyed.

So I did my time with a few crews. Some pros. Some...not. I try to maintain a code, though, and after a while I decided that freelance work was where it's at. That was a learning experience. Some of these supposedly shit-hot runners need to learn a few essentials, like "don't set up the ambush so you shoot your own guys" and what "enfilade" means. Makes me cringe sometimes.

Still, I've got a good team, I set my own hours, and I get to decide whether melting down a busload of nuns is worth the pay.<<<

The Mercenary served in one of the many military forces found in the Sixth World, doing time in conflicts large and small, and brought from that solid tactical abilities and a respectable repertoire of combat talents. Hardened mentally and physically from years in service, the merc is highly skilled in combat and has the added benefit of leadership experience that can save the team's bacon when things get hairy.

CREATING A MERCENARY

1. Choose your metatype

You may choose Human, Dwarf, Elf, Ork, or Troll. Each metatype offers a selection of metatype moves. Choose one metatype move from the options presented.

2. Choose your look

Dead eyes, cold eyes, soft eyes
Boonie hat, crew cut, ponytail, fauxhawk
Combat fatigues, street clothes, nice suit
Scarred skin, tough skin, soft skin

3. Choose your name and street name

Make up a name and street name or pick a real name and street name from the lists and name generators starting in the **GM Resources** section.

4. Assign your stats

You have 5 stats: Awareness, Combat, Stamina, Craft, and Presence. Important stats for you are Combat, Stamina, and Presence.

You have 4 **Build Points** to distribute among your stats. To increase a stat by 1 point costs 1 Build Point. You may increase a stat to a maximum of +2 as a starting character. If you wish, you may lower 1 stat to -1 in order to have an additional point to spend.

5. Choose your Equipment

Choose from the lists below, or customize your own gear using the rules in **Creating Gear**, page 58:

Armor: *choose a lined coat or ballistic vest*

Weapon (choose 3): *choose three weapons*

6. Choose your Cyberware

You may start with one of the following cyberware kits (descriptions of these items are on page 38):

Kit 1 (3 essence): *level 1 wired reflexes, hand razors*

Kit 2 (3 essence): *cybereyes with low-light/vision magnification, active camouflage*

7. Set your Essence and Edge.

To determine your starting Essence, subtract the essence cost of your cyberware (if any) from 6.

You start with 3 Edge.

8. Choose 2 Contacts

Former CO, Terrorist Cell Member, Arms Dealer, Veterans Clinic Doctor, Old War Buddy, Street Pharmacist, Therapist

9. Establish Debts and Favors

Place one of your fellow runners' names in at least one of the blanks in the **Debts & Favors** section of your playbook. Each time a name appears in a debt or favor, it counts as 1 Bond with that character. The more people you have Bond with, the better.

10. Starting Funds

You start play with 3d6 x 150¥ immediately available.

11. Starting Moves

You know all the Core and Secondary Moves

You know the **Go Tactical** move and one other Mercenary move.

THE RIGGER

>>>When it comes right down to it, I don't really live anywhere. Unless you count the driver's seat. My crew might call me the "lookout" or the "getaway driver" but when things have gone bad, I've never seen them not be happy that I own an armored truck with a couple of Vindicators on it.

Seriously, have you seen it? Man, she's sweet. Purrs like a kitten, too.

Anyway, with all this Matrix-this and magic-that and mass-transit-other, you'd think driving wasn't such a big thing. Well, that's a load of bullshit. See, runners don't take the fuckin' subway, choombatta. There ain't a bus that goes to the top of Ares Macrotech Tower. You want discreet tactical insertion into a hot LZ? Or a luxury ride in a tricked out limo? Or how about a good old fashioned #18 (that one involves crashing a cement truck through a wall to-- well, anyway, good times...).

Long story short, you want a ride? You talk to me.<<<

The Rigger is a cybered-up, shit-hot driving machine. When a team needs transportation, recon, or a flying drone to blow the enemy into bloody rags, they turn to their rigger. Riggers have the capability to operate any vehicle at its peak, as well as operate drone vehicles of various kinds. Getting into and out of an op, and providing a little robotic fire support, is the rigger's specialty.

CREATING A RIGGER

1. Choose your metatype

You may choose Human, Dwarf, Elf, Ork, or Troll. Each metatype offers a selection of metatype moves. Choose one metatype move from the options presented.

2. Choose your look

Goggles, alert eyes, obvious cybereyes
Kaiser helmet, cowboy hat, pirate bandana
Biker clothes, flight suit, street clothes, punk
Heavy body, built body, lean body

3. Choose your name and street name

Make up a name and street name or pick a real name and street name from the lists and name generators starting in the **GM Resources** section.

4. Assign your stats

You have 5 stats: Awareness, Combat, Stamina, Craft, and Presence. Important stats for you are Awareness, Craft, and Stamina.

You have 4 **Build Points** to distribute among your stats. To increase a stat by 1 point costs 1 Build Point. You may increase a stat to a maximum of +2 as a starting character. If you wish, you may lower 1 stat to -1 in order to have an additional point to spend.

5. Create your Vehicle and Drones

Pick a mix of vehicles and drones (you may have up either 2 drones and 1 vehicle or 1 drone and 2 vehicles) from those listed in the **Vehicles** section on page 38, or build them according to the **Gear Creation** rules on page 60.

6. Choose other Equipment

Choose from the lists below, or customize your own gear using the rules in **Creating Gear**, page 58:

Armor (choose 1): *ballistic vest, lined coat*

Weapon (choose 2): *choose a shotgun, SMG, or melee weapon*

7. Choose your Cyberware

You have a **Control Rig** installed. This allows you to link to your vehicles and drones. The Control Rig is always active, and includes a datajack.

You may choose one of the following two kits. Costs below do not include the cost of the Control Rig ((descriptions of these items are on page 38):

Kit 1 (2 essence): *cybereyes with flare compensator and low-light, tactical computer*

Kit 2 (3 essence): *cyberears with noise dampener and radio, bone lacing*

8. Set your Essence and Edge.

To determine your starting essence, subtract the essence cost of your cyberware from 4.

You start with 3 edge.

9. Choose 2 Contacts

Chop shop worker, go ganger, fence, trucker, arms dealer, mechanic, bartender, cargo pilot, car thief

10. Establish Debts and Favors

Place one of your fellow runners' names in at least one of the blanks in the **Debts & Favors** section of your playbook. Each time a name appears in a debt or favor, it counts as 1 Bond with that character. The more people you have Bond with, the better.

11. Starting Funds

You start play with 3d6 x 400¥ immediately available.

12. Starting Moves

You know all the Core and Secondary Moves

You know the **Wheelman** or **Drone Rigger** move and one other Rigger move.

THE RIGGER

Street Name	
Real Name	
Metatype	
Look	

STATS

 Awareness

 Combat

 Stamina

 Craft

 Presence

		
ESSENCE	EDGE	ARMOR

DAMAGE

 **GUT CHECK!**

XP

 **ADVANCE!**

ARCHETYPE MOVES

- Wheelman:** while jacked into a vehicle you own, when you:
 - Stay Frosty, roll+Craft
 - Check the Situation, add your vehicle's Sensor rating to the roll
 - Fail a move involving the vehicle, mark off 1 Fuel.
- Drone Rigger:** while jacked into a drone, when you:
 - Rock & Roll or Stay Frosty, roll+Craft
 - Check the Situation, roll+the drone's Sensor rating
 - Fail a move involving the drone, mark off 1 Fuel.
 - Take an action of your own (not involving the drone), take -2.
- Autonomous Mode:** when you put a drone in autonomous mode, indicate which mode setting you want, and roll+Craft. On 10+, hold 2 to be spent on the drone's moves. On 7-9, hold 1. Drone mode settings (and the rolls they use for moves) are:
 - Sentry: the drone can make the Rock & Roll move; roll+Tactical
 - Recon: the drone can make the Check the Situation move; roll+Sensor
 - Evasion: the drone can make the Stay Frosty move; roll+Power
- Split Personality:** when you launch a drone, roll+Awareness. On 10+, you don't take the normal -2 penalty to non-drone moves while controlling it. On 7-9, the penalty is reduced to -1.
- Feedback:** when a vehicle or drone you are currently jacked into takes damage, roll+Stamina. On 10+, the feedback is filtered out completely. On 7-9, you get a little bit of a zap: take 1 stun. On a failure, you get a wallop: take 1 wound.
- Fly, my pretties!:** You can control two drones at a time instead of one.
- Jury Rig:** when you have to make fast repairs to a vehicle or machine, roll+Craft. On 10+, you get it running again and fast. On 7-9, you get it running, but (choose 1):
 - it will only run for 1d10 minutes
 - afterwards, it will be a total loss.
 - one of its qualities is reduced by 1, permanently
- Garage:** when you have downtime or legwork time, you can upgrade one of your vehicles or drones. For every day of time you spend upgrading, you can improve one of the vehicle's quality by 1 point or add or change a weapon. You can only upgrade each quality once.
- Percussive Maintenance:** when you smack the hell out of a recalcitrant device, roll+Craft. On 10+, the device springs to life. On 7-9, the device works for only a moment, but you know what you need to do to fix it. Take +1 forward to Jury Rig.
- Paint the Target:** when you point out a drone or vehicle's weakness to your teammates, they take +1 forward to attacks against it.

WEAPONS

Weapon	Range	Damage	Ammo	Tags

DEBTS & FAVORS

_____ tipped me off to some sweet (and lucrative) courier runs.

When I ended up in the slam for the Dyna-gene job, _____ bailed me out.

I wrecked my favorite ride working with _____. Took months to fix it.

_____ jammed me up for a goddamned percentage.

ARMOR

Type	Armor Value

VEHICLE

Name: _____

Type: _____

Tags: _____

Power	Armor	Frame

Sensor	Fuel	Capacity

Armament	Range	Damage

ARMOR

Type	Armor Value

DRONES

Name: _____

Type: _____

Tags: _____

Power	Armor	Frame

Sensor	Fuel	Tactical

Name: _____

Type: _____

Tags: _____

Power	Armor	Frame

Sensor	Fuel	Tactical

THE SHAMAN

>>>My partner over there likes blasting lightning from his hands. That's cool, you know? I mean seriously - it's cool. And scary. I'd be jealous, but...I have this other trick. See, instead of channeling power through my hands and poring over dusty tomes, I just have a quick look-see into the unseen world around us, locate a friend, and ask 'em for a hand.

You're looking at me like you've got no idea what I'm talking about. Lemme break it down for you. All around you, right now, is the world of astral energy. It's like our world, but...not. Okay, not really at all but let's not get off-topic. Dwelling there are spirits. Some are called elementals, but what's necessary to grok is this: I can talk to 'em, and I can bring them here, and I can make them do things.

So remember to thank me the next time a being of pure fire appears and saves your ass from getting geeked.<<<

The Shaman is a master of conjuring: summoning the spirits that dwell in the astral realm and compelling them to do the shaman's bidding. The shaman's spirits provide many services, from devastating combat abilities to protection from hostile intent to information and reconnaissance impossible for a mundane.

CREATING A SHAMAN

1. Choose your metatype

You may choose Human, Dwarf, Elf, Ork, or Troll. Each metatype offers a selection of metatype moves. Choose one metatype move from the options presented.

2. Choose your look

Heterochromic eyes, wise eyes, sunglasses
Long hair, dreadlocks, shaved head
Street clothes, anachronistic clothes, biker gear
Wiry body, thin body, round body

3. Choose your name and street name

Make up a name and street name or pick a real name and street name from the lists and name generators starting in the **GM Resources** section.

4. Assign your stats

You have 5 stats: Awareness, Combat, Stamina, Craft, and Presence. Important stats for you are Craft and Stamina.

You have 4 **Build Points** to distribute among your stats. To increase a stat by 1 point costs 1 Build Point. You may increase a stat to a maximum of +2 as a starting character. If you wish, you may lower 1 stat to -1 in order to have an additional point to spend.

5. Choose your Totem:

Choose a totem from the list on page 69, or make up one of your own.

6. Choose your Equipment

Choose from the lists below, or customize your own gear using the rules in **Creating Gear**, page 58:

Armor: *synthleather, armor charm*

Weapon: *choose a heavy pistol or assault rifle*

7. Bond with your Spirits

You start the game able to summon 3 spirits. Either choose 3 spirits from the examples on page 43, or create these spirits using the rules in the **Creating Spirits** section starting on page 67.

8. Set your Essence and Edge.

You start with 6 Essence and 3 Edge.

9. Choose 2 Contacts

Wage mage, ork underground, gang thug, street cop, herbalist, university professor, diner owner, fetishmonger, art dealer, hedge wizard, houngan

10. Establish Debts and Favors

Place one of your fellow runners' names in at least one of the blanks in the **Debts & Favors** section of your playbook. Each time a name appears in a debt or favor, it counts as 1 Bond with that character. The more people you have Bond with, the better.

11. Starting Funds

You start play with 3d6 x 150¥ immediately available.

12. Starting Moves

You know all the Core and Secondary Moves

You know the **Conjure**, **Commune**, and **Banish** moves.

THE SHAMAN

Street Name	
Real Name	
Metatype	
Look	

STATS

<input type="checkbox"/>	Awareness
<input type="checkbox"/>	Combat
<input type="checkbox"/>	Stamina
<input type="checkbox"/>	Craft
<input type="checkbox"/>	Presence

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ESSENCE	EDGE	ARMOR

DAMAGE

<input type="checkbox"/>										
GUT CHECK										

XP

<input type="checkbox"/>											
ADVANCE											

ARCHETYPE MOVES

Conjure: When you summon a spirit, spend at least 1 essence and roll. What stat you add depends on the spirit's nature:

- Destroyer:** roll+Combat
- Teacher:** roll+Craft
- Protector:** roll+Stamina
- Seducer:** roll+Presence
- Watcher:** roll+Awareness

On 10+, the being is summoned as expected, and may perform a number of Spirit Moves equal to the essence spent. On 7-9, the being is summoned, but (choose 1):

- It can perform one fewer moves
- It is draining; take 1 stun
- You must expose yourself to danger or an attack to summon the spirit

On a failure, the spirit does not manifest, and the essence spent is lost. If you roll a natural 2 (that is, "snake eyes"), the spirit is summoned in an uncontrolled state, and the GM will control its actions until it is exhausted or banished.

Commune: when you mentally commune with your totem, you may gain its boons and flaws, or regain 1d6 essence.

Banish: when you attempt to banish a spirit, roll+Stamina. On 10+, you reduce the spirit's available moves by 1. On 7-9, you reduce the spirit's moves by 1, but it deals 1 damage to you (ignoring armor). If you reduce the spirit's available moves to 0, it vanishes immediately.

Binding: when you know a free spirit's true name and attempt to bind it, roll+Presence. On a 10+, the true spirit falls under your control and can be called upon later. On a 7-9, the spirit is controlled, but only for the remainder of the scene.

Favored Spirit: choose 1 spirit type (Watcher, Teacher, Protector, Destroyer, Seducer). Take +1 when conjuring spirits of that type.

Aura Mask: you may conceal your magical nature. Roll+Craft. On 10+, you appear to be a mundane individual to anyone or anything that examines you. On 7-9, you appear mundane, but must spend 1 Essence to do so.

Spirit Master: whenever you would spend more than 1 Essence to conjure a spirit, you may instead conjure multiple spirits, dividing the Essence among them.

Domain Walker: once per 24 hours, you may move from one known point to another within your home turf instantly, without crossing the intervening space

Ally: choose one of your spirits. This spirit becomes your ally, and when summoned, always performs one Spirit Move for free for the Shaman. The Spirit also develops a telepathic link with the Shaman, becoming a new contact. If you ever roll snake eyes while summoning your ally, it becomes a free spirit.

Great Spirit: when you conjure a spirit, if you spend two extra Essence above your normal Essence spent, the spirit is summoned as a Great Spirit. The Great Spirit is immune to non-magical attacks, and it has 2 more spirit points increase its Moves for as long as it is summoned.

WEAPONS

Weapon	Range	Damage	Ammo	Tags

DEBTS & FAVORS

_____ had me in his sights, and let me live.

_____ put their life on the line helping me battle a wild spirit.

When _____ fell foul of that corp hit squad, I provided additional security.

Getting the artifact _____ wanted wasn't easy.

ARMOR

Type	Armor Value

TOTEM

Name	
Boons	
Flaws	

SPIRITS

Type	
Force	Wounds
Harm	Search
Guard	Enthral
Mentor	
Tags	
Type	
Force	Wounds
Harm	Search
Guard	Enthral
Mentor	
Tags	
Type	
Force	Wounds
Harm	Search
Guard	Enthral
Mentor	
Tags	

THE STREET DOC

>>>Medicine, they say, is a calling. You're in it to help people. Well, that's true, as far as it goes. I liked what I did, until one day I realized I just couldn't do it anymore. It had changed, or maybe I did.

But when you've spent your time doing it, that's what you know. And remember that thing I said about wanting to help people? Well there's a whole lot of people who need help, and they live just below our noses, right where we can't see. I set out to help them - street medicine. These days, street medicine will get you tied up in ugly business sooner or later. I ended up crossing some people. I needed money. I found out about shadowrunning. I also found out that plenty of teams love a good scalpel.

It's not always fun, combat medicine. In fact, "fun" is not even in the top 10 words I'd use to describe it. But I figure it's better than leaving someone to see whether blood loss or the waste management crew gets to them first. So I'm still helping people. They're not always good people. In fact, they're usually career criminals.

Hey, nobody's perfect.<<<

The Street Doc brings medical expertise to the shadows, helping their team survive and recover from the inevitable injuries that they will incur in their particular line of work. Modern technology might make basic first aid a matter of a slap patch and a pain pill, but when you get caught by a frag grenade, *basic* first aid is not what you need. You need the Doc.

CREATING A STREET DOC

1. Choose your metatype

You may choose Human, Dwarf, Elf, Ork, or Troll. Each metatype offers a selection of metatype moves. Choose one metatype move from the options presented.

2. Choose your look

Clear eyes, old eyes, sharp eyes

Close cut hair, stylish hairdo, bandana

Fit body, heavy body, compact body

Business attire, street clothes, EMT jumpsuit

3. Choose your name and street name

Make up a name and street name or pick a real name and street name from the lists and name generators starting in the **GM Resources** section.

4. Assign your stats

You have 5 stats: Awareness, Combat, Stamina, Craft, and Presence. Your moves rely primarily on Craft and Presence.

You have 4 Build Points to distribute among your stats. To increase a stat by 1 point costs 1 Build Point. You may increase a stat to a maximum of +2 as a starting character. If you wish, you may lower 1 stat to -1 in order to have an additional point to spend.

5. Choose your Equipment

Choose from the lists below, or customize your own gear using the rules in **Creating Gear**, page 58:

Armor: *ballistic vest, armor jacket*

Weapon (choose 1): *choose a special weapon, a heavy pistol, or an SMG*

Med Kit: *You have a medkit with 6 Supply.*

6. Choose your Cyberware

You may start with one of the following cyberware kits (descriptions of these items are on page 38):

Kit 1 (3 essence): *cyberears with ultrasound and radio, level 1 skillwires*

Kit 2 (3 essence): *obvious cyberarm with ReadMed and shocktrodes*

7. Set your Essence and Edge.

To determine your starting Essence, subtract the essence cost of your cyberware (if any) from 6.

You start with 3 Edge.

8. Choose 2 Contacts

ER doctor, morgue staffer, medical examiner, DocWagon driver, organlegger, black market organ dealer, blood bank worker, pharmacist

9. Establish Debts and Favors

Place one of your fellow runners' names in at least one of the blanks in the **Debts & Favors** section of your playbook. Each time a name appears in a debt or favor, it counts as 1 Bond with that character. The more people you have Bond with, the better.

10. Starting Funds

You start play with 3d6 x 400¥ immediately available.

11. Starting Moves

You know all the Core and Secondary Moves

You know the **Combat Medic** and **Stay With Me** moves.

THE STREET SAMURAI

>>>I'm not close to a lot of people. It might be my blank silver cybereyes, or the dermal plating under my skin...or maybe just the fact that whenever I look at someone, they assume I have some sort of crosshair hovering over them.

They're right about the crosshairs.

Anyway, I don't have a lot of friends. But when the lead starts flying, all that changes.

I'm chipped and wired, choombatta. I'm harder than steel, faster than lightning, hit like an avalanche, and shoot like I *invented* it. It cost me, of course. Injuries. Pain. Shitloads of money.

Was it worth it? Replacing my meat with machines? The pain of recovery, the terrible itch as it integrated, the gradual distancing of people I loved. Was it worth it, to be this good?

Hell yes.<<<

The Street Samurai is a combat master. Often one of toughest and most skilled combatants on the team, the street samurai is a warrior for hire whose super-human talents were bought with cybernetic upgrades, relentless training, and no small amount of spilled blood. The Street Samurai may be a hired gun, but they take the word "samurai" very seriously, and adhere to a code of their own devising. On the mean streets of the Sixth World, their samurai is a feared—and respected—enemy.

CREATING A STREET SAMURAI

1. Choose your metatype

You may choose Human, Dwarf, Elf, Ork, or Troll. Each metatype offers a selection of metatype moves. Choose one metatype move from the options presented.

2. Choose your look

Glowing eyes, silvered eyes, hard eyes
Cropped hair, wild hair, topknot
Tattooed skin, scarred skin, camo skin
Bulky body, lithe body, skinny body

3. Choose your name and street name

Make up a name and street name or pick a real name and street name from the lists and name generators starting in the **GM Resources** section.

4. Assign your stats

You have 5 stats: Awareness, Combat, Stamina, Craft, and Presence. Important moves for you are Combat, Stamina, and Craft.

You have 4 **Build Points** to distribute among your stats. To increase a stat by 1 point costs 1 Build Point. You may increase a stat to a maximum of +2 as a starting character. If you wish, you may lower 1 stat to -1 in order to have an additional point to spend.

5. Choose your Equipment

Choose from the lists below, or customize items using the rules in **Creating Gear**, page 58:

Armor: choose one armor item

Weapon: choose four weapons

6. Choose your Cyberware

You start with the following cyberware items:

Cybereyes with low-light, thermographic, and flare compensation capability

Wired Reflexes 1 **or** Dermal Plating (+1)

These items are state of the art, fully integrated with your biology and do not cost essence. In addition, choose one kit from the options below (descriptions of these items are on page 38):

Kit 1 (5 essence): Bone lacing, skillwires, cranial cushion

Kit 2 (3 essence): cyberarm with light pistol and smartlink

Kit 3 (4 essence): Smartlink, noise filter, tactical computer, hand razors

You can customize items using the rules in the **Creating Cyberware** section on page 61.

7. Set your Essence and Edge.

To determine your starting essence, subtract the cost of your Cyberware package from 6.

You start with 4 edge.

8. Choose 2 Contacts

Arms dealer, cybersurgeon, bartender, street clinic nurse, private investigator, dockworker, pilot, cab driver, retired runner, survival nut

9. Create your Code

The word "samurai" means something on these streets. Create (with the help of the GM and the other players, if you like) the code of honor that you follow.

10. Establish Debts and Favors

Place one of your fellow runners' names in at least one of the blanks in the **Debts & Favors** section of your playbook. Each time a name appears in a debt or favor, it counts as 1 Bond with that character. The more people you have Bond with, the better.

11. Starting Funds

You start play with 3d6 x 250¥ immediately available.

12. Starting Moves

You know all the Core and Secondary Moves

You know the **Weapons Free** move and one other Street Samurai move.

COMBAT

Shadowrunners tend to get themselves into lots of trouble, the kind that ends with some high-intensity interpersonal conflict resolution. In other words, combat. As you'll find when you read through the rest of this document, most of combat (in fact, pretty much everything the player characters do, ever) is handled through the application of various moves as they intersect with the fiction. This section explains a few specific quirks of combat in *Sixth World*.

Remember: although you're reading a section titled "Combat," there's no point at which the game switches to "combat rounds," and nobody rolls initiative. In other words, there's no true division between combat and everything else that happens in *Sixth World*. Since everything flows from the game fiction and returns to the game fiction, combat is just another part of the regular flow of the game.

ARMOR

Because a shadowrunner leads a dangerous life, a big premium is put on not getting hit or at least not taking all the damage. The obvious way to do so is to wear armor. In *Sixth World*, armor reduces incoming damage on a 1 for 1 basis. The tradeoff, of course, is that you can't spend all day walking around in combat armor—it's hot, itchy, intimidating, and cops tend to notice.

