

Name: _____

Body ____	Coordination ____	Mental ____	Social ____
Shake it off ____	Guns ____	Computer ____	Persuade ____
Melee ____	Sneak ____	Magic ____	Etiquette ____
Unarmed ____	Athletics ____	Drive ____	Network ____
Artillery ____	Palming ____	Build & Repair ____	Interrogate ____
Speed:	Armor:	Weapon of Choice:	

Social Connections	Contact [6L]	Friend [9M]	Patron [12S]
Political	1pt	3pt	5pt
Corporate	1pt	3pt	5pt
Police	1pt	3pt	5pt
Gang / Street	1pt	3pt	5pt
Press / Media	1pt	3pt	5pt
Tribal	1pt	3pt	5pt
Fence / Fixer	1pt	3pt	5pt
Hacker	1pt	3pt	5pt
Magical	1pt	3pt	5pt
Rigger / B&R	1pt	3pt	5pt

Players start with 100 Points, and 60 Essence.

Circle what you want to buy on this sheet.

Speed defaults to [Normal]

Armor defaults to 0 (zero)

Players start with ¥100 cash

Players may select 2 contacts for free

All four attributes default to 1

All sixteen skills default to 1.

Skills may be raised at a price of 1 pt per +1

Skills may be raised no higher than 6 *this way*

Magic skill cannot be raised higher than (essence/10) rounded down

Racial & Cyberware skill increases calculated as the last step, may raise skill above 6

Human		0 pts
Elf	+1 Coordination, +1 Social, Lowlight, +1 magic (skill), do not age	20 pts
Dwarf	+1 Mental, +1 Body, Infra-vision, +1 B&R (skill)	20 pts
Orc	+1 Body, +1 Coordination, Lowlight, +1 Shake it off (skill)	20 pts
Troll	+2 Body, +4 Armor, Infra-vision, -1 Social, -1 Coordination	20 pts

Body	Coordination	Mental	Social
+1 (10 pts)	+1 (10 pts)	+1 (10 pts)	+1 (10 pts)
+2 (30 pts)	+2 (30 pts)	+2 (30 pts)	+2 (30 pts)

Lifestyle	
Poor, +¥500 cash, [3L]	1 pt
Normal, +¥2,500, [6M]	3 pts
Rich, +¥15,000, [9S]	7 pts

Cyberware		Ess	Pts
Wired Reflexes 1	[Fast]	20	5
Wired Reflexes 2	[Faster]	30	15
Wired Reflexes 3	[Fastest]	50	50
Dermal Plating & Bone Lacing	+5 Armor, Unarmed attacks [7M] Bashing	9	10
Hand Razors	Melee [7M] Lethal damage, Retractable	3	1
Implanted Gun	A Pistol or SMG in arm, Retractable	7	12
Cyber Arm	Unarmed [8M] Bashing, Melee attack +2 armor Penetration	10	10
Synthetic Muscle	+1 Body	10	10
Smartlink	+1 Guns skill, +1 Artillery skill	5	2
Vehicle Control Rig 1	Remote control vehicles & drones, Pilots & shoots on [fast]	20	2
V.C.R. 2	As above, but [faster]	30	8
V.C.R. 3	As above, but [fastest]	50	30
Skillwires 1	Set any 1 skill to 3 during downtime	6	5
Skillwires 2	Set any 1 skill to 5 during downtime	15	10
Datajack	Can use Decks for Hacking / Computer	2	1
Radio Comms	Can make radio & phone calls mentally	5	3
Cyber Eyes	Infrared, Lowlight, 10x Mag, Recording	5	10
Cyber Ears	Better hearing, Ultrasonic, Recording	3	4
Voice Modulator	Fake any sampled voice, Be very loud	2	5
Toxin Filtration	Can "shake it off" unlimited number of times for poisons	5	5

Knife	[6L] Melee, Concealable	Free
Sword	[9M] Melee	1 pt
Walther (Palm Pistol)	[4L] Single Shot, Very Concealable, Ceramic	2 pt
Fichetti (Light Pistol)	[6L] Concealable	1 pt
Ares Predator (Heavy Pistol)	[9M]	1 pt
HK227 (SMG)	[8S]	2 pts
AK97 (Assault Rifle)	[14S]	2 pts
JohnDeer Eliminator (shotgun)	[2S] (buckshot) or [12M] slug, Legal	1 pt
UtiliMax (Machine-gun)	[18S] Artillery	6 pts
Vigorous (Assault Cannon)	[40D] Single Shot, Artillery	7 pts
Bulletproof Vest	Armor +5, obvious when worn	2 pt
Combat Armor	Armor +8, visually intimidating	8 pts
Spell Focus	Absorb 1 point of drain once per week	3 pts

Vehicles	Form Factor	Health	Armor	Speed	Hardpoints	pts
Yamaha Virago	Motorcycle	2	4	140	0	2
Honda Civic	Car	4	5	120	0	5
BMW Saferide	Sport Utility Vehicle	8	10	120	0	10
Aries MillSpec	Car	8	12	100	1	15
Aries Battlewagon	Van / APC	9	17	80	2	20
Bowing Dragonfly	Helicopter	4	5	200	1	25
Gunboat	Helicopter	10	17	200	2	45
ZippBug	Quadcopter	1	0	20	0	1
GunBug	Quadcopter	1	0	20	1 (Light Pistol)	3
BigBeagle	Quadcopter	3	5	30	1 (SMG / Pistol)	5
Rover	RC Car (40 cm)	1	0	25	Manipulator arm	1
Sentinel	RC Car (50 cm)	3	5	15	1 (SMG / Pistol)	3
Creeper	RC Insect (10 cm)	1	0	2	0	2

Shaman	Can buy spells, spirit summoning, astral project Can use "great success" to ignore drain		30 pts
Hermetic	Can buy spells, elemental summoning, astral project Can shift 1 drain to elemental per <i>turn</i>		30 pts
Astral Projection (10 pts)	Spirit Summoning (10 pts)	Elemental Summoning (10 pts)	
Each spell listed below costs 3 pts			
Force Blast [12S LoS, Inanimate Targets Only]	Mind Spike [9M LoS, ignores armor, bashing]	Fire Ball [7M LoS 15 ft radius]	
Force Bolt [9M LoS]	Death Touch [12S Touch]	Invisibility [Self, 10 min]	
Disguise [Self 10 min]	Telepathy [LoS, 10 min]	Telekinesis [LoS, 10 min]	
Forgetting [Touch, previous 10 min]	Read Mind [Touch, 1 question]	Mind Control [Touch, 1 round]	
Speed [Touch, target is "fast", 10 min]	Fly [Self, 10 min, 25 mph]	Buff [Touch, +1 to skill, 10 min, no stacking]	
Heal [Touch, Allow "shake it off" once per day per target]	Tough [Touch, Armor +3, 10 min]	Ward Breaker [LoS, 9M damage to Wards]	

Chips	Destroy	Read	Edit	Control
Off the Shelf [3L]	None Available	EZopen (1 pt)	ReWriter (1 pt)	Joystick (1 pt)
Premium [6M]	Defroster (5 pts)	KanOpener (3 pts)	ProWrite (2 pts)	MNGER (4 pts)
MillSpec [9S]	IceBreaker (11 pts)	SafeKraker (7 pts)	Sharpie (5 pts)	Governor (9 pts)
Cutting Edge [12D]	P1a2ma (23 pts)	7h3rm1t (15 pts)	R3g3x (11 pts)	P0wn3r (12 pts)

Decks	
Laptop [Slow]	1 pts
Sony CTY [Normal]	3 pts
Fujitsu Novatech [Fast], +4 Armor	11 pts
H&K Kraftwerk [Faster] +8 Armor	20 pts
Aztech Slimcase [Fastest] +10 Armor	50 pts