Some metatypes and archetypes offer moves that let you reduce damage, or otherwise avoid some of the less pleasant outcomes of damage. For example, the *'Ard Bastard* move (and ork metatype move) lets the character take +1 to gut checks, and the troll move *You'll Just Make It Angry* grants an additional wound box..

SURPRISE

The *Rock & Roll* move and most other damage-dealing moves assume that your target can fight back. If that's not a possibility (that is, if your target is surprised, helpless, etc.), the fiction can't trigger the *Rock & Roll* move. You just put a round in their head and move on.

When you get the drop on someone in combat, you don't need to use a move to deal damage to them—you can simply deal your damage (or kill them outright, depending on the situation). Likewise, if someone gets the drop on you in combat, expect to eat some lead.

FIRE MODES

Weapons in the game can fire in semi-automatic, burst, or full-auto modes, depending on their specific capabilities. Semi-auto is the "default" assumption; in that mode you only use up ammunition when you roll 7-9 on the *Rock & Roll* move, and choose to burn extra ammo.

Firing in **burst** or **auto** modes when using *Rock & Roll* allows you to add +1 damage to your attack; however, it *always* uses 1 ammo (even if you roll 10+).

Finally, full-auto mode is very useful for suppression fire, and

lets you take +1 when you use the *Suppression Fire* move.

RELOADING

Most of the weapons indicate some ammo capacity using the *ammo* tag - this indicates how much ammunition a weapon can carry in its magazine or clip before it must be reloaded. If a weapon has 3 ammo, for instance, you have ammunition in the gun until you have marked off all three ammo. *Ammo* is an abstraction - 1 ammo does not represent a single round, but simply "some ammunition." The game assumes (for the most part) that a character fires multiple shots in a single move.

During combat, assume that combatants are reloading their weapons when appropriate, keeping them topped up. Mechanically, this is handled by the fact that *Rock & Roll* doesn't cost ammo unless you roll a 7-9, and choose to burn up extra ammo (or if you use burst or full-auto weapons).

When you mark off all your ammo, you'll need to reload. There is no specific move to reload a weapon. If taking the time to reload would not expose you to danger, then you can reload simply by saying so. On the other hand, if you're reloading despite an imminent risk, that's a job for the *Stay Frosty* move.

LIGHT AND SOUND

You'll note in the Metahuman Moves section that some metahumans have the ability to see either in low-light, or see into the infrared (and you'll also note in the Cyberware section that cyberware can grant similar abilities). At the GM's discretion, he or she may establish that the area the characters are in has low visibility due to one of the following factors, and impose modifiers on players' rolls. There are four visibility options:

Darkness: both low-light and thermographic vision allow normal vision in dark environments. Characters with normal vision must use a light or take -1 ongoing as long as it remains dark. **Note:** low-light vision is ineffective in truly complete darkness, and no vision type is effective in supernatural darkness.

Smoke/Fog: characters with normal or low-light vision take -1 ongoing while the smoke or fog persists; characters with thermographic vision suffer no vision difficulties.

Glare/Flash: in circumstances of very bright light, all characters without some sort of compensation (sunglasses, or flare compensators for things like flash-bang grenades) take -1 ongoing until they recover or compensate from the bright light.

As with vision, it's important to be able to hear in combat. In a very noisy environment (a factory, an active airstrip, etc.) or in the event of intensely sharp or loud noises (flash-bangs, explosions, even sustained gunfire), the GM may impose -1 forward or -2 forward penalties. Certain cyberware (such as frequency filters or dampers) or protective equipment like earplugs can eliminate these penalties.

DAMAGE AND HEALING

Inevitably, when you play with guns, magic, and sensitive secrets, somebody is going to get shot. Or burned, or hit with a brick, or drenched in elemental acid summoned from beyond the realm of mortal ken, or thrown out a window, or...well, you get the point.

In any case, damage will be given and taken, and quite possibly end with someone being little more than yesterday's garbage.

DEALING DAMAGE

When you make a move that has the potential to deal damage, the move will usually say, as a possible result, "deal your damage" or "you deal damage." Damage in the game is usually variable, based on the damage dice for the weapon being used (see the **Equipment** section for information on weapons). This is the amount of damage that is applied to your target.

Example: Johnny Chopz hits a ghoul with his trusty katana. The katana deals 2d6b damage (meaning roll 2d6, and take the best result). Johnny's player rolls 2d6, getting 3, 5. Thus, the attack deals 5 damage to the ghoul. Bad news, creep.

If a move indicates that you deal half damage, roll the damage as normal, and then divide the result in half (rounding up) to get your final damage amount.

The most common situation in which you'll deal

half damage is if you're shooting at a vehicle with small arms. Vehicles take only half damage (before armor) from small arms, and no damage from melee weaponry.

Example: Johnny is being chased down by a go-ganger, and turns to shoot at the onrushing psycho with his Ares Predator. When he rocks & rolls with the ganger, he's able to deal his damage (1d8+1) and wants to hit the vehicle, not the ganger. He rolls 5 damage. Halving that yields 3 damage (5 ÷ 2, rounded up) means that a bullet just gets through the armor, but it ain't gonna help. If he'd pulled out his katana and stood his ground...well, what would happen is that he'd end up with a motorcycle wheel up his nose.

GETTING HURT

When a character takes damage in the game, it is recorded by marking **wound boxes** the character's playbook. Most weapons in the game deal physical damage; when taking damage from this kind of weapon, mark off a number of boxes on the Wound Track equal to the damage taken. Getting dealt 3 damage, for instance, would mean that (all else things being equal) the player would mark 3 Wounds on their playbook.

If a weapon specifies that it deals stun damage, you still check off boxes on the Wound track. However, if a weapon dealing stun damage is the one that takes you out, you are knocked unconscious. All characters have a maximum of 8 wounds/

they can take. Once they reach 8, the next wound will put them on the ground, thoroughly incapacitated (whether unconscious, or worse). To differentiate between stun and wound damage, put a single diagonal line in the box for stun, and an X for wounds.

WOUNDS TRUMP STUN

If you have marked off stun damage on your damage track, and you subsequently take an actual wound, the wounds "push" the stun toward the right-hand end of the track—to indicate this, you can add a second line in the already-stunned boxes to make an X, and then mark off additional boxes of stun to the right.

Example: Uncle Slam just got nailed by a stun baton, and



took 2 stun damage. His wound track looks like this:

As the fight develops, his opponent pulls out a knife, and manages to slip the point through a gap in Uncle Slam's



apparently-not-so-patent armor. Uncle Slam takes 1 wound from the attack. His wound track now looks like this:

If taking a wound pushes your stun damage into the 8th box, you will have to make a gut check.

EXTRA WOUND BOXES

Some moves (such as the *You'll Just Make It Angry* move) or equipment (like Bone Lacing) grant an additional wound box. In the archetype dossiers starting on page 8, these additional boxes are shown with dotted lines. If you do have an extra box, just darken the lines so you know where to start filling in wounds. No matter what equipment or moves you have, you can never have more than 10 wound boxes.

GUT CHECKS

When a character takes damage in the game, it is assumed that, until the last couple boxes, while they may ultimately prove to be significant injuries, they're minor enough to ignore for the moment. There are two exceptions:

Wound #8: when you check off that last box of your Wound track, you must make the *Gut Check* move.

Major Trauma: if you take 6 or more damage (after applying armor) in a single hit, you have just taken Major Trauma. You will need to make the *Gut Check* move.

BLEEDING OUT

Once a character takes their 9th wound (that is, takes any damage after reaching their 8th wound box), they are **Bleeding Out**. This basically means they're incapacitated, unable to perform any sort of action, and badly hurt (it doesn't actually

mean there's blood everywhere; "bleeding out" just sounds cool).

A character who is Bleeding Out must be stabilized, either via the **First Aid** move, or via equipment such as the Trauma Patch.

CHRONIC INJURY

If a character reaches the Bleeding Out stage, and survives their precarious situation, they will be left with a **Chronic Injury**. This is a long-term (and possibly permanent) reminder of their brush with death. Chronic Injuries reduce the affected Stat by 1 point. When your character receives a chronic injury, choose one of the following:

Shaky (-1 Combat): your injury interferes with your ability to fight. Perhaps your hands are unsteady, or maybe your mind is too traumatized to focus, or you even lost a limb or part of a limb.

Fragile (-1 Stamina): your injury weakens your body, making you less able to endure the hard life of shadowrunning.

Sluggish (-1 Awareness): you suffered an injury that hampers your ability to perceive and react to the world—perhaps you were partially blinded or deafened, or you have nerve damage that prevents you from reacting as quickly as you once did.

Dazed (-1 Craft): your injury dulls your mind, making it harder to recollect facts and focus on intellectual matters.

Disfigured (-1 Presence): your injury left you with nasty scars that are immediately obvious and shocking to the people you interact with.

Dulled (-1 Edge): whatever happened to you out there, you're not as sharp as you used to be. Maybe it's just some glitched out cyberware, or maybe you lost a little bit of what it takes to do this job.

Faded (-1 Essence): whether it fed the unnatural thirst of some paranormal creature, fueled a dark ritual, or just got hacked away by someone meaner and faster than you, you lost a piece of yourself.

You can't have the same chronic injury twice. If you are already Faded, and you take a second chronic injury, you'll have to choose something else. However, if you heal a chronic injury and recover the lost stat point, you could elect to take it again in the future.

GETTING BETTER

HEALING STUN

Stun damage is fairly simple to heal. At the end of an encounter, scene, or situation (in other words, once the character has a chance to take a breather), their stun damage is healed.

HEALING WOUNDS

Generally, as long as a character has not received more than 8 wounds, and has not failed a gut check, they are not incapacitated by injury (though they may be feeling very much

the worse for wear). Recovery from this level of injury is really a matter of time, and perhaps a small amount of attention from their, ah...let's say, primary care provider. Mechanically, injury of this nature will be healed during downtime, assuming that they get approximately two days of rest and basic medical care for each wound box they have.

Example: *Navy got hurt on her last run, but she was on her feet and processing oxygen at the end of it, so she considered it a job well done. She finished the run with 4 wound boxes checked. This means that she will need to have roughly 8 days of rest and medical care to heal those injuries, at which point, she's good as new.*

HEALING CHRONIC INJURIES

Chronic Injuries are not *necessarily* permanent injuries, unless the player wishes them to be. However, they can only be healed or ameliorated by major or long-term treatment. A chronic physical injury may be fixed via cybernetic replacement, for instance, which is a major surgical intervention. Chronic psychological injury may require therapy over a long term as well.

It is up to the GM and players to negotiate the specific plan for removal of a Chronic Injury. It may be that recovery may evolve into a shadowrun of its own, but that is not required: spending funds to pay for therapy, new cyberware, surgery, or the like is sufficient if you want to keep the story of the recovery as background events.

GETTING BURIED

With the rules covering stabilization, chronic injury, armor, and so forth it's actually fairly hard to all-the-way die in **Sixth World**. However, it can happen in a few different ways.

Failed to Stabilize: if the person attempting to provide First Aid to Bleeding Out character fails their move, the wounded character cannot be stabilized, and dies at the end of the encounter.

Continued Damage: if a character takes 6 damage beyond that 8th wound box (armor still counts!) they're too badly mangled to be saved. Players, understand that this can happen; GM's, be **really** careful with this one.

Overwhelming Kaboom: if a character is hit with an attack of such overwhelming power that surviving it strains all credulity, they're killed immediately. For example, if a character is, say, hit by an antiship missile, or falls into a crucible of molten iron...just forget it, they're gone.

The Last Run

The *faded* chronic injury can potentially reduce a character to zero essence. Mechanically, dropping to zero does not have an immediate effect: instead, you have until your next advance to regain that lost point of essence (so you have at least 1 essence).

If you elect not to regain a point of essence, you're signaling to the GM that it's time for your character's Last Run. The nature of this final adventure is up to you and the GM, but it will be your final walk in the shadows.

MAGIC

In the *Sixth World*, the magic has returned to the world, and dormant powers have reawakened. Magic is fueled by Essence, one of the variable point pools each character has.

ESSENCE

Three archetypes in the game - the **Adept**, the **Mage**, and the **Shaman** - are magically gifted, which means that they are able to spend their Essence to use their magical abilities.

The Adept: adepts turn their magical ability inward to improve themselves, sometimes to superhuman levels. An adept spends essence to temporarily modify his or her capabilities (for example the *Enhanced Ability* or *Killing Hands* moves).

The Mage: when a mage spends essence to power a spell, the player marks off the spent essence. That essence is not available for future spells until it is recovered. The amount of essence spent is a general indicator of the power, or Force, of the spell.

The Shaman: when a shaman spends Essence to summon a spirit or elemental, they are in effect committing or wagering some amount of essence to do so. The Essence spent indicates the number of services the spirit will perform (mechanically, the number of moves the spirit may make before dissipating). A Shaman allocates this essence at the time of summoning. If the summoning fails, the wagered essence is lost. If the summoning succeeds, then the essence is “tied up” until the spirit is dispelled/destroyed.

ESSENCE RECOVERY

All magic users may recover essence by resting. A substantial rest (usually a night’s sleep) will recover all Essence spent. Some archetypes have additional means of recovering essence, as described below:

The Mage: mages may use the **Center** move to recover some Essence without resting, simply by taking a moment to concentrate and recenter him- or herself.

The Shaman: because the essence used to summon a spirit is in effect a wager, when the spirit has performed its actions (or is dispelled by the shaman who summoned it), the essence “tied up” in the spirit immediately returns to the shaman. If the spirit is dispelled by another person, or destroyed, only half the wagered essence (round up) is recovered.

ASTRAL SPACE

Much like the Matrix, Astral Space is a sort of alternate universe adjacent to our own. It is where spells, spirits, magical creatures, wards and more reside.

When an individual **perceives** the Astral, they can see the entities existing in Astral Space. All three arcane archetypes can astrally perceive. In addition, they can perceive emotional

auras of living beings, as well as background magical nature of the area. When an individual **projects** themselves into astral space, they transfer their consciousness from their physical body to the astral plane, and can fully interact with other Astral entities and traverse great distances. The Shaman and Mage can astrally project.

The following effects occur while perceiving or projecting:

Perceiving: while astrally perceiving, take -2 ongoing to any moves in the physical world.

Projecting: you cannot take action in the physical world (your body is unconscious and helpless). When you make moves in astral space, always roll +Craft, instead of the usual stat.

ASTRAL QUESTS

The Astral also serves as a huge deposit of magical information, though most of the deepest knowledge is hidden in the metaplanes. Metaplanes are the planes beyond the Astral, the real sources of all magic. Every metaplane has a **citadel**, a core of pure magical energy that can alter the magical world. Accessing it can let you destroy a spirit permanently, learn some information such as the true name of a spirit, or learn an individual’s true aura. Note, however, an astral quest may only have a single goal.

Astral Quests are also dangerous in that you are stuck in a metaplane until you either complete your Quest or fail. You can’t give up, and you can never go back, only forward.

DOMAINS

To go on an Astral Quest, you must visit various metalocations known as **domains**, similar to Nodes in the Matrix (in fact, mapping these domains is a useful tool to keep play on track and engaging). The number and nature of these domains depends on the quest you are undertaking, but each one presents a challenge the character must complete in order to move on to the next domain. This could be fierce combat, a riddle, a puzzle or any variety of things.

Minor quests usually have 3 or 4 domains, while major quests can have up to 10 or more, all of which lead, ultimately, to the Citadel, where the quester will find the object or information they seek. Moving from domain to domain is as simple as willing yourself there once the task in the current domain is completed.

THE DWELLER

The first domain you encounter is always the Domain of the **Dweller**, a mystical being who blocks the entrance to the metaplanes. The Dweller knows everything about the quester, and will always question the nature your quest before granting passage. The Dweller is an enigmatic trickster, but if you go on quests often, you’ll get to know this being quite well.

THE MATRIX

The **Matrix™**, a world-spanning high-fidelity virtual reality network, is the domain of the Hacker. A hacker's job is unique, and the conflicts they face usually take place in the gleaming virtual world of the matrix. However, this conflict is no less important—or deadly—than the one their street sam buddy is going through. With security hackers, rogue software, and deadly black IC out there, a piece of Matrix code can be every bit as lethal as a 7.62mm bullet.

BUILDING SYSTEMS

Including matrix and hacking challenges for the Hacker is one of the things the GM should keep in mind as gameplay evolves; a hacker with nothing to hack is a sad panda indeed. One way to do so is outlining a **system**. This is different from hacking devices individually or wireless hacking (see the sidebar, “Wired or Wireless?”).

NODES

A matrix system is made up of a series of Nodes. Each node represents a particular secured (or, if the hacker is lucky, non-secured) region of the network that can be penetrated and controlled. GM's are encouraged to draw simple maps of connected nodes, or create a list of different nodes and brief notes about them for to use when the Hacker starts slinging code.

Different nodes have different purposes, challenges, and pay-offs:

Security Node: this node houses and dispatches intrusion countermeasures.

Datastore: this node contains data, and may have encryption or even a data bomb failsafe to render data useless if intrusions are detected

Credentials Node: contains user credentials or grants permissions which can help the hacker avoid detection or access secured areas

Process Node: runs a process on the network, slowing down the activity of other system software

Control Node: this is a node to which multiple device nodes are connected; it serves as a master controller for the attached devices.

Device Nodes: a single device connected to the network. Devices range from cameras to security drones to maglocks; almost everything is connected. Devices are frequent targets for intrusion attempts. Most simple devices have minimal privilege on the network, but that is often enough.

ARMORED NODES

Many matrix nodes have only one layer of security: once you hack in, the node is yours. However, more secure systems have additional defenses. These nodes, called **armored**

nodes, are both hardened against intrusion and contain intrusion countermeasures.

Mechanically, Armored Nodes have both Wounds (how many is up to the GM), and embedded Intrusion Countermeasures (see **Threats**, page 44) which fight back against intruding hackers.

It's possible to have nodes that have only Wounds, but no defensive IC. In this case, the node is effectively defenseless, and the Hacker simply deals damage to the node.

ALERT LEVELS

A System has four **Alert Levels**, representing both how aware the system is that it has been compromised, and how actively it will attempt to locate, identify, and stop the intrusion.

Green: the system is unaware that it has been compromised.

Yellow: the system has detected a possible intrusion. Routine notifications are dispatched, but no direct countermeasures are taken..

Orange: the system is aware of an intrusion and is actively trying to locate, disable, and trace the hacker. Nonlethal countermeasures are approved.

Red: the system is aware of a serious intrusion. Lethal countermeasures are approved.

HACKING

When a Hacker encounters a node or device, he or she must first hack into the node using the **Sling Code** move. Once inside, the Hacker can transit through the node, or take advantage of any actions or bonuses the node provides (unless it is an Armored Node or is protected by IC, in which case it will not be nearly so trivial to use the node's functions).

Wired or Wireless?

Although node maps evoke a particular style of Matrix runs, namely using the “wired connection” paradigm of older editions of *Shadowrun*, you can easily use wireless hacking, or a mix of the two. For wireless hacking, all devices are a node. They may contain multiple nodes inside, as well, or be standalone., but they're also usually accessible via a wireless connection (or if not, accessible via connection to another device that does).

Devices such as firearms, cyberware, and other items carried by individuals are also fair game for hacking. In such case, assume them to be armored nodes. You'll need to indicate how many wounds the device has, and how much damage it can do to a hacker, if any.

A sample device might be:

Commlink [6 wounds, 1d4 stun dmg]

An armored node or device can only deliver its damage in matrix combat; the commlink above didn't suddenly become a taser.

LEGWORK & DOWNTIME

While most of the interesting parts of *Sixth World* happen in the middle of a shadowrun, most shadowrunning teams, if they have the opportunity, will take time to do some research on their run and the people associated with it, and gather necessary equipment, before they stick their head in the alligator's mouth.

Likewise, after a run, shadowrunners might take some time to go to ground, heal up their wounds, spend some of their ill-gotten nuyen, and generally maintain a low profile while the aftermath of their latest job blows over. The cycle of activity in *Sixth World*, then, can usually be described as

LEGWORK > THE RUN > DOWNTIME

(Please note this is *descriptive*, not *prescriptive*: your games don't have to resemble this in the least, if you don't want them to!)

In *Sixth World*, the research portion of the run is called **legwork**, and the time after a run—and before the work starts on the next run—is generally referred to as **downtime**. While legwork has some optional rules to structure it, downtime is much less rules-oriented, and is handled much like downtime in other games: narratively, as a chance for players to talk about what's going on without rolling dice, and to set the stage leading up to the next run.

LEGWORK

Shadowrunners do not (always) charge headlong into danger, guns and spells blazing. In fact, those who do generally only do it once.

Instead, a savvy runner does legwork before a run, getting as much information as possible within the time they have. This section outlines how to play through the legwork process, letting the players create details that give them advantages, while giving you a few wrenches to throw in the works in return. The methodology below was originally described in the "Dirty Dungeons" segment of John Wick's *Play Dirty* gaming advice videos, and is an option for lending more mechanical weight behind the legwork that goes into a shadowrun. There are 3 basic steps:

1. PROVIDE THE ANCHOR

Give the players a premise they have to deal with. This can be anything from "extract scientist X from the corporate facility at Y" to "a Humanis Policlub group is preparing a terrorist attack and we want it stopped."

2. START THE LEGWORK

During the actual legwork, characters search for information, speak to contacts and other NPCs, purchase or otherwise acquire equipment, get assets into position, and discover details that will help flesh out the mission. Details discovered in this fashion are awarded through moves taken during the legwork phase.

When a detail is uncovered, **the player establishes the nature of the detail: what it is and why it's valuable.**

Details found this way can be anything from floor plans to passkeys to security procedures, whatever a player might think is useful. Problematic details (too much of an advantage, one-shot-mission-solvers, mission-evaders, and the like), however, should be discussed immediately, and replaced with something else that's more reasonable and believable.

When a character discovers or establishes a detail, add a point to the Mission Pool (it's probably best to use poker chips or pennies or something to track Mission Points). Continue gathering details and building the Mission Pool until the players are satisfied or any game-imposed time limits run out.

3. GATHER COMPLICATION POINTS

While the players are prepping their info, they are also building up a number of Complication Points you'll have available. Every Legwork move specifies how much time is spent, and for every day of "game world time" spent on Legwork, you add one point to your Complication Pool—the longer they spend getting ready, the more likely it is that the details might change a bit.

MISSION POINTS

At any point during the run, a player may draw one point from the Mission Pool and spend it to **boost** their next move. Players *must* use the Mission Point on their next move (they can't hold onto it until later - once drawn from the pool, it's use it or lose it). Additionally, once a Mission Point is used, it is removed from the mission pool. Mission Pools do not refresh (the only way to get another mission pool is, of course, to get another mission).

COMPLICATION POINTS

When the characters gather information for a run, it is important for the GM to remember that *all of the information they gather is true*. Detail gathering is an opportunity for players to declare what they know to be true about a mission, and not an opportunity for the GM to feed them erroneous information. On the other hand, if everything always went exactly to plan, it wouldn't be a shadowrun!

To introduce these little wrinkles, the GM may spend complication points to throw a small wrench into the works, by declaring a change or inaccuracy in one of the details discovered during mission prep.

Example: during mission prep, the characters discovered that security patrols on the 6th floor of their target building happen in two shifts, but there is a 5 minute gap in coverage they could exploit. As they approach the entry point from an adjacent building, the GM elects to spend a complication point to introduce a twist - a new guard is being trained, and he and his supervisor happen to be right near the window where the team was going to make their entry.

Complication Points are an opportunity to use a GM Move to alter a detail the characters discovered legwork (in the example above, the GM has revealed an unwelcome truth about the security patrols), with the added concession that you have spent a limited resource in order to do so.

In that vein, a caution to the GM: use care when introducing complications. Remember that much of the detail provided by the players will be plenty exciting - and get plenty complicated - simply by playing to see what happens. Because success with a cost is a constant companion in Sixth World, the characters' own actions are going to complicate things, so you should let the details they have help them out.

Finally, remember that Complication Points can *only* be spent to alter a mission detail, and they *must* be spent if you wish to do so. Spend carefully, and only when it will make things more interesting - never just to screw the characters.

Like Mission Points, Complication Points, once spent, are gone.

LEGWORK MOVES

This section's title is a bit of a misnomer. *Sixth World* doesn't specify a fixed set of approved "legwork moves," nor any "legwork only" moves. Nevertheless, several moves (both secondary moves as well as some archetype moves) involve preparation, information gathering, training, and similar activities. Moves that feature prominently in preparation and legwork include:

- Citation Needed
- Pull Strings
- Hit the Books
- Go Shopping
- Build a Legend (Face)
- I Know A Guy (Face)
- Contracts Available (Mercenary)
- Field Trial (Mercenary)
- Gun Cage (Ex-cop)
- Pharmacy is Open (Street Doc)

OTHER ACTIVITIES

Other activities that can be done during legwork (or during downtime) include writing programs (page 64), spellcrafting (page 65), working on gear (page 58), or bonding with new spirits (page 67). The rules for each of those activities specify the time the character must spend to successfully complete the activity.

DOWNTIME

Downtime is, in effect, "free time" for the characters. This is the time spent dealing with their lives outside of shadowrunning: recovering from injury, paying their rent, working out, getting drunk, or spending time with family (believe it or not, not every shadowrunner is a hyperparanoid loner drifter with nothing to lose).

Time spent in downtime is handled in a narrative fashion. If something done during downtime specifies an amount of time required, that time is spent, but that serves mainly to indicate the overall passage of time in the world, rather than racing toward an oncoming deadline.

On the other hand, the world does live and breathe. If an event is coming, it will happen when it happens, and will not necessarily wait for the characters' schedules to line up. (On the upside, unless the event is "bombs fall, everybody dies," then world events that happen during downtime should only serve to make the runners' lives more interesting).

DOWNTIME MOVES

Although downtime is largely a move-free time, moves can occur then. One move that *must* occur during downtime is the **Advance** move (page 5), where characters can to reflect on their experience and improve themselves.

EQUIPMENT

In this section you'll find example equipment (weapons, cyberdecks, vehicles, etc.) available in the Sixth World. This isn't an exhaustive list of what's available; rather, they're just samples of some classic items to help you get playing quickly. Also, although it's not exactly the correct word, in this document the term equipment refers to pretty much any resource the character has (so spells and spirits are also considered "equipment" for the sake of simplicity).

Sixth World also offers rules to create customized and personalized versions of the following:

- weapons
- cyberdecks
- vehicles and drones
- spells
- programs
- spirits

If you want to create and customize your own stuff, check out the **Creating Gear** section starting on page 58. That section explains *Sixth World's* "template-based" customization system.

Of course, you should also feel free to simply make up new equipment or add in things you think are missing—just because there isn't a set of creation rules for something doesn't mean it doesn't exist!

EQUIPMENT TAGS

Equipment—like many items in *Sixth World*—is described in terms of **tags**, which are short keywords that indicate various capabilities or qualities. Certain tags apply to multiple kinds of equipment (such as *obvious*, *supply*, or *armor*). Tags that only apply to specific kinds of equipment are described in the listing of that kind of item. The following tags apply to multiple types of equipment.

2-hand: this item must be used with both hands

armor +n: grants a +n bonus to existing armor

armor n: grants n Armor (for vehicles or drones, indicates armor rating, and is abbreviated *arm*)

arcane: can only be used by magical archetypes

area: affects multiple targets

+bonus: grants a bonus to a particular move; e.g. +1 to Stay Frosty

conceal: this weapon or item is easily hidden and will not be spotted by enemies

damage n: the amount of damage a weapon or other item deals. Abbreviated *dmg*

heal n: restores n wounds

ignores armor: bypasses the target's armor

loud: noisy and audible to anyone with functioning hearing; for weapons, it means the weapon cannot be suppressed

messy: deals damage in a particularly gruesome way

obvious: cannot be concealed, or is immediately visible to any observer

range: the range(s) at which the weapon or other attack is

effective. Ranges are **touch (t)**, **close (c)**, **short (s)**, **medium (m)**, and **long (l)**.

shock: the weapon deals electrical shock

special (description): if the effect of the item requires explanation, use this tag.

stun: this weapon or attack deals Stun damage only

subtle: not easily noticed (as opposed to *conceal*, which means it is unnoticeable)

Supply n: the amount of supplies or uses you can get out of an item. Each use of the item consumes 1 supply (unless otherwise stated).

WEAPONS

WEAPON TAGS

2-hand: this item must be used with both hands

AP n: this weapon ignores n points of armor; note that each point of AP requires the payment of the 25% customization premium

auto: this weapon can fire in full auto mode. Abbreviated *fa*.

burst: this weapon fires in burst mode. Mark off 1 additional Ammo to deal +1 damage. Abbreviated *bf*.

chem: this weapon delivers a chemical agent of some kind to the target; depending on the delivery mechanism, armor may be ignored.

forceful: when this weapon deals damage, it also deals 1 *stun*

fuzed: this weapon cannot be used at less than the shortest range increment listed

reload: after using this weapon, it takes more than a moment to reload it.

semiauto: this weapon fires one shot every time the trigger is pulled. Abbreviated *sa*.

stabilized: this weapon cannot be fired except from a bipod, tripod, or supported position.

suppressed: this weapon makes little to no noise when fired

thrown: this item can be thrown. If thrown, the range is *short*.

vented: the weapon has recoil venting, granting +1 to Suppression Fire

WEAPON CONVERSIONS

Rather than reproduce a listing of shadowrun weapons here, or provide an overly generic "heavy pistols do this, and assault rifles do this," the following guidelines should help you convert weaponry from Shadowrun 4th or 5th edition core rulebooks. Keep in mind these are guidelines and not hard and fast rules; feel free to adjust weapons by hand to get them "just so."

Weapon Type: Self-explanatory

Weapon Range: generally, melee weapons are range *c*, pistols and SMGs either range *s* or range *s/m*, and rifles and other longarms are tagged range *s/m/l*. Exceptions to

this include sniper rifles, which are optimal at long range (range l) only, and heavy weapons which generally are best tagged range m/l.

Damage Type: stun weapons should get the stun tag

Damage Value: the damage value of a weapon in Sixth World should be roughly one-half the damage value of the weapon as listed in the Shadowrun core books. Damage can either be fixed value or dice-based. For weapons that incorporate Strength into their damage ratings, you can add the character's Hard rating (for instance, 2+Hard dmg).

Example: the Ares Predator V does 8P damage according to the Shadowrun Fifth Edition core book. In Sixth World, the damage would be either 4, or a dice value approximating that (e.g., 1d8).

Armor Piercing: divide the AP value in the Shadowrun core books by 2 to get the Sixth World equivalent AP value.

Ammo: divide the weapon capacity listed in the Shadowrun core books by 5 to arrive at the ammo value for the Sixth World equivalent weapon (note that some weapons may require some adjustment by hand on this point, and single-shot weapons should have ammo 1).

Other Tags: assign other tags as appropriate (such as firing modes, whether they require two hands, and so forth) to round out or customize the weapon.

Cost: dividing the cost by between 2 and 4 will generate an appropriate price for Sixth World use.

EXAMPLE WEAPONS

The following examples use the conversion guidelines above and some individual tweaking to create a Sixth World weapon. Damage values are shown both as dice values and as the fixed-value equivalent.

MELEE WEAPONS

Combat Axe [range c, messy, dmg 3+Hard/1d8, 2AP, 250¥]

Combat Knife [range c, dmg 1+Hard/1d4+1, 1AP, 100¥]

Fists/Feet [range c, 1d6 dmg, stun]

Katana [range c, dmg 3+Hard/1d8, 1AP, 500¥]

HOLD-OUT PISTOL

Streetline Special [range s, sa, dmg 3/1d6, ammo 2, conceal, 40¥]

LIGHT PISTOL

Colt L36 [range s/m, sa, dmg 3/1d6, conceal, ammo 3, 500¥]

HEAVY PISTOL

Ares Predator V [range s/m, dmg 4/1d8+1, sa, AP 1, ammo 3, 675¥]

SUBMACHINE GUN

HK227 [range s/m, sa/bf, dmg 4/1d8, suppressed, ammo 5, 360¥]

ASSAULT RIFLE

Colt M23 [range s/m/l, 2-hand, sa/bf, dmg 5/1d10, 1AP, obvious, ammo 3, 850¥]

SHOTGUN

Defiance T-250 [range s/m, sa, dmg 5/1d10+1, obvious, loud, forceful, ammo 2, 150¥]

SNIPER RIFLE

Ranger Arms SM-5 [range l, sa, 2-hand, dmg 7/1d12+1, AP 3, ammo 3, 9,000¥]

HEAVY WEAPON

Ingram Valiant LMG [range m/l, 2-hand, loud, fa, stabilize, obvious, loud, messy, dmg 5/1d12, ammo 10, 1AP, 2,000¥]

SPECIAL WEAPONS

Crossbow [range c/s/m, 2-hand, dmg 3/1d6, suppressed, reload, 175¥]

GRENADES

Frag [thrown, area, forceful, dmg 9/2d8+1, 50¥]

Smoke [thrown, area, +1 to Stay Frosty, 10¥]

Stun [thrown, area, dmg 5/1d10+1, stun, 50¥]

ARMOR

Armor provides protection against incoming attack, reducing the damage dealt by the armor value. Armor of the same type (e.g. *inherent*) does not stack. Armor of differing types can stack. To convert armor from the *Shadowrun Fifth Edition* rulebook, divide the armor value by 3 to get the *Sixth World* equivalent. Armor has the following unique tags:

inherent: this armor is either implanted, or occurs naturally.

Cyberware armor is inherent armor.

worn: this armor is worn on the body

mystic: this armor is magical in nature

SAMPLE ARMOR

Lined Coat [armor 3, obvious, worn, 450¥]

Ballistic Vest [armor 3, obvious, worn, 200¥]

Synth-leather Armor [armor 1, subtle, worn, 250¥]

Armor Charm [armor +1, mystic, conceal, 400¥]

CYBERDECKS

Cyberdecks are the essential tool of the hacker. They are the Hacker's connection to the Matrix. Cyberdecks have the following special tags:

CPU: the raw processing power of the deck

Mask: the stealthiness of a cyberdeck

Hardening: the deck's resistance to damage; this acts as armor protecting the hacker

Storage: the deck's capacity for loaded programs

EXAMPLE DECKS

Allegiance Alpha [CPU 1, mask 1, hardening 1, storage 8, 25,000¥]

Fuchi Cyber-4 [CPU 1, mask 2, hardening 1, storage 8, 50,000¥]

Fuchi Cyber-7 [CPU 3, mask 1, hardening 1, storage 8, 75,000¥]

Fairlight Excalibur [CPU 3, mask 2, hardening 1, 100,000¥]

PROGRAMS

Programs run on a cyberdeck. Hackers don't need programs do to their job—they can sling code well enough to bend the matrix to their will on the fly—but a program can improve their chances or offer special tricks to help the hacker.

Programs have the following special tags:

routines: the different routines that make up the program. See **Writing Programs**, page 64, for details about routines.

size n: the amount of space a program takes up in the cyberdeck's storage.

Armor or damage tags on programs only work when in the Matrix.

RUNNING PROGRAMS

When a program is loaded into the storage on a cyberdeck, it is assumed to be running. If the hacker has to change programs, they may do so at any time; however, if it would be despite risk of some sort (for instance, while in combat with IC), then they must *Stay Frosty*.

AGENTS

Hackers can compile separate programs into pseudo-sentient matrix entities called **agents**. See the Programs section (page 64) for more information.

SAMPLE PROGRAMS

Armor [*armor +2 (matrix only), routines (armor x 2), size 4, 500¥*]

Black Hammer [*dmg 1d6, relocate hostile programs, routines (armor, bounce), size 4, 500¥*]

Stealth [*mask +2, routines (stealth x 2, interference), size 6, 750¥*]

Lockpick [*mask +1, +1 to hack Data nodes, routines (stealth, decrypt), size 4, 500¥*]

Assassin [*mask +1, dmg 2d6b, armor +1, routines (stealth, armor, attack x 2), size 8, 1,000¥*]

Ghost [*mask +2, routines (stealth x 2), size 6, 500¥*]

Tarpit [*slow alarms and relocate hostile programs, routines (bounce x 2, interference), size 6, 500¥*]

Bloodhound [*+2 Check the Situation in the matrix, +1 to hack data nodes, routines (analyze x 2, decrypt), size 6, 750¥*]

Medic [*heal 2 matrix damage, routines (repair x 2), size 4, 500¥*]

Codebreaker [*+2 to decrypt data nodes, routines (decrypt x 2), size 4, 500¥*]

VEHICLES

Vehicles have the following special tags:

Power (pwr): the vehicle's horsepower, speed, and acceleration.

Armor (arm): the vehicle or drone's armor rating.

Frame (frm): the vehicle's or drone's resilience. This is the equivalent of a vehicle's wounds. Remember that small arms deal half damage to vehicles.

Sensors (ssr): the quality of the vehicle's sensors (used when Checking the Situation while driving or piloting the vehicle)

Seats n: the number of people who can normally occupy the vehicle, including the driver or pilot

Fuel: fuel or battery capacity

VEHICLE CONVERSIONS

To convert drones or vehicles from *Shadowrun Fifth Edition*, use the following guidelines to get a baseline conversion, and then adjust as necessary.

Power: equal to one-half the Handling rating

Armor: equal to one-half the Armor rating

Frame: equal to the Body rating

Sensors: equal to one-half (round up) the Sensor rating

Tactical: equal to one-half (round up) the listed Pilot rating

BIKE

Harley Scorpion [*seats 1, pwr 26, arm 4, frm 8, ssr 1, 17,500¥*]

CAR/TRUCK

Ford Americar [*seats 4, pwr 2, frm 11, ssr 1, arm 3, fuel 3, 16,000¥*]

GMC Bulldog [*seats 8, pwr 1, frm 16, arm 6, ssr 1, fuel 3, seats 6, 45,000¥*]

DRONES

Drones have most of the same qualities as vehicles, although they lack the seats tag, and replace it with the following:

Tactical: the quality of the drone's tactical expert system, which comes into play when the drone is in autonomous mode. Abbreviated *tac*.

Armed drones also use the damage tag, indicating the damage of their built-in weapon systems.

GROUND DRONE

GM-Nissan Doberman [*pwr 2, frm 4, ssr 2, arm 2, tac 2, dmg 5/1d10, fuel 3, 4,000¥*]

AIRBORNE DRONE

MCT Roto-Drone [*pwr 2, frm 4, arm 2, ssr 2, dmg 3/1d6, tac 2, fuel 2, 15,750¥*]

CYBERWARE

The cyberware items in the Archetype's starting packages are shown here with all their tags. Cyberware has the following special tags:

add-ons: this is installed in an existing piece of cyberware, instead of independently. The item takes up *capacity* equal to its essence cost.

always on: the implant remains on all the time. If adding this tag to an item that modifies a move, multiply the cost of the implant by 2.

capacity n: the cyberware item has capacity for *n* add-on items.

device: this implant is a device of some sort (usually a weapon or computing tool) that does not offer sensory

modification.

link (device): this cyberware must be connected to the proper kind of device to be effective

loaner: this implant was given to you by an organization lots of money, and they expect you to repay them somehow.

resist (hazard): the augmentation protects against particular environmental hazards such as toxins or electrocution
sealed: a sealed implant requires at least an hour and the proper tools to reload or refill.

sota: state of the art; sota cyberware has a lower essence cost than equivalent standard cyberware

toggle: this item is toggled on and off (that is, once activated, it stays on).

used: this implant started its life in someone else's body. The first time you fail a move related to the implant or are in a situation where the added capability of the device comes into play, roll 1d6. On a 3 or better, you're fine. On a 2, the implant simply fails gracefully. On a 1, the implant goes haywire:

- If the implant modifies a move, that move is glitched until you get it fixed or shut down
- If the implant provides a capability, that ability suddenly poses a big problem
- You can shut down a haywire implant by spending a point of Edge.

ACTIVATING CYBERWARE

To gain the benefits of any of the following items, you must spend a point of Edge to activate the implant. Implants that offer no mechanical benefit (related to moves or defenses), such as cyberlimbs, are always on—you don't have to spend edge to use them.

HEADWARE

EYES

Cybereyes [*always on, capacity 2, essence 1*]

Thermographic Enhancement [*ability(thermographic vision), essence 1*]

Vision Magnification [*always on, ability(long distance vision), essence 1*]

Low-light enhancement [*ability(low-light vision), essence 1*]

Camera [*ability(record video or images), essence 1*]

EARS

Cybears [*always on, essence 1*]

Damper [*ability(resist:sound), essence 1*]

Noise Filter [*ability(enhanced hearing), essence 1*]

Recorder [*ability(record audio or video), essence 1*]

Ultrasound System [*ability(perceive ultrasound), essence 1*]

OTHER

Cranial Cushion [*always on, armor +1 vs. stun, essence 1*]

Tactical Computer [*modifies(Check the Situation: use Combat instead of Awareness), essence 1*]

Synaptic Hardening [*armor +1(matrix only), essence 1*]

Voice Modulator [*ability(alter voice), essence 1*]

BODYWARE

Active Camouflage [*special(if you remain motionless, enemies cannot see you), essence 2*]

AutoDoc [*special(gain 1 extra wound box), toggle, essence 3*]

Bone Lacing [*always on, special(deal lethal damage when unarmed, gain 1 additional wound box), essence 2*]

Boosted Reflexes [*modifies(Stay Frosty: hold 1), special(incompatible with wired reflexes, cannot be upgraded), essence 2*]

Cyberarm/Cyberleg [*always on, device, obvious, capacity 2, essence 3*]

Dermal Plating 1 [*armor +1, inherent, always on, essence 2*]

Dermal Plating 2 [*armor +2, inherent, always on, essence 3*]

FeatherTouch [*ability(enhanced sense of touch), essence 1*]

Gyrostabilizer [*modifies(Suppression Fire: hold 1), essence 2*]

Hand Razors [*range c, dmg 1d4 dmg, essence 1, toggle*]

Light Cybergun [*range c/s, 1d6 dmg, toggle, sealed, essence 2*]

ReadiMed System [*modifies(First Aid: hold 1), supply 2, sealed, special(can also modify relevant Street Doc moves), essence 2*]

Skillsoft [*link(skillwires), special(required for skillwires to function; specify area of knowledge when purchasing)*]

Skillwires 1 [*modifies(Drop Science: hold 1), link(skillsoft), essence 2*]

Skillwires 2 [*modifies(Drop Science: hold 2), link(skillsoft), essence 3*]

Shocktrodes [*range c, dmg 1d4 stun, essence 1*]

Smartlink [*move(Rock & Roll: add +1 damage on 10+, on 7-9, don't mark off ammo), ranged, essence 1*]

Spurs [*range c, dmg 1d6, essence 2, toggle*]

Wired Reflexes 1 [*modifies(Stay Frosty: hold 1), essence 2*]

Wired Reflexes 2 [*modifies(Stay Frosty: hold 2), essence 3*]

OTHER EQUIPMENT

DRUGS

Costs listed below are per dose (one dose equals 1 Supply)

Bliss [*take +1 to Gut Check, lasts 2 hours, 15¥*]

Cram [*take +1 to Stay Frosty, lasts 3 hours, 10¥*]

Deepweed: [*user can perceive Astrally, lasts 1 hour, 400¥*]

Jazz [*take +2 to Stay Frosty, lasts 30 minutes, 75¥*]

Kamikaze [*take +1 to Rock & Roll and Gut Check, lasts 1 hour, 100¥*]

Long Haul [*you can go without sleep for four days with no consequence, 50¥*]

Nitro [*take +2 to Rock & Roll and +1 to Gut Check, lasts 30 minutes, 75¥*]

Novacoke [*take +1 to Push Someone and Check the Situation, lasts 2 hours, 10¥*]

Psyche [*take +1 to Drop Science, lasts 3 hours, 200¥*]

Zen [*take +1 to Stay Frosty, lasts 30 minutes, 5¥*]

BTLs [allow you to experience almost anything virtually, lasts 30 minutes to 3 hours, 20-100¥]

MISCELLANEOUS

Medic Patch [supply 1, heal 2, 500¥]

Stimulant Patch [supply 1, take +2 to next move, take 1 stun afterwards, 175¥]

Antidote Patch [halts poison damage, 200¥]

Trauma Patch [supply 1, +1 to First Aid Move, 300¥]

Quik-Hax Kit [supply 4, bypasses low-grade security locks/electronic devices, 350¥]

Spy Kit [supply 4, +1 to Citation Needed or Check the Situation (assuming bugs haven't been found), 4000¥]

Countersurveillance Kit [supply 4, +1 to Check the Situation to search for bugs, 3000¥]

Infiltrator's Kit [supply 4, +1 to Stay Frosty to infiltrate or avoid detection, 1,000¥]

MAGICAL SUPPLIES

FOCI

A focus is a mundane item that has been imbued with an astral construct. When used by someone to which it is attuned, a focus helps them channel astral power greatly enhances their abilities.

ATTUNING

Before a focus can be used, the user must **attune** themselves to it. To do so, they must invest at least one point of essence into the focus. Essence committed in this fashion remains spent until the user de-attunes themselves from the focus, or the focus is destroyed, at which point the essence is recovered.

TYPES OF FOCI

Spell Focus: a spell focus enhances the casting of a *specific* spell. When attuned, the mage using the spell focus has hold equal to the Essence spent attuning the focus. Spend this hold toward casting that specific spell.

Spirit Focus: a spirit focus enhances the summoning of a *specific* type of spirit. When attuned, the shaman has hold equal to the essence invested in the focus toward summoning that specific spirit type.

Weapon Focus: weapon foci are primarily used by adepts. When attuned to a weapon focus, the adept using it has hold equal to the invested Essence to spend on the Rock & Roll move or on dealing damage.

FETISHES

Fetishes are essentially one-shot magical supplies—small mundane objects imbued with structure and energy of a spell or summon a spirit, needing only to be triggered by the mage or shaman.

INVESTING

To create a fetish, the mage or shaman decides what spell or spirit to place into the fetish, and then **invests** the fetish with power, spending the Essence required for the spell, or the

essence they wish to provide to the spirit. Essence invested in a fetish in this manner remains spent until the fetish is used, at which point it immediately returns.

ACTIVATING A FETISH

Normally, to cast a spell or summon a spirit, the mage or shaman must make the *Cast a Spell* or *Conjure* moves. With a fetish, this is no longer the case: instead, they can simply declare that they're using it (making any other moves that the fiction would dictate of course, for instance, *Stay Frosty*). Once triggered, the stored spell or spirit is immediately cast or conjured. The fetish is good for a single use, after which it crumbles to dust.

SPELLS

Like other equipment, spells (although they're not exactly "equipment") are described in terms of tags. Spells have the following special tags:

Essence: the minimum Essence expenditure required to cast the spell.

Effect: describes the actual result of a successful casting of the spell.

RANGE TAGS

Spells use the same range tags as weapons.

TARGET TAGS

Self: the spell only affects the caster

Metahuman: the spell only affects metahumans

Creature: the spell affects any living creature

Spirit: the spell affects only spirit beings

Object: the spell affects inanimate objects

Device: the spell affects technological devices

DURATION TAGS

Instant: the spell occurs very quickly.

Short: the spell lasts long enough for the target to take one move, more or less.

Triggered: this spell is triggered by an outside event (for instance, taking damage)

Sustained: the spell remains in effect for a period determined by the caster. Essence spent on this spell cannot be recovered until the spell is ended.

SPELL CONVERSION

Use the following guidelines to guide your conversion of spells from the Shadowrun core rulebooks. Example spells follow these guidelines.

Range: spell range can be either touch, line of sight, or use one of the range increment established for weapons in Sixth World (in Shadowrun, spells are either touch or line-of-sight, so feel free to adjust as needed).

Damage: for combat spells, the damage is equal to two times the essence cost of the spell, or the equivalent dice value.

Essence Cost: the essence cost of the spell is based on the Drain value given in the Shadowrun core books. For spells with drain values of F or F-1, the essence cost is 3. For spells with drain values of F-2, F-3, or F-4, the essence cost is 2. For spells with drain values of F-5 or F-6, the essence cost is 1.

Effect: this is the most flexible part. Aside from combat spells, most spell effects can be handled in the game fiction. However, if you want to create some mechanics around spells, the following tips may help:

Detection Spells: these should provide bonuses to Checking the Situation, Staying Frosty, or other moves that involve learning something, or they should provide previously unavailable sensory input.

Health Spells: these should affect injury, heal wounds, or modify stats.

Illusion Spells: these are primarily narrative in nature, but they may also affect such moves as Staying Frosty

Manipulation Spells: again, these are primarily narrative or have a single effect.