Spirits & Elementals	Extra Skills	Special / Spells	Speed
Fire Elemental	Interrogate	Damage Is [6M] Lethal	[Slow]
Air Elemental	Palming	Flying 30mph	[Slow]
Water Elemental	Shake it Off	(spell) Healing	[Slow]
Earth Elemental		Armor 8, Damage is [6S] Bashing	[Slow]
City Spirit	Etiquette, Networking		[Normal]
Commerce Spirit	Persuasion, B&R		[Normal]
Machine Spirit	B&R, Hacking, Drive		[Normal]
Sea Spirit		(Spell) Heal, (Spell) Force Bolt	[Normal]
Wind Spirit		(Spell) Speed, Flying	[Normal]
Land Spirit	Shake it Off	(Spell) Buff	[Normal]

Spirits	
All Spirits & Elementals have the following skills: Athletics, Sneak, Unarmed Combat, Magic When summoned <i>spirits</i> have a rating of 1 + successes on magic roll (Target # 6) When summoned <i>Elementals</i> have a rating of 3 + successes on magic roll (Target # 6)	They all have all stats (Body, Coordination, Mind, Social) at 2 All of their skills are equal to their rating. Any time they take damage (including by casting a spell) their rating goes down by 1 for each point taken.

Welcome back to the Shadows, Chummer. This system is intended to use the setting of ShadowRun 2nd or 3rd edition, and provide a nostalgic, but much lighter ruleset.

Rules

Actions

Taking an *action* requires you to make an attempt roll. To make an attempt roll:

- 1) Decide which of the 16 skills you are using, and check which of the 4 attributes its associated with that skill.
- 2) Calculate the “Target Number” By default this is 6 minus the associated attribute. Sometimes the Game Master may modify the Target Number, or you may have a penalty from injury.
- 3) Roll as many six sided dice (D6) as you have points in the skill you are using
- 4) Count how many of the dice are **greater than or equal to** than the Target Number
- 5) One success means you succeeded, 3 or more gives you some *bonus*, 5 or more gives you two bonus’
- 6) (modified rule of 6) 6’s may *either* be re-rolled, and added to themselves to hit Target Numbers over 6, *or* can allow you to roll an additional die to get more successes.

Challenges

More difficult tasks may be represented as “Challenges”. Challenges have a “rating” and an “Armor” value. When attempting one of these challenges you will usually have a tool with an Armor Penetration & Damage rating such as [9M]. You use actions to overcome challenges.

- 1) Take an action to determine if you succeed, and if you have a bonus
- 2) If your tool does not have an Armor Penetration **greater than or equal to** the challenges “Armor” rating, you have no effect. **A bonus may be spent to ignore the targets Armor.**
- 3) You reduce the targets “rating” by 1 for “L”, 2 for “M”, 3 for “S” and 4 for “D” Damage
- 4) You may spend bonus’ to reduce the targets “health” further

Turns

Each “Turn” is nominally 6 seconds and made up of 5 “Rounds”

On each round, each character *with sufficient speed* may take one action. The character with the highest Coordination goes first, Ties are broken by the highest “palming” skill.

- 1) First the [Fastest] round occurs. Only characters with [Fastest] attribute may take an action.
- 2) The [Faster] round occurs, Characters with [Faster] or better speed may take an action.
- 3) The [Fast] round occurs, Characters with [Fast] or better speed may take an action.
- 4) The [Normal] round occurs, Characters with [Normal] or better speed may take an action.
- 5) The [Slow] round occurs, all characters may take an action.

Downtime

Many actions take significant amounts of time, and a variety of tools. These actions can only be performed when the players have a day or more, and free access to their homes and tools.

These actions represent best effort and cannot be re-rolled until significant play occurs outside of downtime, (Such as combat, or a karma reward)

Combat & Damage

1) Characters have three health, +1 health per point of “Body”, if this is exceeded the character goes unconscious or dies (in the case of entirely lethal damage).

1a) If a character has *any* damage, all target numbers are raised by 1, if they have *four or more* damage all target numbers are raised by 3.

1b) When a character is attacked they take damage based on the opponents weapon rating. 1 for “L”, 2 for “M”, 3 for “S” and 4 for “D”. If the character has armor greater than *half* of the weapons Armor Penetration, or the weapon is blunt (fists, clubs) then the damage is “Bashing”. If their armor is greater than the AP, they take no damage.

1c) characters can use the “shake it off” action once per combat to:

Remove 1 point of lethal damage from themselves per success at TN6

Remove 1 point of bashing damage from themselves per success at TN4

2) Unarmed Attacks do [6L] Bashing damage.

3) “Single Shot” weapons can only be fired once per TURN, not every round

4) Cover usually provides some amount of Armor.

Magic Rules

Casting a spell causes “Drain” of one bashing damage to the caster, and takes one action.

Wards raise the TN of all magic cast within them by their rating.

Wards can be created in downtime, cost ¥100, have a rating equal to number of successes.

Astral Projection lets you travel into any un-warded location without your body, and cast LoS (Line of Sight) spells while projected.

Summoning a Spirit or Elemental requires downtime, and you may only have one summoned at any given time.

Summoned Spirits or Elementals may hide in it’s owners palm, and be released from hiding with an action.

The summoner of a Spirit or Elemental can control it on its turn.

Hacking Rules

Hacking generally must be done from on site and with a wired connection, remote hacking causes the hacker to have a speed of [slow]

Any electronics on the building network can be hacked, this includes: Cameras, Alarm systems, Gun Turrets, Automated Drones, Microphones, Phones, Individual computers, Databases etc. Each system or device has its own rating & armor. These may vary greatly.

There are four types of Hacking actions one can take, each is a separate challenge, and each uses a different **chip** as the tool to accomplish it:

- 1) Destroy [render the system inoperative]
- 2) Read or Search [Download info, pull the specific information]
- 3) Write [Add or edit information, this includes editing video recordings]
- 4) Control [Take full control over, usually with cameras, phones, or gun turrets]

When any of these actions is taken for the first time the system will activate ICE (intrusion countermeasure electronics), typically starting with a white-ICE first wave, and possibly escalating with additional actions.

ICE (Intrusion Countermeasure Electronics) & Resistance

ICE have a Health, Armor, Computer (Skill), and some form of “Destroy” chip

White-ICE boot the user off the system

Grey-ICE do bashing damage

Black-ICE do lethal damage

ICE will attack intruding deckers on sight.

Other deckers may also be in the system, One can choose to attack them using White/Grey/Black methods. One can also attempt to Search, Read, or Write to their deck.

Legwork & Social Challenges

During downtime players may attempt to gather information, buy special equipment, or make special arrangements. These challenges are often dealt with using contacts and friends along with the “Networking” skill. If an appropriate contact is missing, they can be “hired” at a cost of ¥200 per roll. (friends and patrons cannot be hired)

General information gathering can also often be accomplished with online research (computer) or by asking around (etiquette)

Blending in to a setting requires an Etiquette challenge, and clothing or costume becomes the tool. These can often be borrowed from an appropriate contact, or come with a lifestyle.

Etiquette also can be used passively to check if an action will be seen as appropriate or raise alarms.

Legality & Concealability & Stealth

Runners operate on the wrong side of the law. Assume that anything costing 20pts or more, or with a damage rating “S” or “D” requires a license that you don’t have and probably can’t get. Law enforcement will seize it and fine you ¥3,000 if they notice you with it. That said they aren’t generally looking.

Many places also do not allow any sort of weapons, and will either bar entry to the armed. For a simple pat-down a “Palming” skill check can get any sort of concealable item through.

X ray machines, Body Scanners, and represent a “Challenge” and the smuggled items and concealment gear become the “tool”.

Build and Repair

Damaged equipment can be fixed as a build and repair challenge during downtime. Tool and shop access can be represented by the “Friends and Contacts” trait for the appropriate sort of gear, or by the lifestyle trait.

Karma and Purchases

You may be awarded “Karma” points (typically 1-2) after successful (or merely survived) sessions. These can be spent in the same way as character generation points.

Additionally, skills can be bought above the cap of 6 with karma for 3 points per +1. Skills may not be raised higher than 9 this way.

Hopefully you are also earning money in the form of NuYen(¥). *Objects and Cyberware* can be bought from the list at a suggested price of (point cost) squared * ¥200. Buying things that require a license requires a challenge using a “Fence” contact.