COMBAT SPELLS

Mana Bolt: deals 4 (1d8) damage (bypassing armor) to creatures or spirits at short/medium ranges. *Tags: range s/m, dmg 4/1d8, ignores armor, essence 2*

Knockout: deals 3/1d4+1 stun (bypassing armor) to creatures in touch range. *Tags: range t, dmg 3/1d8, stun, ignores armor, essence 1*

DETECTION SPELLS

Analyze Device: take +1 to your next move involving the device being analyzed, or learn what the device does. Costs 1 essence. *Tags: range touch, essence 2*

Clairvoyance: when you Check the Situation, you can ask questions about a location you cannot see within the range of the spell. *Tags: range c/s/m/l, essence 2*

HEALTH SPELLS

Heal: when you touch the target, heal 3 wounds. *Tags: range t, exhausting, essence 2*

Increase Attribute: when you touch the target, choose 1 stat. Moves using that stat take +1 while the spell is sustained. *Tags: range t, exhausting, essence 2*

ILLUSION SPELLS

Chaotic World: when you cast this spell, you can hold 1 to spend on your or your teammate's moves. *Tags: range c/s, 3 essence*

Silence: while you sustain this spell, all sound is silenced in the area you specify. *Tags: range c, area, essence 3*

MANIPULATION SPELLS

Light: while you sustain this spell, an area you specify is illuminated by bright light. *Tags: range s, area, essence 2*

Fling: when you cast this spell on a target you are touching, you hurl the target out of melee range. *Tags: range t/c, essence 2*

SPIRITS

Spirits are the companions and tools of the Shaman, who summons them from the astral plane to perform services for him. Spirits have the following special tags:

aspect: the spirit takes on the appearance of their domain, and is invisible in their domain unless it chooses to be seen. Elementals automatically gain this tag, otherwise it requires 1 spirit point.

desert: a spirit of the forbidding landscape of the deserts

earth: a spirit who dwells in the earth, caves, or landscape; earth spirits are widespread

elemental: these spirits represent the basic four elements, air, earth, fire, and water, and can be summoned anywhere.

engulf: the spirit may enclose a target in the substance of its domain, typically (but not always) dealing damage.

enthrall: use this stat for the Enthrall move

forest: a spirit of the forests, woods, or similar areas

generous: the spirit will perform one extra move; adding this tag costs 1 spirit point.

guard: use this stat for the Guard move

harm: use this stat for the Harm move

insubstantial: damage dealt and taken is halved

mentor: use this stat for the Mentor move

mountain: a spirit that dwell in foothills, crags, ridges, and other mountainous terrain

natural: natural spirits are spirits associated with particular domains (such as "city spirits" or "mountain spirits").

plains: a spirit of the open plains, grasslands, fields, and farms

robust: the spirit is particularly resistant to damage; all damage rolls against it are [w]. Adding this tag costs 1 spirit point.

search: use this stat for the Search move

sky: a spirit of the open sky

storm: a spirit of storms and harsh weather

swamps: a spirits of the depths of the swamp, bayou, or wetlands

urban: a spirit dwelling in urban or developed lands, especially cities

water: a spirit of lake, river, or ocean

weakness (specify): the spirit has a weakness to a particular material or element which ignores insubstantiality, armor, and robustness. Adding this tag allows the free addition of another tag.

wild: this spirit has an extra spirit point, but the shaman must take -1 when he or she conjures it

SPIRIT MOVES

Spirits are independent entities, and have their own moves. Their moves correspond to the *harm*, *search*, *guard*, *enthrall*, and *mentor* tags.

HARM: when a spirit **attacks someone or something**, roll+Harm. On 10+, the spirit deals its damage. On 7-9, the spirit deals damage, but also takes damage.

SEARCH: when the spirit **attempts to locate individuals or items within its domain**, roll+Search. On 10+, the spirit locates the item and can tell the Shaman where it is. On 7-9, the spirit can tell the shaman whether the item or person is within its domain, but not its specific location. Note: the GM and player should determine the search range for elementals.

GUARD: when a spirit **stands in defense of its domain or inhabitants thereof**, roll+Guard. On 10+, the spirit prevents damage or hostile effects from occurring. On 7-9, the spirit halves damage or the potency of a hostile effect.

ENTHRALL: when a spirit **attempts to control someone's actions or thoughts**, roll+Enthrall. If the target is a:

- An NPC: On a 10+, the spirit issues two instructions that the NPC must follow, or take 3 damage. On 7-9, the spirit may issue one instruction.
- A PC: On a 10+, both of the following apply. On 7-9, only 1 applies:
 - If the character complies, they mark XP
 - If the character refuses, they must *Stay Frosty*

MENTOR: when a spirit **imparts knowledge or truth**, roll+Mentor. On 10+, the GM provides, in secret, a useful or interesting piece of information to the target. On 7-9, the GM provides an interesting piece of information.

EXAMPLE SPIRITS

There are 5 general spirit **natures**: **Watchers** simply observe and report. **Teachers** seek to instruct and guide others, but are reluctant to do harm. **Protectors** seek to defend their domain and its inhabitants, while **Destroyers** seek battle, blood, and vengeance. Finally, **Seducer** spirits desire control and devotion.

ELEMENTALS

Fire Elemental [*destroyer, aspect, harm 2, search -1, guard 1, enthrall 1, mentor 0, dmg 1d10, armor 2, wounds 9*]

Water Elemental [*seducer, aspect, harm -1, search 2, guard 0, enthrall 3, mentor 1, dmg 1d4, armor 1, wounds 8*]

Air Elemental [*teacher, aspect, harm -2, search 2, guard 0, enthrall 1, mentor 2, dmg 1d4, armor 2, wounds 7*]

Earth Elemental [*protector, aspect, harm 1, search 2, guard 2, enthrall -1, mentor 0, dmg 1d8, armor 1, wounds 10*]

NATURAL SPIRITS

Forest Protector [*natural, forest, harm 1, search 1, guard 2, enthrall -1, mentor 0, dmg 1d8, aspect, armor 1, wounds 8*]

Forest Watcher [*natural, forest, search 3, guard 0, enthrall 1, mentor 1, aspect, armor 1, wounds 6, special:may not Harm*]

Sky Watcher [*natural, aspect, search 3, guard 0, enthrall 0, mentor 2, armor 1, wounds 6, special:may not Harm*]

Urban Destroyer [*natural, harm 2, search 0, guard 1, enthrall 1, mentor -1, dmg 1d10, armor 2, wounds 9*]

Urban Seducer [*natural, seducer, harm 0, search 2, guard 0, enthrall 2, mentor 1, dmg 1d4, armor 1, wounds 7*]

GAMEMASTER GUIDELINES

As mentioned in the introduction to this game, I'm assuming some familiarity with *Dungeon World* on the part of the reader. *Dungeon World* provides a list of important rules for the GM to follow. Here they are (modified for proper cyberpunk-ness, of course):

ALWAYS SAY

What the rules demand: when a move is triggered, yours or the players, say what the rules tell you to say. Embellish and expand, but start from the rules.

What the adventure demands: you know things the players don't, and you know them ahead of time. If the players haven't done anything to change them, stick with 'em.

What honesty demands: always be honest. If the rules tell you to give out information, do it. No lies, no half-truths. Be generous, even. And once it's set in stone, no going back on it. Also, if the players achieve something, give it to them fully.

What the principles demand: use your principles and agenda as a filter or an inspiration. If you get caught short, review them to make sure you're abiding by them.

YOUR AGENDA

Make the world fantastic: barf forth cyberpunk! Scenes, smells, sounds - the glittering height of an arcology, the stench of a slum hellhole, the scream of turbofans as a GEV heads toward you, the rrrrrrip of a minigun tearing through your cover - it's your job!

Fill the characters' lives with adventure: make the world they live in exciting, dangerous, full, and epic.

Play to find out what happens: NO. PLOTS. Ideas, yes. Fronts, sure. But do not come to the table with a story already written in your head, because for sure, the players will not go where you expect.

YOUR PRINCIPLES

Draw Maps, Leave Blanks: make use of maps, but don't fill it all in. Leave holes for imagination.

Address the characters, not the players: never talk to the players in the fiction. They don't live in the Sixth World.

Embrace the exotic and fantastic: the world is a crazy mesh of man, magic, and machine. Make it breathe.

Make a move that follows: when you make a move, you are participating in the fiction. The move should follow from the fiction logically.

Never speak the name of your move: moves aren't things in Sixth World. Moves are shorthand for you. Never say the name of your move.

Give every creature life: monsters and creatures exist and are real. Give them smells, sounds, personality.

Name every person: everyone has a name. Make sure you give it to them!

Ask questions, and use the answers: the easiest question is "What do you do?" Whenever you make a move, end with "What do you do?" And don't forget to take opportunities to keep the focus moving from character to character.

Be a fan of the characters: you are not here to beat them; this is not a contest. You should cheer their successes, lament their failures, and mourn their passing.

Think with the Front Sight: nothing in the world you create for the characters is sacred. Every time you put something or someone onscreen, think about how destroying them might affect the story.

Begin and end with the fiction: to do it, do it. Everything stems from, and leads back to, the conversation you're having. Transition from fiction to rules and back to fiction.

Think offscreen, too: make your move elsewhere, and show the effects to the characters later.

GM MOVES

The GM has moves of his or her own to use. Although they're given formal names, they're really just the same things GMs have always done. For example, "revealing an unwelcome fact" isn't an esoteric trick to learn—it could be as simple as saying "that datastore you just cracked? Yeah, it was really a honeypot, and security hackers are closing in."

These moves, just like the players' moves, stem from, and return to, the fiction of the game. Let them flow!

BASIC MOVES

Use an NPC, creature, danger, or location move

Reveal an unwelcome fact

Show signs of danger

Deal damage

Use up their resources

Turn their move back on them

Separate them

Give an opportunity to showcase an archetype

Show a downside to their archetype, race, or equipment

Offer an opportunity - with or without cost

Put someone in a spot

Tell them the requirements and consequences, and ask

LOCATION MOVES

Change the environment

Point to a looming threat

Introduce a new faction

Use a threat from an existing faction

Make them backtrack

Present riches at a price

Present a challenge to one character

THREATS

Threats is the general term for the opposition - creatures, other runners, security guards, and so forth — that a team of runners might encounter in their adventures. Threats come in many shapes and sizes, and only a few examples are given here, but you can use these examples to expand on the list of threats, and invent your own (you can even use the Monster Creator at <http://codex.dungeon-world.com/>).

THREATS AND DICE

If you're the GM, you should be aware that unlike many games, **you never roll dice to make moves** (though you will roll dice for Threat damage from time to time).

Threats have moves, both the GM moves listed earlier, and sometimes their own special moves, but you won't see any "roll+Stat" instructions here. Threat Moves happen in response to, and flow from the fiction. If something is done by a player character that would lead to a Threat move, then it happens. If the player didn't fail their move, then it's likely that what you'll do is a **soft move**: show them some danger coming, make something happen that will trigger a move on their part, and so forth.

On the other hand, if the player gives you a golden opportunity, usually by completely failing a move, then you can make a **hard move**. An easy example of this is in the case of doing damage. If a PC Rocks & Rolls with a threat, and fails (rolls a 6 or less), then in return, that Threat deals its damage to the player right away. That's the default outcome for failing a Rock & Roll move.

Keep in mind, however, that you only have to make **as hard a move as you like**. It doesn't always have to be the ultimate sanction — sometimes, you might make a soft move to increase the tension of a situation. You don't have to deal that damage, if making a different move would be more fun!

THREAT DAMAGE

Threats, in general, deal the damage indicated in their entry whenever they deal their damage. However, sometimes multiple threats mob a single player character and inflict damage on the PC. In such cases, they do not all deal their damage. Instead, deal damage for the most dangerous threat, and add +1 damage for each additional threat involved in the attack.

Example: *Valentin is facing down a ghoul and four goblins, who all assaulted him more or less simultaneously. He attempted to dodge away, but failed. Instead of dealing 2d6b for the ghoul, and then rolling 2d4b four more times (once for each goblin), you would roll 2d6b for the ghoul, and add an additional 4 damage (+1 for each goblin).*

OPTIONAL: INFLECTING CHRONIC INJURY

If it suits the group, you can allow a threat to inflict chronic injuries (see page 10) if that threat's damage pushes a character into the *bleeding out* stage. If so, choose an appropriate chronic injury from the list. For example, if a ghoul manages to take a character to the bleeding out stage with a bite, you

can inform the character that unless they stabilize, they will take the *Faded* chronic injury, and reduce their Essence by 1.

THREAT WOUNDS

Threats make no distinction between stun and wounds for threats. If you deal stun to a threat, unless it is listed as immune to stun, simply mark the damage on the wound track.

THREAT TRAITS

The traits that follow are primarily intended to help the GM describe creatures, figure out what a creature might do, set scenes, and enhance the story. For example, when using a threat with the Camouflage trait, the GM might leverage that trait to describe how the threat materializes out of nowhere, having been hidden against a wall or some other innocuous place until the PC's were in just the right spot.

Amphibious: threat is at home in water and on land

Arcane: threat is Awakened

Aspect: threat shows traits of its domain or environment

Bloodthirsty: the threat will continue to attack incapacitated opponents

Camouflage: threat is difficult to detect and can blend in with its environment

Cyber: this threat is enhanced with cyberware, which increases its performance in some fashion

Deathwish: the threat lacks any sense of self-preservation; this can manifest in relentless attacks, or simple stupidity, depending on the threat

Dual Natured: threat is visible and active both in Astral Space and in the physical world. Abbreviated *dn*.

Fast: the threat is exceptionally quick

Fear: the threat inspires fear or causes a fear effect

Fearless: the threat will often continue fighting to the death

Group: usually seen in groups of 3-6 individuals

Hoarder: the threat collects...something. Sometimes good things, sometimes horrifying things.

Horde: threat is typically found in large groups

Huge: colossal, several times larger than a human

Immune (type): threat is immune to a particular type of damage, for example *immune (stun)*

Infected: threat carries a disease that can be contracted by the characters

Insubstantial: threat takes half damage

Intelligent: threat is smart enough to think and plan; most metahuman threats are intelligent

Large: much larger than a human

Machine: threat is mechanical in origin

Medium: roughly human size

Movement: threat has a special movement mode

Night Vision: threat can see in dark environments without trouble

Organized: threat has an organizational structure, and may have additional allies upon which to call

Paranormal: threat is of paranormal origins

Poison: threat poison its targets; victims take 1 damage each time they make a move, until they receive treatment of some sort)

Program: threat is a Matrix program (such as IC)

Range: these are the same as the ranges in the equipment section

Small: smaller than a human

Spirit: attacking this threat uses the Battle the Arcane move

Solitary: usually seen alone

Stealthy: threat is naturally difficult to detect

Summoned: this is a spirit being, and can be banished

Tiny: much smaller than a human

TAG NOTES

- All paracritters are assumed to have the *paranormal* tag.
- All Intrusion Countermeasures are assumed to have the *fearless* and *program* tags.
- Creatures may or may not fight to the death. Many metahumans will not, since most of them still have some sense of self preservation. The *fearless* tag indicates a much greater likelihood of fighting to the death even without a reason.

PARACRITTERS

All paracritters have the *paranormal* tag.

AFANC

amphibious, camouflage, group, large

Bite (2d6b dmg, c), tail whip (1d6+1, reach)

10 Wounds / 2 Armor

The Afanc is an awakened crocodile, typically found in Wales and Eastern Europe. They exist in family groups of 3-6 individuals, and are highly territorial. They have an exceptional ability to detect nearby prey. *Instinct*: to eat

- Detect nearby prey
- Death roll

BARGHEST

fast, medium, fear, group

Bite (1d6+2 dmg, c), howl (2d8b stun, area, c/s/m)

6 Wounds / 1 Armor

The barghest is an awakened canine found in North America, Europe, and Asia. A massive mastiff-like creature, the barghest is best known for its unearthly, paralyzing howl which it uses to freeze its prey in its tracks. *Instinct*: to hunt.

- stalk the prey

COCKATRICE

dual-natured, hoarder, small, solitary

Paralytic tail (2d6b+2 stun, c)

4 Wounds / 0 Armor

The cockatrice resembles an overgrown, semi-reptilian chicken. It is known best for the paralysis a touch of its long tail can induce in a metahuman. It's also known for its tendency to collect small items -- jewelry, etc. *Instinct*: protect its territory.

- turn flesh to stone
- collect the shinies

BLACK ANNIS

fast, fearless, medium, night vision

Slam (1d6 dmg, forceful, c), bite (1d8 damage, c)

6 Wounds / 1 Armor

The Black Annis is an awakened baboon, highly territorial and vicious. Studies also indicate that the Black Annis is capable of creating an overwhelming sense of depression in metahumans, though this has not been confirmed. *Instinct*: to dominate.

- tear intruders apart
- show a threat display

DEATHRATTLE

camouflage, medium, poison, solitary

Bite (2d6b, poison, c), spit venom (1d8, s)

5 wounds / 0 armor

The deathrattle is a large awakened rattlesnake, found across North America. The deathrattle has a potent toxin which operates on both a physical and astral basis. It is very difficult to cure, requiring the attentions of both medical professionals and magical expertise. *Instinct*: to eat.

- strike from hiding
- shake the rattle

DEVIL RAT

disease, horde, small

Gnaw (1d6 damage, messy, 1AP, c)

4 wounds / 0 armor

The devil rat is a giant, hairless, loathsome creature found in sewers and sprawls around the world. Devil rats are somewhat dangerous alone, but when they swarm, they can cause catastrophic damage. Stories about mass disappearances in some of the worst slums are sometimes attributed to devil rat swarms. *Instinct*: to devour.

- swarm of teeth
- avoid the light

DRAGON

arcane, dual-nature, huge, hoarder, intelligent

Bite (2d10b dmg, 4AP, c), fire breath (2d6 dmg, s/m)

30 wounds, 6 to 8 armor

Never cut a deal with a dragon. Extremely intelligent and powerful, these creatures have become heads of megacorps, and one was even the President of the UCAS before he was assassinated. They come in many varieties, including western, eastern, feathered and leviathan. Their ultimate purpose is unknown, but whatever it is, they seem to be doing it well. *Instinct*: to be the ultimate.

- Get rid of opposition
- Scheme from the shadows
- Unleash its wrath

GREATER WOLVERINE

bloodthirsty, fearless, large, solitary

Bite (1d8 dmg, messy, c), claw (1d6+1 dmg, messy, c)

10 wounds / 2 armor

The greater wolverine is a massive engine of destruction, with a mean streak a mile wide. *Instinct*: to kill.

- Abuse the dead
- Eat to excess

METAHUMANS

CORPORATE SECURITY

group, intelligent, medium

Sidearm (1d8 dmg, 1AP, s/m), stun baton (1d6 stun, c)

8 Wounds / 0 Armor

This is the run of the mill corporate security guard. Dangerous in groups, and corporations generally have a near-infinite supply. *Instinct*: to guard their station.

- Call for backup
- Trigger the alarm

ELITE SECURITY

group, cyber, intelligent, medium

SMG (2d6b dmg s/m), Hand-to-Hand (1d6+1 dmg, c)

8 Wounds / 2 Armor

Although not every facility has an elite security contingent protecting it, when you start running the bigger corporations, you may run into these guys. With better training and better gear than your typical security guard, Elite Security is called in when the regular security grunts run into more than they can handle. *Instinct*: secure the facility.

- Neutralize targets
- Strike from ambush

BEAT COP

medium, intelligent, solitary

Sidearm (1d8 dmg, 1AP, s/m), baton (1d6 dmg c)

8 Wounds / 1 Armor

Even in the seemingly lawless 2050s, there are still people out there who serve in the thin blue line, walking a beat and enforcing the law. Whether a member of Knight Errant, Pinkerton, or Lone Star, the beat cop is the most commonly seen law enforcement officer on the streets. *Instinct*: to protect and serve.

- make an arrest
- call backup

LONE STAR HTR

cyber, medium, intelligent, group

Assault Rifle (2d8b dmg, 2AP, s/m/l)

8 Wounds / 3 Armor

Hostage situations, major crimes, killing sprees, you name it — when a serious crime goes down, the High Threat Response teams are called in. Highly trained, well-equipped, and thoroughly professional, tangling with HTR is no joke. *Instinct*: terminate the threat.

- Breach, bang and clear
- Take the shot

BLOOD MAGE

arcane, medium, solitary

Blood bolt (1d8 dmg s/m), death touch (2d4b, ignores armor, c)

8 Wounds / 1 Armor

Blood magic — the use of blood (usually not your own) to fuel magical spells and rituals — is illegal almost everywhere in the Sixth World. However, that doesn't stop people from using it. *Instinct*: to gather power.

- Inflict bleeding wounds

CYBERZOMBIE

dual-natured, medium, intelligent, cyber

Arm Cannon (2d6b dmg, 2AP, s/m/l), arm blade (1d6 dmg, c)

15 wounds / 3 armor

The cyberzombie is an unfortunate soul, a cyborg who has pushed himself too far with cybernetics and died. A cybermancer has managed to reconnect his soul to the body, and now the creature lives a tortured life. *Instinct*: to pass on.

- Destroy for the creator
- Find a way to end the suffering

COMBAT MAGE

arcane, cautious, medium, solitary

Manabolt (1d6+1 dmg, s/m), flamethrower (1d6+1 dmg, burn, s/m), confusion (targets take -2, s)

8 Wounds / 2 Armor

The Awakened are statistically rare in the Sixth World, but shadowrunners tend to deal with them considerably more frequently than your average wageslave. One of the more feared foes on the battleground is the Combat Mage, a mage who has devoted his abilities to deadly combat magic. *Instinct*: to see who's best.

- Display their power
- Burn everything

SECURITY HACKER

cyber, intelligent, medium, solitary

Black hammer (2d6b dmg, c), blackout (1d6+1 dmg, stun c), slow (-1 forward, c)

8 Wounds / 2 Armor (matrix only)

Any corporation worth its salt employs security hackers to protect its precious data. A corporate hacker is often equipped with excellent gear and has the benefit of being able to navigate a corporate grid easily, since they belong there. *Instinct*: to track 'em and smack 'em.

- Initiate a trace
- Deploy IC

STREET THUG*group, intelligent, medium*

Spiked bat (1d6+1 dmg, c), cheap but powerful pistol (2d8w dmg, s/m)

9 Wounds / 1 Armor

Gangs plague the sprawls, and turf is everything. During a shadowrun, it's often a good idea to know whose turf you're on, who the leaders are, and what kind of crime they're into. If you run afoul of a gang, you might run into someone like the Street Thug. *Instinct*: to guard their turf.

- Issue a beatdown
- Gather the crew

GHOUL*blind, group, infected, intelligent, medium*

Bite (2d6b dmg, disease, c), talons (1d6 dmg, 1AP, c)

6 Wounds / 0 Armor

Ghouls are humans infected with HMHV, which has modified their genetics such that they have an insatiable hunger for human flesh. Intelligent, and often found in packs in sewers, back alleys, and the squats and slums of the Sixth World. Despite their physical blindness, they can be a dangerous enemy indeed. *Instinct*: to feed the hunger.

- consume essence

GOBLIN*horde, infected, small*

Claw (1d4+1 dmg, c), knife (1d6 dmg, c)

4 Wounds / 1 Armor

Goblins are the result of a dwarf being infected with HMHV, resulting in a small, twisted, nocturnal creature that tends to run in large packs. Stumbling across a goblin colony can really ruin your day. *Instinct*: to scavenge and collect.

- ambush

INTRUSION COUNTERMEASURES

Intrusion countermeasures all possess the *fearless* and *program* tags. Use these threats in conjunction with matrix nodes and armored nodes (see page 33).

ACID

Burnout (reduces hardening by 1), chip burn (reduce CPU by 1)

4 Wounds / 0 Armor

Acid is a version of IC designed to damage cyberdecks, opening holes for other more dangerous IC to use to make the attack. *Instinct*: burn through defenses.

BLASTER

Jolt (1d6 dmg, stun)

4 Wounds / 1 Armor

Blaster IC is designed to inflict nonlethal damage on a hacker, hopefully knocking him or her out and forcing them to disconnect from the grid. Blaster is fairly common, since it is nonlethal, and can be found even in generally lower-security systems. *Instinct*: to knock 'em out.

BLACK IC

Intelligent, organized

Lethal biofeedback (2d8b dmg)

6 Wounds / 2 Armor

Black IC is the most feared of all intrusion countermeasures. Used by high-security installations, Black IC is designed for one purpose: to kill intruding hackers. Capable of delivering a lethal burst of biofeedback, the victim of a black IC attack is usually found dead in their rig, bleeding from eyes, ears, nose, and mouth. Black IC is not to be trifled with. *Instinct*: to kill.

- Finish them off

CRASH

Segfault (crash one program in your deck)

3 wounds / 1 Armor

A simple countermeasure designed to shut down unauthorized programs, crash is designed to do one thing: corrupt a running program until it crashes. *Instinct*: to mess things up.

BINDER

camouflage

Overload (reduce CPU by 1)

4 Wounds / 0 Armor

Binder is another simple countermeasure, designed to place extra processing load on a cyberdeck's CPU to decrease its efficiency. *Instinct*: to slow down the intruder.

SPIRITS

Note: given the wide array of spirits and their specific manifestations, the GM is encouraged to tweak these entries as needed!

SPIRIT OF MAN

aspect, medium, spirit

confusion (targets take -2 forward, s), slam (2d6b dmg, forceful)

1 armor / 5 Wounds

Spirits of Man include spirits of street, hearth, and field, domains intimately linked to the activities of humankind. Known more for their desire to guard and protect an area rather than their innate hostility, they are nonetheless dangerous when their ire is provoked. *Instinct:* to guard what man has made.

- prevent threats from entering
- cause an accident

SPIRIT OF EARTH

aspect, spirit variable size

hurl rock (1d8 dmg, forceful), punch (2d6b dmg, forceful)

4 Armor / 7 Wounds

Spirits of Earth dwell in the very soil and mountain and rock on which life takes root. They usually manifest as beings of rock and dirt, their aspects making them tough to injure. Their powers vary, but as all natural spirits they are motivated to guard their domain. *Instinct:* to protect the land.

- engulf an intruder
- surge up from the ground

SPIRIT OF AIR

aspect, spirit, small, medium

fling (1d6+1 dmg, forceful, c), noxious cloud (1d6 dmg, area, poison)

3 Armor / 6 Wounds

Spirits of Air are capricious beings who dwell in the domain of air. They manifest as howling winds, cold gusts, and vaguely humanoid clouds. Their insubstantial nature makes injuring them difficult. *Instinct:* to trick.

- move at blinding speed
- toy with an enemy

SPIRIT OF WATER

aspect, spirit, small, medium

slam (2d8b dmg, c)

2 Armor / 7 Wounds

Spirits of Water are methodical and inexorable, and take pride that the world will eventually return to the water whence it came. They can be summoned anywhere there is a body of water or river, and they are powerful enemies indeed. *Instinct:* to flow

- drown the threat
- flow through and around

INSECT SPIRIT

aspect, spirit, small/medium/large

bite (1d8 dmg, poison, c), strike (2d6b dmg, c)

3 Armor / 6 Wounds

Insect Spirits are summoned by Insect Shamans, who must “invest” a living host with the spirit (since it lacks the capability to materialize). This process is generally done to involuntary hosts, and the results are horrific. Insect Shamans and Insect Spirits are never something to willingly “get to know.”

Instinct: to breed.

- summon the swarm
- scuttle just out of sight

TOXIC SPIRIT

aspect, spirit, small/medium/large

throw toxin (2d6b, poison, c), poison punch (1d6+1 dmg, poison, c)

2 Armor / 10 Wounds

Toxic spirits are summoned by toxic shamans from domains that have been corrupted by pollution and other manmade evils. These spirits are as twisted as the domains from which they come. *Instinct:* to pollute.

- corrupt the environment
- leave their mark

SPRAWLS

You could look at shadowrunning as a series of discrete missions, episodes in an ongoing story of quasilegal adventuring. Ideally, however, the story you weave when you play and/or GM this game will take place in a world that feels like it's alive and breathing, full of real people with realistic motivations, and happening in a place with its own character and appropriately cyberpunk feel.

Obviously, your adventures have to happen somewhere, and in the Awakened world of the 2050's, most of the time "somewhere" is one of the vast urban regions that grew up around the cities of the early 2000: the **Sprawl**.

Whether through urban growth, massive construction projects by the megacorporations, mergers, or political realignment, many cities have grown so large that they a single coherent "city plan" is laughable. Because of this, the environments within a single city are wildly varied: you can go from glittering financial sector to funky entertainment districts to rumbling industrial zones to blasted near-wastelands of poverty and deprivation from the comfort of mass transit.

Some things don't change, though. Every sprawl has it's own character, it's own particular vibe. There are always factions fighting for something, always people looking for an edge. People like to have influence, and they'll use the tools at their disposal to get it. And frequently, you will be one of those tools.

CREATING A SPRAWL

In *Sixth World*, we use a system quite similar to creating a Front in *Dungeon World* to characterize a Sprawl. Of course, since Shadowrun takes place in a future version of our own world, you're welcome to use this system to decide how a real-world city (for instance, oh, let's say Seattle). However, nothing is stopping you from making one, if you want to place a new city in the world. You're in control!

The big difference between *Dungeon World* Fronts and *Sixth World* Sprawls is that Sprawls have the added element of geography and locale. A Sprawl helps the GM keep track of both individual forces at work in the world (as with a Front), but also lets the GM and group define the broad conflicts that exist over a particular location.

The basic process for creating a Sprawl is as follows (each step will be explained in more detail):

1. Allocate 5 points among the three main Influences: **Man**, **Magic**, and **Machine**.
2. For each point assigned to an Influence, pick a Peril (you can pick the same Peril twice).
3. For each Peril, choose a Crisis, and describe how it will manifest.

INFLUENCES

Influences are the broad forces acting on a city, which exist in a constantly shifting equilibrium. There are three influences:

Man is the influence of humanity and its organizations. In this sense, man represents the influence of people and the

organizations they run on the city: corporations, criminals, politicians (but I repeat myself), syndicates, religions, celebrities, and so forth.

Magic is the influence of the Awakened and the Astral upon a city. Often this is tied to the astral beings that populate the land on which the city stands, but it also includes the desires and activities of the magically active beings who dwell there (or who might wish to): mages, dragons, spirits, even paranormal creatures may all exercise their influence on the city.

Machine is the influence of technology, the Matrix, and the reality of human augmentation. In this modern world, machines and technology are a powerful an influence on the way people think and feel.

ALLOCATING INFLUENCE

The first step of the City Creation process is to allocate influence. The GM should allocate 5 points among the three Influences, representing the balance or relative weight of that Influence on the Sprawl in general.

Example: Tanner is creating a Sprawl for Buffalo, NY. He chooses to allocate 3 to Man and 1 each to Magic and Machine. Buffalo, right now, is the prize in a struggle between organized crime and megacorporations, while magic and machine have a subtler influence.

PERILS

Each Influence on a city is characterized by one or more **Perils**: the specific entities, organizations, and creatures that embody the influence in question. Perils vary widely, and are selected by the group as the city is being created. Creating a Peril is as simple as one group member suggesting it. Several categories of perils are presented below, as inspiration.

Choose one peril for each point assigned to an influence (so a city with Magic 2 would need 2 perils associated with Magic). You can assign multiple points to the same Peril, representing competing interests from the same category of danger.

Example: Tanner's Buffalo Sprawl is coming along. The next step is identifying Perils for each Influence area. For Man's influence, he needs to assign 3 points to perils of Man. He assigns one to Megacorporation once and two to Syndicate (he's thinking about a mob war brewing).

PERILS OF MAN

Megacorporations (*impulse: to boost the bottom line*)

Be it one of the Big 10 megacorps, or some poor little rank A, all corporations need as much help as they can get. What that help is may be sketchy, but you have no problem with that.

Leagues (*impulse: to influence you*)

Leagues are groups of people with political agendas, be they either good or misplaced. Policlubs, local governments, merc squads, terrorist cells, religions, shadow groups, presidents and more are trying to spread their own version of reality. Sometimes quietly, other times with a bang.

Syndicates (*impulse: to control the streets*)

As long as there has been crime, someone has tried to organize it. From street gangs to the Triads, the Yakuza, and the Mafia, organized and not-so-organized crime eyes the sprawl with hungry and calculating eyes.

PERILS OF MAGIC

Energies (*impulse: to empower*)

We pretend that magic is a science to be studied in the halls of academia, but the wild and unpredictable power of the Astral and Metaplanes, power sites, ley lines, mana surges and mana storms make a mockery of our learning.

Orders (*impulse: to achieve eldritch ends*)

Orders are those groups of people with a strong interest in magic. They can range from noble universities and research organizations to fanatical cults of dark magic. Be it Atlantean artifacts to Blood Magic, they want to push, discover and convert.

Awakened (*impulse: to survive and thrive*)

Not all people affected by the Awakening are metahumans. In fact, most aren't. There's a whole world out there of paracritters, free spirits, dragons and metasapient such as centaurs. Some are in power, some want to be in power, and some simply want to survive.

PERILS OF MACHINE

Matrix (*impulse: to absorb and accumulate*)

The Matrix is just a network of 0's and 1's...right? Not if you ask a Hacker. The Matrix is a living, breathing, evolving entity that we've come to take for granted. But in its unvisited or forgotten corners and gleaming graphical citadels, what feeds on the information we produce?

Technology (*impulse: to connect and isolate*)

From ubiquitous surveillance, tailored marketing, and better-than-life virtual reality to orbital space stations, underwater compounds, and teeming arcologies, it's hard sometimes to tell whether we're using technology, or it's using us.

Advancement (*impulse: to relentlessly improve*)

New cyberware, robotics, AI, cloning and more are all coming down the pipeline. Some people are afraid that metahumanity is starting to evolve past its tipping point. Some think it's already happened. Whatever the case, it pays to be wary.

CRISIS

Crisis is what happens when a particular Peril accomplishes its primary aims (which are, obviously, determined by the GM). Left unchecked, a Peril will always progress toward its goal—the world lives and breathes, and things happen even when the player characters aren't around to witness them.

The progress a Peril makes toward its goals is tracked on the **Doom Bar** (more on that later), and when it reaches the end, whatever Crisis was selected for the Peril goes into effect. There are five main Crises; when you come up with a Peril,

you must also decide on a Crisis for it, and specify the exact form it will take.

Control: insidious influence, strings being pulled, and puppets dancing to the puppetmaster

Destruction: disaster and mass death befall the city

Havoc: the breakdown of order, law, and control

Conquer: unopposed power, and the freedom to enact any agenda

Corruption: a blight of some sort—crime, graft, or something dark and unnatural—spreads through the Sprawl

DOOM BAR

At the end of this document is a reference sheet to help you record notes about your Sprawl. You'll note on the Sprawl Sheet that the section for each Peril has five boxes next to it. These bars are known as the **Doom Bar**.

The Doom Bar represents how close the Peril is to fulfilling its desire. At 1 box, they are in the initial phases of construction and planning, while at 5 they are moments away from unleashing their plan.

At the start of a campaign, every Doom Bar starts at 1. A GM then has 3 points to divide between the Perils to modify the initial state of their Doom Bars.

As the campaign progresses, the action (and inaction) of the player characters will influence changes in a Peril's Doom Bar. For example, blowing a run, helping an enemy accidentally, or not stopping some plan in time are likely to increase a Peril's Doom Bar.

When the runners can't stop a Peril, or when the DM deems it appropriate, you mark a Doom Box under the appropriate Peril. During the next adventure, the DM should state as a side-bar what the results of the increased Doom are.

For example: *Two weeks ago, the team barely escaped a botched run on a corporate arcology that is performing strange and dangerous experiments on its citizens without their knowledge. The failed run caused the corporation to raise security and step up their project's timeline, dooming the citizens now trapped inside.*

The GM could even choose to increase the Doom on multiple Perils if it makes sense.

THE END OF THE DOOM BAR

If a Peril has 5 boxes, and the GM goes to mark another one, it's too late: the Peril has accomplished what they were trying to do, and their Crisis goes into effect. This could have major impacts on both the Sprawl and the world.

REDUCING THE DOOM BAR

Runners can, believe it or not, reduce the Doom Bar for a Peril. If they do something that hampers the Peril, the GM should erase one Doom Box. If the runners do something really significant to strike a blow to the Peril, such as blowing up a Renraku datacenter, the GM reduces the Doom Bar by two boxes.

A minor setback won't reduce the Doom, but it will prevent it from increasing.

If runners ever reduce a Peril's Doom Bar to 0, the Peril goes into **remission**. Remission means the Peril may be gone, or perhaps it's just licking its wounds. Either way, a Peril in remission does not show up for 2 adventures. Once that time is over, the GM can either bring back the Peril at 1 Doom, or bring in a totally new Peril. If a Peril is ever reduced to 0, it is a good idea to give the players a free advance to award them for their skill.

Example: *the team pulled off a run that culminated in blowing up the Renraku datacenter mentioned earlier. Renraku had been slowly subsidizing Matrix usage, trying to cut the Sprawl off from the main Matrix grids (and thereby achieve Control). That Peril stood at 2 Doom before the run, but the GM decides to remove both Doom boxes—reducing the Doom to 0—due to the success of the run. Renraku decides to back off the Matrix control plan.*

However, two sessions later, the team gets word of Renraku performing some sketchy genetic experiments on Awakened rats. Looks like Renraku's back with a new plan.

SPRAWL DISTRICTS

Sprawls are a way to get an idea of the large influences at work in a particular area, giving you an idea of which entities are the movers and shakers of a given city.

Districts, on the other hand, are areas within a Sprawl where a runner might find him- or herself. Districts are a shorthand way to record basic descriptive information about different neighborhoods, areas, and communities within a Sprawl.

The word “district” should be interpreted broadly—a small neighborhood, a glittering financial sector full of high-rise buildings, and a sprawling industrial zone can all be Districts.

CREATING A DISTRICT

A District is described by tags (like equipment and threats), which provide some descriptive information to help players and the GM get a handle on an important area.

Creating a district is very simple:

1. Name the District
2. Determine the core tags of the district (type, economy, population, and trust)
3. Determine any other special tags the district may have.

Example: *the GM wants to create an industrial area for some of the action of this latest run to happen in. He pictures an oil refinery area, full of containers, pits, fences, low warehouse buildings, tall processing plants, and pipelines of all sizes crisscrossing the district. Economically, it's active, though not exactly a “glittering rich” place. It's isolated due to the industry, and polluted with leavings. It's also owned by Ares. The tags for this district are industrial, average, stable, cooperative, corporate, polluted, isolated.*

DISTRICT TAGS

There are four basic or core tags that describe a district, which are, in order, Type, Economy, Population, and Trust.

Type identifies the general type of district, what kind of things happen there, and its role in the Sprawl.

Residential: this district is a place where people live, whether in housing projects, suburbs, apartments, row-house, etc.

Commercial: this district is primarily occupied by retail and service businesses of varying size

Financial: this district is primarily occupied by financial institutions such as brokerages, stock markets, banks, and investment firms

Industrial: this district is primarily occupied by heavy industry such as construction, manufacturing, and shipping firms.

Entertainment: this district is primarily occupied by entertainment businesses such as casinos, theaters, clubs, bars, and sports venues.

Economy indicates the general financial strength of the district.

Rich: this district is extremely wealthy, with a great deal of financial pull in the Sprawl. Examples include high-stakes financial districts and upper-crust residential areas.

Affluent: this district is well-off, with some financial sway. Examples include luxury residential areas and gated communities, or ritzy entertainment districts.

Middle-class: this district has only a modicum of financial pull, being primarily a middle-class / median income area; housing is small and efficient, businesses (if there are any) small as well.

Poor: this district is struggling, with little to no resources. Residences are tiny and shabby, employment is minimal, and businesses are struggling.

Slum: this district is a wasteland, with abandoned buildings, no jobs to speak of, failing (or failed) businesses, and no monetary influence whatsoever.

Population describes the size (and growth or decline) of the inhabitants of a district (or the people employed there, if it is a business district).

Booming: the population is large and getting larger fast; people are moving there, or businesses are expanding there at breakneck pace.

Growing: the population is large and growing, with a steady (but not explosive) increase in population.

Stable: the population is moderate and steady, with only minor increases and decreases that tend to even out over time.

Dwindling: people are leaving for some reason, whether because of abandonment by the city, or failing businesses, or redevelopment. The current population is small, with numerous abandoned buildings and businesses.

Abandoned: this district has been largely abandoned by businesses and/or residents. The legitimate population is tiny, and most buildings are empty and decaying. The largest population by far is likely to be criminals and the outcast.

Trust is the final core tag, indicating the districts view of authority, including politicians, law enforcement, and organi-

zations. Remember that this is relative to the 2050's, where trust is a little harder to come by anyway.

Cooperative: the community tends work closely with authority.

Neutral: the community is neutral toward authority.

Reserved: the community is not inclined to trust authority figures, though it will not actively hamper their work

Wary: the community instinctively suspects authority figures and will not cooperate unless compelled.

Hostile: the community is openly hostile to authority figures; law enforcement may avoid the area and it may be "written off" by politicians and organizations

Other tags can be used to add additional description as necessary or for special features of a particular district:

Big name: a person of significant renown (the GM determines to whom) lives or works in this zone

Corporate: this neighborhood is owned, managed, and serves one of the megacorporations or a subsidiary

Dense: tight streets, densely packed homes/businesses, and narrow passages.

Despair: the district is blighted and collapsing, and the despair of the people is palpable.

Highrise: this area is predominantly high-rise office and/or residential buildings with few open areas, but well-organized streets

Infestation: there is an infestation of some creature in this area (e.g. goblins, devil rats, etc.). It generally remains hidden inside buildings and underground. Note that this may be a natural infestation, or something worse

Isolated: although uncommon in the Sixth World, there are some districts that are still difficult to get to, or cut off from other areas by construction, road modification, and so forth. Police and emergency response is slowed.

Lawless: police presence in this district is absent, and crime is rampant and unchecked except by the criminals themselves

Open: this area is remarkably devoid of construction, and has open (perhaps even *green*) space and room to move easily (or to move large vehicles)

Outbreak: there is a disease outbreak of some sort in this District; medical services may be present, depending on the neighborhood's economic value. If not, quarantine may be in place.

Policed: the neighborhood is regularly patrolled by law enforcement, and response time is short

Prejudice: this is a dislike, dismissal, bigotry, or hatred against a particular category of individuals (perhaps another District, or the police, or orks, or ethnicity)

Prize: there's something in the neighborhood or the land it sits on that is desired by multiple factions

Protected: the neighborhood is protected by some group (for example, a gang, or a cult)

Rot: something poisons this neighborhood, perhaps physically or mentally or spiritually

Religious: a religion, cult, or other spiritual movement holds sway here

Turf (gang): this zone is the turf of the indicated gang

WILDS

Most of the action in Sixth World games will take place somewhere in the byzantine environment of a Sprawl. However, there are plenty of adventure-ready wild spaces left in the world. In fact, with the upheaval of the early 2000's, there's quite a lot of new wilderness out there, and at some point or another, you'll likely end up crossing through it.

If you want to create a **Wild**, the process is identical to the creation of a Sprawl: allocate points among the influence of Man, Magic and Machine, and then determine appropriate Perils and Crises to accompany those influences.

WILDERNESS ZONES

Just like Sprawls, a single Wild can contain multiple smaller areas with specific characteristics. These smaller areas are called **Zones** (since the word "district" doesn't quite fit). Creating a zone, however, is done the same way as a District: think of a Zone you want to create, give it a name, and select the appropriate tags to describe it.

Example: *the GM creates a region near Lily Lake, deep in one of the former National Parks. The GM imagines this to be a thickly forested area, with steep slopes and deep gullies. Remnants of some park services buildings (mainly huts and SAR bivouacs) can be found. It's mostly populated by small animals and birds, although a mated pair of Piasma call this area home. The tags selected for the Zone are forest, rugged, typical, ruins, predator.*

The tags for the zone are explained below.

WILD ZONE TAGS

Because many of the tags for Sprawl Districts wouldn't necessarily apply, some new tag options are presented below. Wild Zones have the following tag types: **type**, **terrain**, and **wildlife**.

(The categorizations that follow—which were greatly trimmed and simplified for game purposes—may cause painful grimacing in ecologists, forestry experts, geographers, and zoologists; I apologize sincerely).

Type describes the general type of biome and climate of the zone.

Plains: characterized by low rolling hills, open fields of grass or scrub, high visibility and winds. Climate varies per season.

Desert: characterized by aridity, heat, rolling or rocky terrain. Deserts may be arctic, but this tag primarily deals with the "hot deserts" of the world.

Aquatic: a water-based zone, either riverine, limnic, or oceanic. Depending on specifics could be hostile (if sub-aquatic)

Forest: characterized by a high density of trees of various types (different categories of forest will have differing dominant tree types); terrain varies

Jungle: a land area covered with thick, dense vegetation, typically in a tropical area

Polar: cold northern or southern lands in the polar latitudes, including arctic regions

Terrain describes the zone's physical features and topography, and how difficult or easy it may be to traverse.

Flat: little to no change in elevation, with only small hills and depressions

Rolling: smoothly transitioning hills, with at times sizable changes in elevation.

Wetland: an area saturated with water, such as a bayou, delta, swamp, fen, or bog

Rugged: terrain with sudden changes in elevation, rocky outcrops, or thick vegetation that is difficult to navigate directly or maneuver through

Mountainous: rough terrain in a mountainous region, with large changes in elevation; tiring, demanding terrain

Broken: the land is shattered and extremely rugged, very difficult to cross (almost impassable), and full of blind runs, rocky outcrops, sharp ridges and technically demanding terrain.

Exotic: the terrain is unusual in some way and not generally encountered; deep subaquatic regions, highly unusual rock formations, strange caves, and so forth would be examples of exotic terrain

Wildlife describes the flora and fauna of the area, as well as the relative biodiversity of the zone.

Limited: the zone's biodiversity is low, marked by only a few kinds/categories of plants and animals

Typical: the zone's biodiversity is typical for the Sixth World, having several types of animal and plant species represented

Diverse: the zone is populated by a fairly varied number of different species, both flora and fauna; edible species are reasonably easy to find

Rich: the zone is rich in different animal and plant species; it is a busy place

Hotspot: the zone is a biodiversity hotspot, teeming with highly varied species of plants and animals

Other tags may come into play to describe a particular wilderness zone. In addition to the tags below, the tags *prize*, *protected*, and *infestation* are also applicable.

Awakened: this zone is heavily imbued with magic, whether it be from ley-lines, artifacts, ritual, or other unknown reason, magic is almost tangibly present.

Blasted: some cataclysmic event happened here, and the scars remain visible.

Extreme: the zone is an extreme representative of its type—a fiercely hot desert, bitterly cold polar region (e.g. Antarctica), a dense jungle.

Megafauna: the zone contains a relatively high population of megafauna (animals exceeding 45kg/100lb) such as deer, large paranimals, and the like.

Polluted: this zone is heavily polluted; water is likely undrinkable without treatment and animals and plants dangerous to eat.

Predator: there is an apex predator (or mated pair) that considers this zone its hunting grounds. Be sure to identify the predator (because your players will ask about it, and you may have to answer!)

Remote: the zone is a *long* way from civilization. You're on your own.

Ruins: this zone is composed of, or contains, the abandoned remnants of (meta)human construction.

Seismic: this zone is prone to seismic activity, which may pose a threat

Storms: this zone is prone to storms of some sort: electrical, rainstorms, windstorms, snowstorms. These may lead to related events (fire, flood, etc.)

Territory: this zone is the territory of a particular individual or pack; intruders may be met with extreme aggression. Make sure to identify the type of creature.

Wasteland: this zone is essentially dead—native fauna and flora has mostly died, water may be scarce or toxic, the ground poisonous. Inhabitants of this zone (if any) may be twisted mutants, odd Awakened creatures, strange infestations, or desperate squatters

SPRAWL / WILDS SHEET

NAME

MAN <input style="width: 200px; height: 20px;" type="text"/>	
DOOM	
Peril	□ □ □ □ □
Crisis	
Details	
Peril	□ □ □ □ □
Crisis	
Details	
Peril	□ □ □ □ □
Crisis	
Details	
Peril	□ □ □ □ □
Crisis	
Details	
Peril	□ □ □ □ □
Crisis	
Details	
Peril	□ □ □ □ □
Crisis	
Details	

MAGIC <input style="width: 200px; height: 20px;" type="text"/>	
DOOM	
Peril	□ □ □ □ □
Crisis	
Details	
Peril	□ □ □ □ □
Crisis	
Details	
Peril	□ □ □ □ □
Crisis	
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Peril	□ □ □ □ □
Crisis	
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Peril	□ □ □ □ □
Crisis	
Details	
Peril	□ □ □ □ □
Crisis	
Details	

MACHINE <input style="width: 200px; height: 20px;" type="text"/>	
DOOM	
Peril	□ □ □ □ □
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DISTRICTS / ZONES

Name	
Tags	
Name	
Tags	

Name	
Tags	
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Name	
Tags	
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Tags	

CREATING GEAR

Sixth World uses a “template-based” gear model for most equipment used in the game: rather than provide extensive lists of individual items, such as firearms, there are basic templates for broad categories of item, and rules to modify the templates to suit the player’s needs and desires.

For example, rather than a list of ten heavy pistols, there is one template for *Heavy Pistol*, with certain basic tags. From there, the player may add or remove tags based on the guidelines for doing so. Use these entries to come up with your own, or modify these as needed.

The rules that follow are optional and experimental (so they’re not guaranteed to be completely balanced, and you may end up using the time-tested practice of “make the item using the rules, then, when it doesn’t feel right, change stuff”).

Bonus Limits: in general, with the exception of tags that are the equivalent of wounds, no quality of a piece of gear may have a value higher than +3.

GENERAL TAGS

As explained in the **Gear** section, all gear has one or more descriptive tags (not including its price) describing its particular qualities. Tags may be descriptive (to aid with the fiction), or have mechanical import. The following tags apply to multiple types of equipment.

2-hand: this item must be used with both hands

Armor +n: grants a +n bonus to existing armor

Armor n: grants n Armor (for vehicles or drones, indicates armor rating, and is abbreviated *arm*)

Arcane: can only be used by magical archetypes

Area: affects multiple targets

+Bonus: grants a bonus to a particular move; e.g. *+1 to Stay Frosty*

Conceal: this weapon or item is easily hidden and will not be spotted by enemies

Damage n: the amount of damage a weapon or other item deals. Abbreviated *dmg*

Heal n: restores n wounds

Loud: noisy and audible to anyone with functioning hearing; for weapons, it means the weapon cannot be suppressed

Messy: deals damage in a particularly gruesome way

Obvious: cannot be concealed, or is immediately visible to any observer

Range: the range(s) at which the weapon or other attack is effective. Ranges are *close (c)*, *short (s)*, *medium (m)*, and *long (l)*.

Special (description): if the effect of the item requires explanation, use this tag.

Stun: this weapon or attack deals Stun damage only

Subtle: not easily noticed (as opposed to *conceal*, which means it is unnoticeable)

Supply n: the amount of supplies or uses you can get out of an item. Each use of the item consumes 1 supply (unless otherwise stated).

CREATING WEAPONS

The templates below represent a starting point to begin customizing a weapon. There are only a few templates, since most of the rest of the process can be handled through customizing and modifying the item’s price. The basic weapon templates are:

melee weapon [*range c, dmg 1d6, 150¥*]

light pistol [*range s/m, sa, dmg 1d6, ammo 3, 300¥*]

heavy pistol [*range s/m, sa, dmg 1d8, ammo 2, 450¥*]

submachine gun [*range s/m, sa/bf, dmg 1d8, ammo 3, 700¥*]

longarm [*range s/m/l, sa, dmg 1d10, AP 1, obvious, ammo 4, 600¥*]

heavy weapon [*range m/l, fa, dmg 1d12, AP 2, loud, obvious, stabilize, messy, ammo 4, 2,500¥*]

DAMAGE EXPRESSIONS

Damage expressions can be put in order from the smallest damage die (1d4) through the largest (1d12), with modifications in between. Here’s how the damage options in Sixth World progress:

Average Damage (low to high)	Notes
1d4	1. No [w] rolls. The “worst” roll modifier is a significant penalty, especially as the die type gets bigger. Save it for broken gear and things that interfere with the characters. 2. The progression isn’t nicely ordered, because the [b] roll gets progressively better as the dice type gets higher.
2d4b	
1d4+1	
d6	
2d6b	
1d6+1	
1d8	
1d8+1	
1d10	
2d8b	
1d10+1	
1d12	
2d10b	
1d12+1	
2d12b	

WEAPON TAGS

Weapons use the following tags (in addition to the general tags from the preceding page):

AP n: this weapon ignores n points of armor.

Auto: this weapon can fire in full auto mode (take +1 to suppression fire). Treat as *burst* otherwise. Abbreviated *fa*.

Burst: this weapon fires in burst mode (mark off 1 ammo to deal +1 damage). Abbreviated *bf*.

Chem: this weapon delivers a chemical agent of some kind to the target; depending on the delivery mechanism, armor may be ignored.

Forceful: when this weapon deals damage, it also deals 1 stun

Fuzed: this weapon cannot be used at less than the shortest range increment listed

Reload: after using this weapon, it takes more than a moment to reload it.

Semiauto: this weapon fires one shot every time the trigger is pulled. Abbreviated sa.

Stabilized: this weapon cannot be fired except from a bipod, tripod, or supported position.

Suppressed: this weapon makes little to no noise when fired

Thrown: this item can be throw. If thrown, the range is short.

Vented: the weapon has recoil venting, granting +1 to Suppression Fire

weapon that already has them is negative. Note that if you restrict a weapon to burst or full-auto mode, it always costs ammunition to use, which can be a fairly significant penalty.

PRICE REDUCTION

When building a new weapon using the point by system, if you have unused points you can use them to reduce the final price of the weapon. Drop 50¥ from the price per point spent.

MODIFYING TAGS

You can add or remove tags from weapons, paying for (or getting rebates back) depending on the tag. Positive tags cost build points or more nuyen, while negative tags grant more points or reduce the price of the weapon. The table below lists the tags as well as their cost.

Note: positive and negative is relative to the tags the weapon already has. In other words, adding burst fire mode to a pistol is a positive thing. If you removed it from an SMG instead, then it would be a negative modification. The table below simply indicates the value of the tag in points or nuyen added or subtracted when modifying a base template.

Tag Type	Tags
1 pt / 50¥	<i>2-hand, add/remove range increments, add/reduce ammo, additional fire modes, suppressed, vented, +bonus, subtle, stabilized, loud, messy, stun, chem, smart</i>
2 pts / 100¥	<i>AP, forceful, ignores armor(e), 2-hand, fuzed, obvious, reload, conceal</i>
(e) - exceptional tag, twice the normal value	
(m) - melee weapon tag	

CUSTOMIZING WEAPONS

To build a custom weapon, follow these steps:

1. Choose base template.
2. If creating the weapon during character creation, you have 3 points to spend on customizations. If you're buying it, the only limit is how much nuyen you've got on your credstick.
3. Modify the base template as you like: adjust damage, rate of fire, ammo, and other tags by spending points or adjusting the final price of the weapon.
4. If you like, give your new weapon a name.

WEAPON CUSTOMIZATIONS

HI-POWER

Increasing the power of a weapon raises the damage expression (and, if the damage expression becomes a [b] roll, also increases the consistency of that damage somewhat, reflecting an "in-world" improvement in control). Up-gunning a weapon raises the damage expression one step (use the table on the preceding page to figure out the new damage). You can increase a weapon by a maximum of 3 steps (e.g., 1d6 to 1d8); each increment costs 1 point or adds 50¥ to the base cost.

LOW POWER

The opposite of increasing power. You can reduce a weapon's damage expression by up to 2 steps to gain points for other options, or to reduce the price. Each decrement provides 1 point or reduces the cost by 25%.

EMBEDDED

The gun is built into an otherwise unremarkable non-cyberware object (such as a camera or briefcase). Doing so makes it undetectable, but reduces accuracy. Subtract 1 from the damage. Cost: -50% / -1 point. Time: 3 days.

CHANGING FIRE MODES

You can add or remove firing modes from a weapon. Adding a fire mode is a positive, while removing fire modes from a

CREATING CYBERDECKS

Cyberdecks are the essential tool of the hacker. They are the Hacker's connection to the Matrix, his weapon, his instrument, his toolbox, and his armor when he's throwing down with serious Matrix security.

TAGS

CPU: the raw processing power of the deck

Mask: the stealthiness of a cyberdeck

Hardening: the deck's resistance to damage

Storage: the deck's capacity for loaded programs

DECK TEMPLATES

Each template below provides a number of Gear Points (gp) to distribute among the four tags listed above. Lower end decks offer fewer points to play with, while the high-end dream decks can be powerful rigs indeed. All decks start with a base of 8 storage, and no deck can have a tag higher than 3.

Entry Level [3 gp, 25,000¥]

Mid-Range [4 gp, 50,000¥]**High-End** [5 gp, 75,000¥]**Elite** [6 gp, 100,000¥]

CREATING VEHICLES

Vehicles have the following tags describing their capabilities:

Power (pwr): the vehicle's horsepower, speed, and acceleration.

Armor (arm): the vehicle or drone's armor rating.

Frame (frm): the vehicle's or drone's resilience. This is the equivalent of the vehicle's wounds. Remember that vehicles take half damage from small arms, and none from melee weapons.

Sensors (ssr): the quality of the vehicle's sensors (used when Checking the Situation while driving or piloting the vehicle)

Seats n: the number of people who can occupy the vehicle, including the driver or pilot

Fuel: fuel capacity

VEHICLE TEMPLATES

When designing a vehicle, select a template below, distribute the indicated Gear Points (gp) among the 4 core stats as desired. Power, armor and sensors may not have a value higher than 3.

The base fuel and frame of the vehicle will be indicated in each template. You can spend as many gear points as you wish to increase those tags.

BIKES

Scooter [3 gp, 3 fuel, frm 3, seats 1, 1,800¥]**Street Bike** [5 gp, 3 fuel, frm 4, seats 2, 6,500¥]**Racer** [4 gp, 3 fuel, frame 3, +1 pwr, seats 1, 9,500¥]**Offroadier** [5 gp, 3 fuel, frm 4, seats 2, 4,850¥]**Hog** [6 gp, 2 fuel, frm 5, seats 2, 17,500¥]

CARS

Economy [4 gp, 3 fuel, frm 5, seats 3, 10,000¥]**Standard** [5 gp, 3 fuel, frm 6, seats 4 16,000¥]**Sports** [6 gp, +1 pwr, frm 5, 2 fuel, seats 2, 36,000¥]**Luxury** [6 gp, +1 ssr, frm 6, 3 fuel, seats 5, 85,000¥]**Exotic** [7 gp, +1 arm, frm 6, 2 fuel, seats 6, 200,000¥]

TRUCKS

Van [6 gp, frm 8, 2 fuel, seats 8, 35,000¥]**Light Truck** [6 gp, +1 pwr, frm 10, 2 fuel, seats variable, 48,000¥]**Heavy Truck** [7 gp, frm 12, +1 pwr, 2 fuel, seats variable, 125,000¥]

ROTORCRAFT / VTOL

Helicopter [6 gp, +1 ssr, frm 10, 3 fuel, seats 6, 100,000¥]**VTOL** [7 gp, +1 ssr, 4 fuel, frm 10, seats 8, 355,000¥]

CREATING DRONES

Drones are built the same way as vehicles, and have most of the same qualities. However, drones have the following additional stats:

Tactical (tac): the quality of the drone's tactical expert system, which comes into play when the drone is in autonomous mode. Tac may not have a value higher than 3.

DRONE TEMPLATES

Ground Surveillance [3 gp, +1 ssr, frm 4, 2 fuel, 1,800¥]**Ground Sentry** [4 gp, +1 arm, 1d6 dmg, frm 6, 2 fuel, 4,500¥]**Ground Combat** [4 gp, +1 tac, 2d6b dmg, frm 8, 3 fuel, 8,000¥]**Air Surveillance** [3 gp, +1 ssr, frm 3, 2 fuel, 2,500¥]**Air Sentry** [4 gp, +1 ssr, 2d4b dmg, frm 4, 2 fuel, 12,000¥]**Air Combat** [5 gp, +1 tac, 1d8 dmg, frm 6, 3 fuel, 22,000¥]

CREATING CYBERWARE

Cyberware, like other equipment in Sixth World, can be described using a set of tags. Generally cyberware augments a character either by providing capabilities that the character did not have (nor could have naturally) such as a direct connection to a device or foot-long razors on their wrists, or enhances an existing capability such as their reaction time or toughness.

Since it's possible to describe cyberware in terms of tags, it is also possible to perform some customization of cyberware devices (although they're usually pretty fixed in their performance). The most typical customization possible is in the cyberware's grade, which indicates the general level of enhancement it provides, and in its damage capability (for cyberweapons).

ACTIVATING CYBERWARE

Cyberware is activated by spending Edge. By default, a cyberware system requires the user to spend 1 Edge to activate it, each time they wish to use it (that is, each time the user wishes to gain its benefits). The *toggle* and *always on* tags modify this general rule, as described in the **Other Cyberware Tags** section.

INSTALLING CYBERWARE

Installation of cyberware is an advanced surgical procedure that must be taken during downtime or legwork time due to recovery time. There are two general types of cyberware.

Implants are cyberware that are installed inside the recipient's body. The extent of the installation and the amount of Essence lost varies; a datajack is a relatively trivial installation, while wired reflexes involve an extensive whole-body procedure and a considerable amount of recovery time. Any cyberware item aside from, obviously, a replacement part can be installed as an implant (for example, you don't need to have cybereyes to get cybernetic low-light vision).

Full Replacements are cyberware that fully replaces an equivalent part of the recipient, such as eyes, ears, or limbs. Like implants, the invasiveness of such a procedure varies, but replacements are in general more invasive than implants. By themselves, replacements offer no additional capability. However, full replacements have the following benefits:

- full replacements can have optional components installed into them with no further essence cost; instead, the component takes up capacity equal to its essence cost.

ESSENCE COST

Every time cyberware is installed in a metahuman, it costs a bit of their essence. This loss depends on the invasiveness of the surgery required, the biological systems modified, and the grade of the cyberware. State of the art cyberware has a significantly decreased essence cost, but is also significantly more expensive. A character may not reduce their Essence below 0.

The tag for Essence cost is simply *essence n*, where n is the amount of essence the item costs to install.

PRICE

Unfortunately, there's no "generic" piece of cyberware, so there's no "standard price" to start from when customizing cyberware. The cost of the implant is based on a lot of factors: how invasive it is, how technically complex, what exactly it does, and how much the legal system and corporations frown upon John Q. Citizen having something that does that. Your standard datajack is an innocuous device, and might cost you around a thousand nuyen. On the other hand, having a pistol hidden inside your arm is probably going to cost a *lot* more, because no matter how convincing you are, most people won't believe you when you say it's just for target practice.

One of the jobs of the GM will be, if you use these customization rules, to figure out the base prices for different items. Some very loose (essentially guesswork) guidelines are given below:

Common Legal Items

- Minimally invasive: 1,000 - 5,000¥
- Moderately invasive: 7,500 - 40,000¥
- Highly invasive: 50,000 - 100,000¥

Restricted or regulated items will be more pricey. A premium of 25-50% over the cost of an equivalently invasive legal item might be appropriate.

For flat-out illegal 'ware, the sky's the limit. It's illegal to have the augmentation in the first place, so the black market can pretty much ask whatever it wants.

CREATION RULES

Although there is a list of "typical" cyberware in this section, it is possible to create or customize cyberware items using the rules in this section. The steps below describe how to create a new piece of cyberware (these are explained in more detail below):

1. Select either *standard* or *sota* grade.
2. Select the item's general function.
3. Decide how invasive the augmentation is, noting the base essence and price, as well as selecting the appropriate benefit based on function.
4. Choose additional tags, adjusting the final essence and nuyen cost as necessary.
5. Write out the tags, and name the item.

For items installed in full replacements, after you figure out the final cost and stats, you may want to record the individual components down, and simply note that they're installed in the containing implant, rather than jam everything into one endless and unintelligible stream of tags.

CYBERWARE QUALITIES

GRADE

Standard: this is your basic “off the shelf” augmentation, and is the default grade. Standard cyberware has the following characteristics

- Essence cost of 1, 2, or 3, depending on invasiveness
- Full replacements can have 2 add-on components

State of the Art: state of the art (*sota*) cyberware uses the latest technology to improve performance and customize it to your specific physiology and genetic makeup, reducing its essence cost. SOTA cyberware has the following characteristics:

- Essence cost is 0, 1, or 2 (for replacements with add-ons, add up the total cost for all components, then multiply). Yes, minimally invasive implants cost no essence.
- Base cost is multiplied by 3
- Full replacements can have 3 add-on components (these must also be SOTA-grade)

FUNCTION

Cyberware is highly varied, but has two general mechanical functions in the game: **modify a move**, or **grant a new capability**. Therefore, a cyberware item may have one of the following two tags:

modifies: many enhancements affect a specific move or moves; this tag describes the specific modification. For example, a smartlink alters the Rock & Roll move, so the tag list will contain modifies(Rock & Roll), along with a description of the specific benefit.

ability: the implant adds a new ability the recipient did not previously have (for example, armor, low-light vision, sound damping, a gun hidden in their toe, etc.). The ability added is usually evident from the name of the item (e.g. “Thermographic Vision Implant”), but if not, put the specific ability in parenthesis after this tag. Use the *special* tag to describe specific effects, as needed.

INVASIVENESS

The extent of the surgery required to install cyberware dictates both its base essence cost and its base cost in nuyen. In general, the more substantial the augmentation or the more fundamental or sensitive the systems being modified, the more invasive the surgery.

Level 0: this level of cyberware is minimally invasive, requiring little essence loss. This type of cyberware has the following characteristics:

- Base essence cost of 1
- Typical Systems: device links, vision enhancement, hearing enhancements, replacement eyes, replacement ears, installed devices, small compartments, implanted light blade, implanted holdout pistol
- **Benefit (choose 1):** new ability, 1d4 damage, special effect

Level 1 cyberware requires a bit more surgical intervention to install, a longer recovery time, and has more of an impact

on the recipients system. This level of augmentation has the following characteristics:

- Base essence cost of 2
- Typical Systems: armor implants, hazard protection, wired reflexes, skillwires, compartments, implanted medium blade, implanted light pistol
- **Benefit (choose 1):** new ability, 1d6 damage, +1 Armor, Hold 1, special effect

Level 2 cyberware is highly invasive and complex, requiring considerable modification of the recipient. It brings with it a correspondingly high monetary and essence cost. This level of augmentation has the following characteristics:

- Base essence cost of 3
- Typical Systems: replacement limbs, wired reflexes, armor implants, skillwires, move-by-wire system, cyber-torso, hazard protection, implanted heavy pistol
- **Benefit (choose 1):** new ability, 1d8 damage, +2 Armor, Hold 2, special effect

OTHER CYBERWARE TAGS

Cyberware can use many of the same general tags that other equipment use, such as *armor*, *range*, or *obvious*. The tags below are unique to cyberware.

add-ons: this is installed in an existing piece of cyberware, instead of independently. The item takes up *capacity* equal to its essence cost. **Note:** components **do not** inherit the *always on* or *toggle* tags from the item in which they are installed.

always on: the implant remains on all the time. If adding this tag to an item that modifies a move, multiply the cost of the implant by 2. Full replacements always have this tag, but their components do not inherit it.

n capacity (cap): the cyberware item has capacity for *n* add-on items. If add-ons are listed, this tag should show the *remaining* capacity. Only full replacements can have the *cap* tag. Capacity can be added in increments of 0.5 by increasing the base cost of the item by 25%.

device: this implant is a device of some sort (usually a weapon or computing tool) that does not offer sensory modification. If installed as an add-on, it must be installed in a replacement with the *device* tag.

link (device): this cyberware must be connected to the proper kind of device to be effective (for example, a smartlink must be connected to a weapon with a smartgun system)

loaner: this implant was given to you by an organization lots of money, and they expect you to repay them somehow. This tag can reduce or eliminate the financial cost for an implant, but it comes with a different sort of price tag.

resist (hazard): the augmentation protects against particular environmental hazards such as toxins or electrocution

sealed: a *sealed* implant requires at least an hour and the proper tools to reload or refill. Reduce the base cost by 25%.

toggle: this item is toggled on and off (that is, once activated, it stays on). For items that modifies a move, multiply the cost of the item by 1.5.

used: this implant started its life in someone else's body, and it shows. The first time you fail a move related to the implant or are in a situation where the added capability of the device comes into play, roll 1d6. On a 3 or better, you're fine. On a 2, the implant simply fails gracefully. On a 1, the implant goes haywire:

- If the implant modifies a move, that move is glitched until you get it fixed or shut down
- If the implant provides a capability, that ability becomes a big problem (for example, if your used thermographic vision goes haywire, you may be temporarily blinded)
- You can shut down a haywire implant by spending a point of Edge.

CHANGING MOVES

When a cyberware item modifies a move, the basic version of it always modifies a core or secondary moves, so it's useful to all of the different archetypes. However, if you want to change the move modified by the item to one of your archetype moves, go right ahead. There's only one rule: you can't double up. If you have an archetype move that grants a bonus or grants Hold, you can't change a cyberware item to grant *more* Hold for that move. Just take the highest amount.

MODIFYING TAGS

If you add a beneficial tag, increase the cost of the item. If you add a negative tag (such as *obvious*, or *used*), reduce the overall price to reflect this.

CREATING PROGRAMS

Programs act as a Hacker's weapons, tools, and enhancements in the matrix. They may alter the stats of a cyberdeck, or enhance your ability to damage enemy code, or help you pull off moves. A program loaded into a cyberdeck's storage is assumed to be running. Changing programs is done by declaring it, or via a move, as the situation demands.

Now, no self-respecting codeslinger buys off-the-shelf software, for a couple reasons: one, there usually isn't a shrink-wrapped program out there for the things the Hacker wants to do; and two, if there was, you certainly don't want anyone to know *you* bought it.

So what is the Hacker to do? Well, write code, of course! Here are rules for creating your own tools for bending the matrix to your will.

CODING

Programs consist of one or more routines, which are appended to the program name as tags. Each routine offers a different effect or benefit; multiple routines can be combined into a single piece of software.

Writing programs follows a simple procedure:

1. Name the program (I encourage you to come up with suitably Zero Cool names for programs)
2. Add routines to the program, spending the required time or money to develop them.
3. Calculate the *size* of the program, which is how much storage it occupies. A program's size is equal to the **number of routines x 2**.

Example: *Blitz is writing a new program for her deck for an upcoming run. She hopes to slip in, crack the datastore, and get out. She calls the program NinjQk, and gives it the routines analyze, stealth, and decrypt. This program has size 6.*

PROGRAM ROUTINES

Analyze: this routine lets the hacker roll+Matrix to Check the Situation while in VR.

Attack: deal 1d6 damage to targeted node, program, or hacker

Bounce: temporarily relocate a hostile program to another node in the system

Armor: this routine increases a cyberdeck's Hardening by 1

Stealth: this routine increases a cyberdeck's Mask rating by 1

Scan: this provides +1 ongoing to Awareness-based Stay Frosty

Repair: corrects errors and restores crashed code; heal 1 matrix damage

Interference: slows hostile program alarm triggers

Decrypt: take +1 to hacking Datastore nodes

Interface: take +1 to hack or use Control nodes

Backdoor: allows the hacker to automatically gain access to a specific node at some point in the future.

STACKING ROUTINES

You can add up to two copies of a single routine to a program. Doing so doubles its effect or the number of times you can use the routine. For example, Harden can be stacked, raising the bonus to hardening to +2. **Note:** when Attack is doubled, it becomes 2d6b damage.

ON TIME, UNDER BUDGET

When creating programs (with the exception of during character creation), Hackers will need to devote time to writing, debugging, and perfecting their code. Creating a program requires the Hacker to spend one day per routine.

Of course, shadowrunners don't always have the luxury of time. If a hacker doesn't have the time to write his or her own code, he or she can work their contacts to purchase black market bits. The average cost for a single routine is 250¥.

Example: *Blitz's new program, NinjQk, needs to be done pretty quick. She has one day free, so she spends that writing the analyze routine. However, she's out of time by then, so she calls up a couple buddies and snags some stealth and decryption libraries from them. Since they were friends, they cut her a break, and she scored the two routines for about 400¥.*

AGENTS

As programs are assembled from multiple routines, it is possible to compile multiple programs into an autonomous expert system called an **agent**, virtual companions to a hacker that act independently of the hacker but in accord with his or her wishes.

Only one agent can be in operation at once. Agents have the following characteristics:

CPU: this is the primary stat of the Agent, and is used when executing its moves

Wounds: a Agent's wounds are equal to the combined size of its constituent programs

Moves: Agents use the Sling Code and Born Digital moves

Other Stats: any other stats an Agent depend on its constituent programs (e.g., if a constituent program has the Armor routine, the Agent has Armor 1)

To create an Agent:

1. Choose up to 6 storage worth of programs already running on your cyberdeck to compile together.
2. Allocate at least 1 point from your cyberdeck's CPU to the Agent's CPU stat. A cyberdeck whose CPU is reduced to 0 in this fashion is not destroyed; it simply has all of its primary power devoted to the agent, and CPU cannot be added to the result of any Hacker moves.
3. Determine the Agent's wounds and other characteristics per the information above.

CREATING SPELLS

Spell creation in *Sixth World* is relatively simple, and requires only that you name the spell, and then assign it the appropriate tags to describe how it works, based on the Spell Templates presented in the next section.

Every spell must have all core tags assigned; additional tags may be assigned (see *Other Spell Tags*) as necessary (or when required in the rules that follow).

Example: *Lynn, playing the Mage, wants a spell that shoots a jet of acid at the target. She calls it Acid Spray, and gives it the following tags: close/short/medium, creature, instant, 2 Essence, 1d8+Essence dmg, element:acid, obvious.*

Example 2: *Lynn's not all about hurting people; sometimes she needs to protect herself too! She creates a spell she calls Astral Armor. It is a Manipulation spell affecting only her, triggered by any incoming damage, and not obvious to casual observers. She starts with some basic tags: touch, self, triggered, 1 Essence, effect:+1 armor. Since it's a protective Manipulation spell, it gets the protection tag as well. She wants it to be a bit more potent, so she'll have to add the exhausting tag to increase effect to +2 armor. Finally, she wants to add the subtle tag, which requires an extra point of Essence. The final spell, then, is Astral Armor [touch, self, triggered, 2 Essence, protection, subtle, exhausting, effect:+2 armor against one attack]. It's a costly spell, but a nice way to have some low-profile protection against surprise attacks.*

SPELL TEMPLATES AND TAGS

All spells share a core set of tags describing their **Range, Targets, Duration, Essence, and Effect**.

Range describes the effective range over which the spell can be cast. Remember that all spells require line of sight to the target. Combat spells, by default, have the *close*, *short*, and *medium* tags.

Touch: the spellcaster must touch the target to cast the spell.

Close: the spellcaster must be within roughly 2-3 meters of the target

Short: the spellcaster must be within approximately 10 meters of the target

Medium: the spellcaster must be within approximately 20 meters of the target

Long: the spellcaster must be within approximately 30 meters of the target

Target indicates the valid targets for the spell. Spells are by default single target, though they may have multiple valid target types.

Self: the spell only affects the caster

Metahuman: the spell only affects metahumans

Creature: the spell affects any living creature

Spirit: the spell affects only spirit beings

Object: the spell affects inanimate objects

Device: the spell affects technological devices

Duration specifies how long the effects of a spell normally last. **Note:** wound or stun damage removed by a spell does not come back when the spell's duration is up, unless that is specified in the spell effect itself. For ease of play, those sorts of effects are permanent.

Instant: the spell occurs very quickly. **All Combat spells have instant durations.**

Short: the spell lasts long enough for the target to take one move, more or less (this is common for spells that boost a single move or enhance a Stat temporarily). Triggered (see *Other Spell Tags*) can replace this tag at the caster's discretion. **All spells except Combat spells have a default duration of short.**

Specified: the spell lasts for a specific amount of time (e.g. 5 minutes, 30 minutes, 1 hour).

Sustained: the spell remains in effect for a period determined by the caster. Essence spent on this spell cannot be recovered until the spell is ended. Common for spells that grant ongoing bonuses.

Essence indicates the minimum Essence expenditure required to cast the spell. No customizations can reduce a spell's minimum Essence cost below 1.

Effect describes the actual result of a successful casting of the spell. Spell effects are extremely varied, but generally do such things as enable previously impossible abilities (breathing underwater, or perceiving remote events), enhance existing abilities (offering bonuses or Boosts to moves or Stats), or healing or inflicting damage. **Note:** the effect of combat spells is almost always, of course, to inflict damage.

CUSTOMIZING SPELLS

Using the basic tags as well as tags specific to certain spell categories (if any), spells can be modified in order to meet the caster's needs. Most modifications simply require the caster to commit more essence to power the spell.

The following modifications are common:

More Targets: additional valid target types or additional targets can be added to a spell. For each target type added, increase the Essence cost by 1.

Discreet Casting: all spells are assumed to have the *obvious* tag, indicating that you can't miss the mage going through the motions to cast the spell. To add the *subtle* tag to hide the casting process, increase the essence cost by 1.

Increased Range: to add an additional range tag, increase the Essence cost by 1. By default, Combat spells start with *short*, *medium* (or sometimes *touch*); Health spells start with *touch*, and other spells with *close*, *short*.

Decreased Range: in some cases you may wish to decrease the effective range of a spell in order to decrease its Essence cost. Remove the longest range increment and either reduce essence cost, or (for damaging spells) stage the damage die type down one step. Spells may never cost less than 1 Essence.

Potent Effect: you may double the potency of a non-combat spell's effect, by adding the *exhausting* tag (modifying the effect of combat spells is described in that section).

Increase Duration: some spells (usually Health, Illusion, and Detection spells) have durations longer than instant. Increasing the duration of the spell by one step costs an additional 1 Essence.

TYPE-SPECIFIC SPELL TAGS

COMBAT

Combat spells have the following specific customization options:

Damage: instead of an effect tag, combat spells deal damage (similar to weapons). All combat spells start with a base damage value of **1d6**. Spell damage can be upgraded in a couple ways, each with a cost:

+1 damage: either remove the highest range increment from the spell, or add the *obvious* tag

Upgrade damage die: increase the minimum essence cost of the spell by 1, and add the *obvious* tag

Downgrade damage die: reduce the die by 1 step to reduce essence cost by 1 (to a minimum essence of 0)

Modify the damage to a "best" roll: add the *exhausting* tag

DETECTION

Detection spells have the following specific tags:

Analysis: the spell is designed to analyze the workings of an object, device, or similar target

Perception: the spell enhances the target's perceptive capability or to enable otherwise impossible feats of perception (such as clairvoyance)

Telepathy: the spell affects the target's mind, allowing the caster to read surface thoughts or intentions, or glean other information

ILLUSION

Illusion spells have the following specific tags:

Concealment: the spell's purpose is to conceal its targets from detection by others

Distraction: the spell creates illusions that distract and confuse the target, enhancing your actions or hampering theirs

MANIPULATION

Manipulation spells have the following specific tags.

Protection: the spell's focus is protecting the target(s) against threats

Telekinesis: the spell enables the caster to move physical objects

Energy: the spell manipulates energy to create effects (such as igniting material or generating light)

Mental: the spell manipulates the mind of the target through direct magical force

HEALTH

Health spells have the following specific tags:

Heal: the spell mends wounds and eases trauma

Cure: the spell counteracts the effects of disease, toxins, and similar threats.

Enhance: the spell enhances the physiology of the target in some, such as increasing a Stat or enabling otherwise impossible feats

OTHER SPELL TAGS

Area: the spell covers an area of effect, within its specified range, and affects all valid targets in the area. Adding the area tag to a combat spell reduces the damage die by 1 step (to a minimum of 1d4); adding this to another kind of spell increases its essence cost by 1.

Element: this spell has an elemental aspect (e.g. acid, fire, ice, electricity, water, air) with corresponding additional effects

Exhausting: this spell is especially draining; the caster must take 1 stun damage when casting this spell (this stun ignores armor, although it can otherwise be healed normally).

Subtle: this tag means much the same as it does with other activities, except that for spells, it indicates that the preparations to cast the spell are subtle; the spell effect itself may or may not be (for example, a fireball can be *subtle*, but only insofar as nobody notices the mage forming the spell; once it goes off, it's certainly obvious).

Triggered: this spell is triggered by a particular event (often a move); it remains in effect until the individual in question makes the triggering move or action. This tag is a replacement for the *Short* duration tag at the spellcaster's discretion.

THE MAGE'S SANCTUM

Mages, unfortunately, cannot simply borrow another mage's spell to use. The creation of a spell is a very personal event, and you wouldn't want to have someone else's formulas "go down the wrong pipe," as it were. As a result, it requires time (and sometimes money) to develop a spell.

Mechanically, development of a new spell requires the Mage to spend at least 72 hours in study, preparing reagents, studying tomes, and inscribing strange symbols. Once done, of course, the spell is added to the mage's repertoire; a Mage never forgets her spells.

It is possible to shorten this process somewhat by obtaining help from outside sources. Talismongers, for instance, might be able to locate items or suggest pronunciations; other mages may be able to explain certain concepts to the uninitiated; and spending time in pure study (using the Initiate move) can reduce the time required.

CREATING SPIRITS

Instead of crafting spells like mages, shamans familiarize themselves with the denizens of Astral Space, learning to make bargains and offer wagers in order to secure the aid and services of these ethereal beings. A practiced shaman is adept at “wheeling and dealing” with spirits and elementals.

There is a dizzying array of different spirits in the astral world. *Sixth World* lets the Shaman create the spirits they wish to summon.

SPIRIT BONDING

Although the rules here provide a mechanical way to make your own custom spirits, remember that spirits are independent entities, not “on the fly” creations of the Shaman. In the game world, the shaman has met, negotiated with, and bonded with a spirit, developing a relationship (the **spirit bond**) with the entity.

JUST BUSINESS

It is important to recognize that the relationship between the Shaman and the spirits to whom he or she has bonded is not necessarily (or even *usually*) one of friendship or altruism. Rather, the relationship is more akin to a contract or pact—it is a business relationship, with consideration promised and mutually agreeable terms established. Spirits do not, as a rule, *love* being randomly yanked out of the astral plane to perform work for people, and if uncontrolled, are as likely to turn on their summoner as they are to simply vanish back into Astral Space.

RULES

Use the following procedure to develop the spirits with which you’ve formed a Spirit Bond.

1. Choose the spirit’s **Type**: elemental or natural.
2. Choose the spirit’s **Domain**, and record the base Armor and Wounds.
3. Choose the spirit’s **Nature**, and modify the basic spirit tags as needed.
4. Distribute 4 spirit points among spirit’s Moves, adjusting for the spirit’s purpose. No spirit move may have a modifier higher than +3.
5. Add additional tags if desired (see *Other Spirit Tags*).
6. Name your spirit.

Example: Pam is playing a Shaman named Chert, and is developing the initial three spirits Chert can summon. Pam decides the first one will be a natural forest spirit, a protector of the dwindling unspoiled lands.

With those decisions made, the spirit’s qualities so far are natural, forest, protector, armor 1, wounds 10, dmg 1d8, guard 1, enthrall -1.

Pam also wants the spirit to blend in with the forest, and to an excellent guardian of its inhabitants. She spends one spirit point (out of 4) to gain the aspect tag, and then spends the remaining three to boost the Guard move

twice, and the Harm move once. The final spirit looks like this: natural, forest, protector, harm 2, guard 3, search 0, enthrall -1, mentor 0, armor 1, wounds 10.

SPIRIT TYPES

Elemental: these spirits represent the basic four elements, air, earth, fire, and water, and can be summoned anywhere.

Natural: natural spirits are spirits associated with particular domains (such as “city spirits” or “mountain spirits”). Natural spirits may enter other domains freely, but they can only be summoned within their own, and if they cross domains, there’s always a chance they attract unwanted attention from other spirits who don’t like intruders.

BASIC SPIRIT TAGS

Domain represents the spirit’s preferred environment or the area in which it may be summoned. A natural spirit summoned in its domain always has the *generous* tag. The domain of an elemental is considered to be the same as its element (though they gain no benefit from being within their domain).

Urban: spirits that dwell in urban or developed lands, especially cities

Plains: spirits that dwell in open plains, grasslands, open fields, and farms

Forest: spirits that dwell in forests, woods, and similar areas

Mountain: spirits that dwell in foothills, crags, ridges, and other mountainous terrain

Earth: spirits that dwell underground or in caves; the domains of earth spirits are widespread.

Deserts: spirits that dwell in the sere, forbidding landscape of the deserts

Sky: spirits dwelling in the open skies.

Storm: spirits of storm and disruption

Swamps: spirits who dwell where earth and water are one

Water: spirits of the water, be it lakes, rivers, or the open sea

There are two things to be aware of regarding domains. First, domains are relatively confined—a mountain spirit’s domain is not all mountains, nor even all of a specific mountain. Rather, it is usually a region with a radius of around 500 meters, within a mountainous region. Overlap among domains is possible, and the byzantine negotiations that take place between spirits defy understanding even by the most gifted shamans.

Also remember that multiple domains may exist within a larger area that seems uniform. In other words, city spirits (for example) are the only kind of spirit you’ll run across in a city—a park within a city may be the home of a forest spirit, and you may find a river spirit fighting to protect it’s home from polluted runoff in some industrial area.

Armor represents the spirit’s innate magical resistance to damage; spirit armor cannot be ignored, nor reduced by weapons with the AP tag. All spirits have 1 armor.

Wounds simply represent the spirit's innate health; all spirits, by default, have 8 wounds.

SPIRIT NATURE

Every spirit has a **nature**, which indicates its sense of purpose and the activities to which it is drawn. A spirit's nature also affects its basic tags and moves (see Spirit Moves, below) in various ways.

Watcher spirits observe, find, and note. They are incapable of dealing harm to anyone or anything. Watcher spirits have the following modifiers: *Search +2, Wounds -2, may not Harm.*

Teacher spirits wish to inform and instruct, and find it difficult to inflict damage upon those they could otherwise teach. Teacher spirits have the following modifiers: *Mentor +2, Harm -2, dmg 1d4.*

Protector spirits preserve, defend, and support their domain. They are unconcerned with influencing intruders, preferring to throw them out instead. Protector spirits have the following modifiers: *Guard +1, Enthral -1, Wounds +2, dmg 1d8.*

Destroyer spirits are warrior spirits who revel in combat and bloodletting. They are fearsome enemies, though somewhat limited in imagination. Destroyer spirits have the following modifiers: *Harm +2, Mentor -1, Search -2, Wounds +1, Armor +1, dmg 1d10.*

Seducer spirits wish to influence, to inspire love, and to acquire servants, though they do not typically enjoy *directly* harming others. Seducer spirits have the following modifiers: *Enthral +2, Harm -1, Wounds -1, dmg 1d4.*

SPIRIT MOVES

Spirits and elementals summoned by player characters are individual beings that have their own set of moves. While summoned, spirits may perform a number of moves equal to their Force (that is, a number of moves equal to the Essence used in their summoning). Each use of a move below counts toward that limit.

When creating a spirit, the Shaman may spend up to 4 spirit points to increase the value of a spirit's moves. However, remember that some additional tags cost spirit points, so use them wisely!

HARM: when a spirit **attacks someone or something**, roll+Harm. On 10+, the spirit deals its damage. On 7-9, the spirit deals damage, but also takes damage.

SEARCH: when the spirit **attempts to locate individuals or items within its domain**, roll+Search. On 10+, the spirit locates the item and can tell the Shaman where it is. On 7-9, the spirit can tell the shaman whether the item or person is within its domain, but not its specific location. Note: the GM and player should determine the search range for elementals.

GUARD: when a spirit **stands in defense of its domain or inhabitants thereof**, roll+Guard. On 10+, the spirit prevents damage or hostile effects from occurring. On 7-9, the spirit halves damage or the potency of a hostile effect.

ENTHRALL: when a spirit **attempts to control someone's actions or thoughts**, roll+Enthral. If the target is a:

- An NPC: On a 10+, the spirit issues two instructions that the NPC must follow, or take 3 damage. On 7-9, the spirit may issue one instruction.
- A PC: On a 10+, both of the following apply. On 7-9, only 1 applies:
 - If the character complies, they mark XP
 - If the character refuses, they must *Stay Frosty*

MENTOR: when a spirit **imparts knowledge or truth**, roll+Mentor. On 10+, the GM provides, in secrete, a useful or interesting piece of information to the target. On 7-9, the GM provides an interesting piece of information.

OTHER SPIRIT TAGS

Robust: the spirit is particularly resistant to damage; all damage rolls against it are [**w**]. Adding this tag costs 1 spirit point.

Aspect: the spirit takes on the appearance of their domain, and is invisible in their domain unless it chooses to be seen. All spirits have this tag.

Generous: the spirit will perform one extra move; adding this tag costs 1 spirit point.

Insubstantial: damage dealt and taken is halved

Weakness (specify): the spirit has a weakness to a particular material or element which ignores insubstantiality, armor, and robustness. Adding this tag allows the free addition of another tag.

Engulf: the spirit may enclose a target in the substance of its domain, typically (but not always) dealing damage.

Wild: this spirit has an extra spirit point, but the shaman must take -2 whenever he or she conjures it.

MAKING NEW BONDS

As with weaponry, spells, or programs, it takes time and effort to develop a relationship with a spirit. The spirit creation rules here are, as already said, not intended for "on the fly summoning," rather they are intended to help Shaman players create a list of spirits that the shaman is accustomed to summoning, and that fit the player's desired concept for their character.

If the Shaman wants to develop a relationship with a new spirit, the character must spend at least two full days of downtime meditating and communing, meeting and negotiating with spirits in the Astral realm. At the conclusion of this time, the Shaman's player may create a new spirit with whom the Shaman has formed a bond.

INTRODUCTIONS

A shaman can reduce the time spent in bargaining with a new spirit in a very simple way—have another spirit "make introductions." To do so, a Shaman must be mentored by another spirit (one he or she has summoned). If the mentoring is successful (use the Mentor move), reduce the time required by one day.

TOTEMS

Shaman characters must select a totem, representing their connection to one of the great spirits.

BEAR

Boons: reduce essence cost to conjure protector spirits by 1 (to a minimum of 1)

Flaw: when injured, roll 1d6. On 1 or 2, the shaman goes berserk).

CAT

Boons: gain low-light vision; you cannot be surprised

Flaw: you cannot deal lethal damage to your enemy

COYOTE

Boons: take +1 to conjure Teacher spirits

Flaws: destroyer spirits summoned lose 1 spirit point

DOG

Boons: and take +1 to conjure protector spirits or city spirits

Flaw: your moves are glitched if you have left an ally behind or in danger

GATOR

Boons:take +1 to conjure water spirits.

Flaw: You are exceptionally greedy

EAGLE

Boons: take +1 to conjure watcher spirits or air elementals

Flaw: you have an allergy to something relatively common, and take -1 ongoing when exposed

LION

Boons: take +1 to conjure protector or plains spirits

Flaw: Take -1 on Gut Checks

OWL

Boons: gain low-light vision, take +1 to conjure teacher spirits

Flaw: Spells cost 1 more essence to cast in the day

RACCOON

Boons: and take +1 to conjure watcher spirits

Flaw: must Stay Frosty to avoid letting his curiosity get to him

RAT

Boons: take +1 to conjure city spirits

Flaw: when combat starts, you must Stay Frosty, or flee

RAVEN

Boons: take +1 to conjure watcher spirits

Flaw: you must take advantage of others' misfortune when you can

SHARK

Boons: take +1 to conjure destroyer spirits

Flaw: when injured, roll 1d6: on 1, 2, or 3, the shaman goes berserk

SNAKE

Boons: and take +1 to conjure seducer spirits

Flaw: take -1 ongoing to Rock & Roll

WOLF

Boons: take +1 to conjure protector spirits

Flaw: you must Stay Frosty to retreat from combat

GM RESOURCES

QUICK STREET NAMES

Acrobat	Dragon	Pac
Angel	Drake	Plusone
Argent	Drez	Poetry
Azure	Eagle	Porkchop
Babs	Evergreen	Rabbit
Bamboo	Fable	Radiant
Backhoe	Fade	Razor
Barefoot	Finley	Rukkus
Battery	Foxcraft	Sandbox
Bigtop	Gate	Saturn
Birdseye	Geez	Scrap
Bit	Geezer	Sequoia
Bogie	Glimmer	Seven
Bones	Gimlet	Shade
Bonnie	Gunz	Shadow
Boxer	Gutter	Shark
Burn	Hawk	Slick
Cameo	Hitch	Snowbank
Candy	Hoop	Sockmonkey
Carbon	Hound	Stutter
Cavalier	Huck	Sugar
Chip	Hudson	Sunburn
Choppa	Indigo	Tiller
Chupa	Iron	Tink
Citadel	Jack	Tranquil
Cobweb	Jersey	Trukk
Cowboy	Lance	Uncle Slam
Crank	Lightfoot	Unicorn
Crisp	Lord	Vixen
Crunch	Lotus	Volcano
Cutter	Lucky	XIII
Cycle	Lune	Zero
Cypher	Machete	
Dancer	Molly	
Deckhand	Mouse	
Dekk	Mustang	
Derby	Navy	
Digger	Neo	
Dog	Nex	
Doll	Onetime	
Donk	Orchid	

BAR/CLUB NAMES

Magma	Leverage
Nectar	Club Sangre
Jacked	Zone 9
Skull Hop	Disco Mittens
Torque	Erewhon
Sphere	Vertex
Ad Astra	Soundwave
Cafe Loup	Chumley's
Howler's	Racer Echs
Credslicks	Rockstorm
Neon Dragon	The Huckle
Second Stump	Goose
Darkwire	Warstomp
Green Rhythm	House of Boom
Buried	Blue
Cement Cross	Pulse
Sprawlz	Club Loca
Hunker's Last	The Box
Home	Marcoline's
Krave	Noggin
Milligrays	Slot and Rum
Fat Lo's	The Swan &
Practical Pig	Hostage
Doc Jock's	Brendan's
Electron Soul	Good Fletcher's
Bitbucket &	The Ceramic
Dongle's	Deacon
Uchida's	Gribb's
Fort Necessity	Optique
Banjo Pancake	Parallax
Krillwires	
The Hoosegow	
Hanging Sloth	
Stunted Bunting	
Toxic Spirits	
Bughunters	
Scraped Up	
Lumen	
The Hellhound	
DipSwitch	
What Do?	

QUICK COMPANY NAMES

Aerochem Solutions	DigiBNC
Dynocene Construction	Thermonex Plc
Zhèng-Hirano Holdings Plc	ArcoCEL
DynoVDD	Zhang Holdings Co.
Motonex Hardware	Aerodyne
Aerogen	Agrigene Plc
Mototel Industries Inc.	JXK Electronics
ERL Corporation	Teratek Digital et cie
Braun-Ikeda Aerospace	Miller Armaments
Arcodyne Cybernetics SA	Thermotek Holdings
DZC Manufacturing	Hán-Fujita Biosystems
Richardson Logistics	Autoform AG
Kaiser-Murata Aerospace	Mototech
Hán Biosystems	Matsuda-Stewart Technologies,
Liáng-Meier Digital	GmbH
Geoform Processing	DBX Gen
Dynocera Biotech et cie	Geotek Digital
Guo Systems Plc	Walter-Zhèng Solutions
PSX Tek	Schmidt-Fujita Constructio-
Hirano Digital	Hofmann-Onishi Biosystems Ltd.
Sauer-Bergmann Digital	
GenoEPU	
Russell Logistics	
Aerosphere Cybernetics	
Dynostruct Software	
TerraTEQ	
Zhào Software	
PBI Biotech	
DynoHPC	
Smith Biosystems	
Endocera Construction	
Ecogene Processing SA	
Winkler Biotech	
Adams Digital Co.	
Simpson Partners Plc	
IJV Ecostruct	
Microcene Inc.	
Hughes-Sauer Construction Plc	
Digitech	
Technocera	
Wright Manufacturing	

A HANDY PILE OF NAMES

Milagros Prange
Erik Shur
Lonnie Mcgonagle
Neva Mor
Noreen Wilcoxon
Mathew Lococo
Darren Macaulay
Nelson Osmun
Ted Mollica
Saundra Shippy
Ashlee Mahony
Odessa Taillon
Tia Belland
Roslyn Biffle
Clayton Raffaele
Mathew Altschuler
Penelope Quaid
Kurt Robuck
Marcie Alix
Marcie Croke
Earnestine Elliston
Jamie Zwiebel
Julianne Baden
Eve Birk
Marylou Quintanar
Earnestine Steinberger
Tameka Pitcock
Cody Kuzma
Nita Alers
Max Nigh
Gay Barcomb
Clare Forbush
Pearlie Schlagel
Carlene Jehle
Ted Kram
Harriett Emig
Allan Straw
Nannie Zucco
Nelson Hazley
Darcy Bown

Ted Eckhoff
Elnora Chivers
Alana Huitt
Clayton Almada
Cody Mccausland
Jerri Seckman
Lonnie Hughs
Lonnie Reitman
Guy Rotunno
Liza Shuff
Emilia Hoak
Nita Bier
Jamie Dziedzic
Harriett Maheu
Max Secor
Alejandra Crothers
Allan Grise
Darren Raatz
Harriett Galdi
Neil Moronta
Carmella Kealoha
Javier Castaldi
Carlene Kotek
Clinton Nierman
Javier Garbett
Jeanie Maclachlan
Melisa Honore
Pearlie Pickert
Edwina Streit
Fernando Shabazz
Kelly Tift
Dollie Ort
Clayton Denver
Austin St. Claire
Guy Crothers
Carlene Tuff
Lilia Borelli
Clare Nalbandian
Allan Drucker
Darren Rosborough
Sharron Crowell
Jamie Max
Odessa Hougland
Lonnie Behan
Nannie Caryl

Lonnie Sison
Ewa Caito
Elwood Chappuis
Kendrick Wintermantel
Natisha Seppi
Deadra Obas
Darius Wisinski
Thaddeus Galford
Ludivina Ciliberto Fode
Armand Carnett
Raphael Decou
Katelynn Needler
Lavenia Chaudhuri
Genna Finical
Bok Stitzel
Armand Burmester
Cliff Felkner
Despina Menezes
Ali Scrimpsher
Kendrick Delmedico
Nolan Gillitzer
Ming Kuney
Marlin Gindhart
Nenita Dady
Keila Chastin
Marlin Shelite
Emely Buote
Genesis Bonventre
Quinton Sinnett
Son Reisher
Marlin Eichel
Darius Getts
Brain Tapija
Moises Keirman
Toi Cheatum
Loralee Hardester
Rod Smitz
Marlin Gradilla
Son Lesmerises
Hal Chiarito
Jeffry Gombert
Darius Eckl
Kimi Unangst
Elwood Dorow
Dane Shadwell

Virgen Witaker
Raphael Landazuri
Virgen Arrez
Annita Honberger
Raphael Holtrop
Rod Mulinix
Annita Camarero
Marvis Dischinger
Lavenia Werblow
Armand Hutchenson
Fidel Corneil
Sadye Obermann
Darius Foxworthy
Ming Hillsgrove
Ludivina Corneil
Brain Whitebread
Nolan Artalejo
Son Callais
Moises Debem
Elwood Accornero
Bryon Webley
Marlin Presha
Francene Worford
Marcel Kraszewski
Bryon Krumwiede
Ludivina Meullion
Clemencia Scammon
Kimi Biava
Ileen Midden
Brittanie Comegys
Quinton Schuerman
Alvaro Laky
Elwood Fritchman
Kit Wagenaar
Jeffry Vanella
Quinton Wrich
Valene Arron
Jackson Boyarski
Dane Draffen
Quinton Deuell
Jackson Tijernia
Virgen Allegrini
Nolan Solages
Leena Ritrovato
Newton Schiffner

Vita Rowold
Karri Mraw
Jerrold Dingillo
Trish Stagno
Dee Boumthavee
Dedra Sourlis
Reyes Pendill
Mac Skevofilakas
Horacio Nao
Delmer Ferouz
Dee Blankschan
Ethelyn Aherns
Mac Hengen
Rina Fortun
Amado Gushard
Sung Mihalios
Dario Goich
Mac Grenway
Mohamed Waisman
Rolland Propheter
Cierra Yater
Evon Buckholtz
Richie Watah
Kaltenhauser
Lenny Zabka
Rina Trumper
Hank Guerera
Rupert Senethavilouk
Robt Tarner
Ingeborg Dagis
Lupe Esquinaldo
Lenny Booras
Kenton Scollan
Lanette Fincel
Sarita Knori
Cierra Stucke
Mohamed Sperier
Hank Hallemeier
Thanh Pascher
Awilda Konopacki
Connie Golinski
Robt Hjalmarson
Fonda Duceman
Reyes Snith
Ciara Cratin

Rosalva Scarfi
Cierra Hladek
Robt Scheiblich
Jerrold Nonamaker
Amado Tobolski
Tory Zastawny
Geraldyn Stancoven
Shirlee Doegg
Reyes Cranmore
Sung Wearly
Richie Rhen
Rolland Cassem
Evon Nimura
Awilda Lastufka
Mercy Rangel
Leatha Sturwold
Tory Foyer
Dillon Lenehan
Vita Brola
Audry Keagy
Brice Lienke
Mohamed Savas
Brice Kapraun
Krystyna Gulbrandsen
Richie Redlon
Lupe Swopshire
Cherise Doughtry
Rina Trombino
Delmer Dupray
Reyes Poletski
Robt Dunkerley
Hank Astolfi
Dillon Hiday
Karri Youla
Florene Rutenberg
Jonah Schraub
Hank Gittinger
Lenny Bursik
Mac Fower
Cheyenne Mascheck
Rolland Tokunaga
Zora Quader
Sade Pollmann

10100 WESTERN NAME GENERATOR**MALE NAMES**

1. James	43. Peter	85. Martin
2. John	44. Harold	86. Ernest
3. Robert	45. Douglas	87. Phillip
4. Michael	46. Henry	88. Todd
5. William	47. Carl	89. Jesse
6. David	48. Arthur	90. Craig
7. Richard	49. Ryan	91. Alan
8. Charles	50. Roger	92. Shawn
9. Joseph	51. Joe	93. Clarence
10. Thomas	52. Juan	94. Sean
11. Chris	53. Jack	95. Philip
12. Daniel	54. Albert	96. Chris
13. Paul	55. Jonathan	97. Johnny
14. Mark	56. Justin	98. Earl
15. Donald	57. Terry	99. Jimmy
16. George	58. Gerald	100. Antonio
17. Kenneth	59. Keith	
18. Steven	60. Samuel	
19. Edward	61. Willie	
20. Brian	62. Ralph	
21. Ronald	63. Lawrence	
22. Anthony	64. Nicholas	
23. Kevin	65. Roy	
24. Jason	66. Benjamin	
25. Mat	67. Bruce	
26. Gary	68. Brandon	
27. Timothy	69. Adam	
28. Jose	70. Harry	
29. Larry	71. Fred	
30. Jeffrey	72. Wayne	
31. Frank	73. Billy	
32. Scott	74. Steve	
33. Eric	75. Louis	
34. Stephen	76. Jeremy	
35. Andrew	77. Aaron	
36. Raymond	78. Randy	
37. Gregory	79. Howard	
38. Joshua	80. Eugene	
39. Jerry	81. Carlos	
40. Dennis	82. Russell	
41. Walter	83. Bobby	
42. Patrick	84. Victor	

FEMALE NAMES

1. Mary	43. Christine	85. Anne
2. Patricia	44. Marie	86. Jacqueline
3. Linda	45. Janet	87. Wanda
4. Barbara	46. Catherine	88. Bonnie
5. Elizabeth	47. Frances	89. Julia
6. Jennifer	48. Ann	90. Ruby
7. Maria	49. Joyce	91. Lois
8. Susan	50. Diane	92. Tina
9. Margaret	51. Alice	93. Phyllis
10. Dorothy	52. Julie	94. Norma
11. Lisa	53. Heather	95. Paula
12. Nancy	54. Teresa	96. Diana
13. Karen	55. Doris	97. Annie
14. Betty	56. Gloria	98. Lillian
15. Helen	57. Evelyn	99. Emil
16. Sandra	58. Jean	100. Jamie
17. Donna	59. Cheryl	
18. Carol	60. Mildred	
19. Ruth	61. Katherine	
20. Sharon	62. Joan	
21. Michelle	63. Ashley	
22. Laura	64. Judith	
23. Sarah	65. Rose	
24. Kimberly	66. Janice	
25. Deborah	67. Kelly	
26. Jessica	68. Nicole	
27. Shirley	69. Judy	
28. Cynthia	70. Christina	
29. Angela	71. Kathy	
30. Melissa	72. Theresa	
31. Brenda	73. Beverly	
32. Amy	74. Denise	
33. Anna	75. Tammy	
34. Rebecca	76. Irene	
35. Virginia	77. Jane	
36. Kathleen	78. Lori	
37. Pamela	79. Rachel	
38. Martha	80. Marilyn	
39. Debra	81. Andrea	
40. Amanda	82. Kathryn	
41. Stephanie	83. Louise	
42. Carolyn	84. Sara	

SURNAMES

1. Smith	43. Roberts	85. Powell
2. Johnson	44. Turner	86. Long
3. Williams	45. Phillips	87. Patterson
4. Jones	46. Campbell	88. Hughes
5. Brown	47. Parker	89. Flores
6. Davis	48. Evans	90. Washingt- ton
7. Miller	49. Edwards	91. Butler
8. Wilson	50. Collins	92. Simmons
9. Moore	51. Stewart	93. Foster
10. Taylor	52. Sanchez	94. Gonzales
11. Anderson	53. Morris	95. Bryant
12. Thomas	54. Rogers	96. Alexander
13. Jackson	55. Reed	97. Russell
14. White	56. Cook	98. Griffin
15. Harris	57. Morgan	99. Diaz
16. Martin	58. Bell	100. Hayes
17. Thompson	59. Murphy	
18. Garcia	60. Bailey	
19. Martinez	61. Rivera	
20. Robinson	62. Cooper	
21. Clark	63. Richardson	
22. Rodriguez	64. Cox	
23. Lewis	65. Howard	
24. Lee	66. Ward	
25. Walker	67. Torres	
26. Hall	68. Peterson	
27. Allen	69. Gray	
28. Young	70. Ramirez	
29. Hernandez	71. James	
30. King	72. Watson	
31. Wright	73. Brooks	
32. Lopez	74. Kelly	
33. Hill	75. Sanders	
34. Scott	76. Price	
35. Green	77. Bennett	
36. Adams	78. Wood	
37. Baker	79. Barnes	
38. Gonzalez	80. Ross	
39. Nelson	81. Henderson	
40. Carter	82. Coleman	
41. Mitchell	83. Jenkins	
42. Perez	84. Perry	

10100 JAPANESE NAME GENERATOR

GIVEN NAMES

SURNAMES

1. Hiroshi	43. Tadao	85. Yuji	1. Sato	43. Nishimura	85. Kojima
2. Akira	44. Kunio	86. Atsushi	2. Suzuki	44. Fukuda	86. Otsuka
3. Kazuo	45. Keiko (f)	87. Keiichi	3. Takahashi	45. Ota	87. Chiba
4. Takashi	46. Yoko (f)	88. Ken	4. Tanaka	46. Miura	88. Kubo
5. Toshio	47. Eiichi	89. Keiji	5. Watanabe	47. Fujiwara	89. Matsui
6. Yoshio	48. Hiroyuki	90. Yasushi	6. Ito	48. Okamoto	90. Iwasaki
7. Hideo	49. Toru	91. Reiko (f)	7. Yamamoto	49. Matsuda	91. Sakurai
8. Masao	50. Shigeo	92. Goro	8. Nakamura	50. Nakagawa	92. Kinoshita
9. Kiyoshi	51. Michio	93. Yoichi	9. Kobayashi	51. Nakano	93. Noguchi
10. Takeshi	52. Masaru	94. Norio	10. Kato	52. Harada	94. Matsuo
11. Minoru	53. Shozo	95. Shinji	11. Yoshida	53. Ono	95. Nomura
12. Shigeru	54. Shoichi	96. Kyoko (f)	12. Yamada	54. Tamura	96. Kikuchi
13. Tadashi	55. Isamu	97. Noriko (f)	13. Sasaki	55. Takeuchi	97. Sano
14. Kenji	56. Yoshiaki	98. Kenzo	14. Yamaguchi	56. Kaneko	98. Onishi
15. Koichi	57. Jun	99. Yoshiro	15. Saito	57. Wada	99. Sugimoto
16. Takeo	58. Hisashi	100. Toshiko (f)	16. Matsumoto	58. Nakayama	100. Arai
17. Ichiro	59. Masahiro		17. Inoue	59. Ishida	
18. Makoto	60. Haruo		18. Kimura	60. Ueda	
19. Yasuo	61. Kazuko (f)		19. Hayashi	61. Morita	
20. Yukio	62. Hiroko (f)		20. Shimizu	62. Hara	
21. Yutaka	63. Kaoru (f)		21. Yamazaki	63. Shibata	
22. Osamu	64. Yoshiko (f)		22. Mori	64. Sakai	
23. Saburo	65. Sadao		23. Abe	65. Kudo	
24. Koji	66. Hisao		24. Ikeda	66. Yokoyama	
25. Susumu	67. Masaaki		25. Hashimoto	67. Miyazaki	
26. Isao	68. Seiji		26. Yamashita	68. Miyamoto	
27. Tatsuo	69. Masami		27. Ishikawa	69. Uchida	
28. Shiro	70. Hitoshi		28. Nakajima	70. Takagi	
29. Noboru	71. Michiko (f)		29. Maeda	71. Ando	
30. Hajime	72. Masayuki		30. Fujita	72. Taniguchi	
31. Mitsuo	73. Eiji		31. Ogawa	73. Ohno	
32. Jiro	74. Tsuneo		32. Goto	74. Maruyama	
33. Tsutomu	75. Iwao		33. Okada	75. Imai	
34. Shoji	76. Satoshi		34. Hasegawa	76. Takada	
35. Nobuo	77. Junichi		35. Murakami	77. Fujimoto	
36. Takao	78. Masako (f)		36. Kondo	78. Takeda	
37. Tetsuo	79. Teruo		37. Ishii	79. Murata	
38. Shinichi	80. Yoshihiro		38. Saito	80. Ueno	
39. Fumio	81. Masayoshi		39. Sakamoto	81. Sugiyama	
40. Kenichi	82. Katsumi		40. Endo	82. Masuda	
41. Akio	83. Kozo		41. Aoki	83. Sugawara	
42. Seiichi	84. Akiko (f)		42. Fujii	84. Hirano	

CYBERPUNK COMPANY NAME GENERATOR

FOUNDERS / OWNERS

1. Abe	43. Lín	85. Walter
2. Adams	44. Lang	86. Watanabe
3. Allen	45. Lange	87. Weber
4. Angel	46. Lawrence	88. Weiss
5. Arai	47. Liáng	89. Williams
6. Bauer	48. Liú	90. Winkler
7. Becker	49. Li	91. Wolf
8. Bergmann	50. Luó	92. Wright
9. Braun	51. Müller	93. Xú
10. Chén	52. Martin	94. Xiè
11. Coleman	53. Ma	95. Yáng
12. Corrida	54. Matsuda	96. Zhào
13. Cox	55. Meier	97. Zhèng
14. Fischer	56. Miller	98. Zhang
15. Flores	57. Mitchell	99. Zhou
16. Fujimoto	58. Morris	100. Zhu
17. Fujita	59. Murata	
18. Gao	60. Nelson	
19. Gonzalez	61. Neumann	
20. Griffin	62. Onishi	
21. Gunther	63. Packard	
22. Guo	64. Patterson	
23. Hǎn	65. Pfeiffer	
24. Hé	66. Richardson	
25. Hú	67. Russell	
26. Hahn	68. Sòng	
27. Harrison	69. Sanchez	
28. Haskell	70. Sano	
29. Herrman	71. Sato	
30. Hirano	72. Sauer	
31. Hoffman	73. Schäfer	
32. Hofmann	74. Schmidt	
33. Huǎng	75. Seidel	
34. Hughes	76. Simpson	
35. Ikeda	77. Smith	
36. Inoue	78. Stewart	
37. Johnson	79. Sun	
38. Kaiser	80. Takeuchi	
39. Kelly	81. Uchida	
40. King	82. Vogel	
41. Koch	83. Wǎng	
42. Kondo	84. Wú	

NAME PREFIX

1d20	Prefix	1d20	Prefix
1	Aero-	11	Endo-
2	Agri-	12	Geno-
3	Arco-	13	Micro-
4	Astro-	14	Neuro-
5	Auto-	15	Techno-
6	Bio-	16	Tele-
7	Cryo-	17	Tempo-
8	Cyber-	18	Tera-
9	Digi-	19	Terra-
10	Eco-	20	Thermo-

NAME SUFFIX

1d20	Suffix	1d20	Suffix
1	-bio	11	-graph
2	-cene	12	-kem
3	-cera	13	-nex
4	-chem	14	-sphere
5	-co	15	-struct
6	-dyne	16	-sys
7	-form	17	-tech
8	-gen	18	-tel
9	-gene	19	-therm
10	-gent	20	-vent

INDUSTRY

1d20	Area	1d20	Area
1	Aerospace	11	Hardware
2	Armaments	12	Holdings
3	Biosystems	13	Industrial
4	Biotech	14	Logistics
5	Construction	15	Manufacturing
6	Cybernetics	16	Processing
7	Digital	17	Software
8	Electronics	18	Solutions
9	Financial	19	Systems
10	Flight Systems	20	Technologies

ENTITY TYPE

1d6	Entity	1d6	Entity
1	AG	4	Ltd.
2	Co.	5	Plc
3	Inc.	6	SA

OPTION 1:

1. Roll once or twice on the Founder / Owner Names table
2. Roll 1d20 on the Business Area table
3. (Optional) Roll on the Entity Type table

OPTION 2:

1. Roll 1d20 on the Name Prefixes table
2. Roll 1d20 on the Name Suffixes table
3. Optional: roll for Business Area and Entity Type

OPTION 3:

Mix and match any table you like!

OPTIONAL RULES

The rules and ideas in this section are untested (well, even more untested than the mess of untested stuff in the preceding pages!), or represent options you may or may not want to include in your game. Feel free to use or ignore as you see fit.

BLOOD MAGIC

Usually, when an Awakened being is out of ready essence, their magical abilities fail them, and they must recover essence before casting or conjuring again. Sometimes, however such a being decides to take...another path.

It is known among magic users that the power inherent in the blood of all metahumans can be used to fuel magic. This knowledge comes, for most magic users, with an instinctive sense of horror and revulsion at the thought of such a violation of what is right. Still, that doesn't mean nobody ever does it.

Blood magic is powerful, but it's also almost always a point of no return: once you go down that route, it is very, very hard to come back.

USING BLOOD MAGIC

Using blood magic is very simple: instead of spending Essence to power a spell or summon a spirit, the shaman or mage spends life. Specifically, they mark off a number of Wound boxes equal to the amount they wish to spend on the spell, and otherwise, use the normal rules to cast or summon.

WHY WOULD I DO THAT?

The benefit of blood magic is that the power of the blood is essentially twice as effective as the power of Essence: for every 1 wound box you use to power the spell is the equivalent of 2 Essence. The catch is that every time you use blood magic, you erode a bit of yourself. Not the cuts you inflict; those heal pretty fast. You're eroding away your Essence and metahumanity as well as your ability to cast spells in the "normal" way! This erosion is handled by the **Blood Magic** move:

BLOOD MAGIC: when you **cast a spell or summon a spirit using blood magic**, roll. On a 10+, you manage to resist the corrosive effects for now. On 7-9, your Essence drops by 1 point. On a failure, your essence decreases by 2.

If you reach 0 Essence, you won't die. But you won't exactly be what we call "human" anymore, either. You might be able to recapture your lost humanity via Astral quests, but even then, there are no guarantees.

Blood magic isn't particularly compelling without modifications to the ease of regaining Essence, since there's no reason to use your own blood if you can gain back essence easily.

OTAKU

The Otaku are an alternate to (and replacement for) the Hack-

er. Otakus can actually feel the Matrix, the "resonance" of information, and can willingly interact with it without the use of technology. Some Otakus see the Matrix simply as what it is, while some view it on the same level that a Shaman or Mage would view astral space. Otakus function exactly like Hackers, with the following exceptions:

Programs: the Otaku's programs are called "complex forms." Instead of rigorously developed, tested, and compiled programs, complex forms are the impression of the Otaku's force of will on the Matrix.

Agents: the Otaku's agents are known as "sprites," and while capable of the same activities as an agent, are more akin to Spirits in terms of their companionship and intelligence.

The other (profound) difference is that Otaku can connect to the Matrix without the aid of intervening technology. In other words, they don't use cyberdecks. Instead, they create a "living persona" with the same stats as a cyberdeck; however, instead of gear points, the Otaku can distribute a number of points equal to their Craft + Awareness stats among their living persona's CPU, Hardening, Mask, and Storage.

The downside to this innate connection with the Matrix is that every time an Otaku uses a complex form or sprite, they leave their own personal signature in the Resonance of the Matrix. If some other creature who can feel Resonance (like some types of IC) finds this signature, it can track the Otaku.

Otaku are seen as outcasts by the parts of society that do know about them, viewing them as too strange and potentially dangerous. Thus, Otaku usually live in insular tribes, though no two tribes are the same. Many tribes also have found a personal refuge in resonance wells; nodes within the Matrix that have a link to the Deep Resonance, the source of their abilities.

GEAS

A **geas** is an optional rule for all magical archetypes. Whenever a Mage, Shaman or Adept loses a point in Essence due to something like injury or cyberware augments, they can choose to take a restriction on their magic called a **geas**.

Whenever a character fulfills this geas, he or she can act like as if that point of Essence was still there. A geas could be something like holding a specific talisman, casting spells at a certain time of day, casting spells in a certain location, or performing some ritual (which allows unrestricted use for a day). The nature of the geas should impose a significant restriction on the character; "I have to hold my hand like this" is not going to cut it. Every time a magic character loses Essence, he or she must make the choice to take a geas or not. If they don't make the choice at the moment the Essence is lost, the opportunity is lost.

THANKS

...to Vincent Baker for creating *Apocalypse World*.

...to Sage LaTorra and Adam Koebel, for creating *Dungeon World*

...to the authors of all the other *Dungeon World* and *Apocalypse World* hacks for their cleverness and inventiveness.

...to all the writers and designers who've worked on any edition of *Shadowrun*, ever, for creating my first and most favorite game world.

...to Tanner Yea (smarttman) for advice, suggestions, the *Sprawl Generator* adaptation, and the section on Astral Space. And for being my first playtester (and now co-author)

CHANGE LOG

Okay, so this change log starts with the changes from version 17, because I didn't think to do this earlier. In any case.

Also, feel free to email me at yclept DOT chris AT gmail DOT com if you have questions or suggestions.

V.26

- Removed weapons lists and replaced with conversion rules for SR5 gear, and example converted equipment
- Added drone / vehicle conversion rules
- Added spell conversion rules
- Minor typo fixes here and there
- Update playbooks to work with converted weaponry rather than specific items.

V.25

Version 25 is a massive change. It should probably be called something like Version Whole New Damn Game..

Thanks to Glazius, Mires, Skinnyghost, Converges in Probability, Tokezo Tenken, and all the RPGNetters who offered feedback and criticism.

- stripped out unique stats and reworked the stat system
- stripped out stun track, modified stun handling
- major updates to moves for all archetypes
- reorganized document
- modified the legwork process, incorporated a time-spent mechanism
- added the Advance move (since it was missing)
- Check the situation grants +1 when you act on the answers, as it should
- Stay Frosty replaces act under pressure
- Modified Rock & Roll; ammo only expended on a 7-9
- Modified equipment heavily: sample equipment is given, as well as creation/customization rules for most kinds of equipment.
- Added cyberware customization section (as well as some example cyberware)
- Changes to cyberware rules
- Changes to drones
- Worked with bonds, made them Debts & Favors, hopeful made them more interesting to boot

V.24

- revised equipment system to use a template system rather than specific items
- renamed "creating shadowruns" to "legwork," (since it's not really about creating shadowruns)
- altered Boost / Glitch rules based on advice from Adam Koebel
- added Blood Magic section

V.23

- minor changes to the name generators
- addition of *Sprawl* and *Wilderness* creation sections
- addition of *Cyberzombie* and *Dragon* threat entries
- added brief section on *Astral Space* and *Astral Quests*
- added *sprawl* tracking sheet
- minor layout modifications
- added "Thanks" section

V.22

- added section about *Edge*
- expanded rules on death, dying, and first aid
- Added *Chronic Injuries*
- added *First Aid* move
- modified *Gut Checks*
- modified *Street Doc's* stabilize move (renamed it to *Stay With Me*) to be better than basic *First Aid* move
- added prices to equipment
- added heavy weapons
- added starting funds for each archetype
- corrected some page XX errors
- added more hyperlinks
- more reshuffling of content