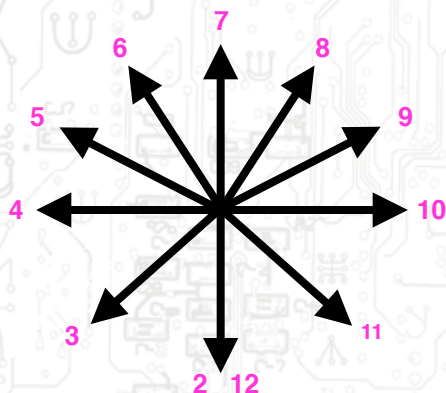


## SCATTER DIAGRAM



## SCATTER (SR6 115)

RANGE	THROWN	LAUNCHED
Close	2d6 - (NH+4)	2d6 - (NH - 2)**
Near	2d6 - (NH+2)	2d6 - NH
Medium	2d6 - NH	2d6 - (NH - 2)
Far*	2d6 - (NH-2)	2d6 - (NH - 4)
Extreme*	2d6 - (NH-4)	2d6 - (NH - 6)

\*Most characters will not be able to hit this range with a thrown weapon.

\*\*Most launchers will not fire at this range as the safety settings will not allow

†Thrown grenades use the attackers unarmed AR for Close range. Reduce the AR by 1 for Near and by 6 for Medium. AR is 0 for Far and Extreme

## GAS DURATION (SR6 116)

RNG	FULL EFF	1/2 EFF	1/4 EFF	NO EFF
x1	1-5	6-8	9-10	11+
x2	-	1-5	6-8	9+
x3	-	1-4	5-6	7+
x4	-	-	1-5	6+

## DAMAGE TYPES (SR6)

TYPE	EFFECT
Elec	If unsoaked DV - Zapped 2 rounds.
Chem	Corrosive. Mod DV > Armor: Rating -1.
Cold	DV >0: Chill 3 rnds. Mod DV>Armor: DR -1.
Fire	If unsoaked DV - Burning.

## STRUCTURES (SR6 113)

RTG	RESULTS
1	Paper (thin)
2	Glass (thin)
3	Paper, stack (1 cm)
4	Glass (1 cm)
5	Plaster, hollow wood door, furniture
6	Plastiboard
7	Solid wood door/furniture
8	Electronic equipment, chainlink
9	Ballistic glass, sheet metal
10	Densiplast, small tree
11	Wd door w/metal core/shell, armor glass
12	Brick, large tree
13	Kevlar wallboard
14	Plascrete
15	Concrete
16	Security door
17	Metal beam, thick metal plates
18	Depleted-uranium plating
19	Reinforced concrete
20	Blast bunker

## RANGES (SR6 316)

RANGE	METERS
Close	0-3
Near	4-50
Medium	51-250
Far	251-500
Extreme	501+

## DODGE (SR6 311)

RANGE	MOD
Ground Zero	-6
Close	-4
Near	-2

## AMMO(SR6 262)

TYPE	AR	DV
APDS	+2	-1
Explosive	-	+1
Flechette	+1	-1
Gel	-	S
Stick-n-Shock	+1	-1S(e)
Caseless	-	-

## CONCEAL (SR6 246)

SIZE	TH	EXAMPLE
Large	0	Assault Cannon
Bulky	1	Assault Rifle
Tuckable	2	SMG
Pocket Size	3	Light Pistol
Palm Size	4	Deck of Cards
Slim Palm Sz	5	Single Card
Palmbable	6	Lighter
Small	7	6 Sided Die
Mini	8	Stealth RFID Tag
Fine	9	Powder Traces
Microscopic	10	Flea on Shoulder

## SPEED (SR6 200)

M/RND	KPH	MPH
10	12	7.5
20	24	14.9
30	36	22.4
40	48	29.8
50	60	37.3
60	72	44.7
70	84	52.2
80	96	59.7
90	108	67.1
100	120	74.6
110	132	82.0
120	144	89.5
130	156	97.0
140	168	104.4
150	180	111.9
160	192	119.3
170	204	126.8
180	216	134.2
190	228	141.7
200	240	149.2

## CYBER SCAN (SR6 243)

ITEM/SITUATION	TH
Standard cyberware, weapons	1
Alphaware, other items	2
Betaware	3
Deltaware	5+
1 or 2 implants/items	+3
3 or 4 implants/items	+2
4 or 5 implants/items	+1
6+ implants/items	-

## HEALING (SR6 119)

TYPE	ROLL	DETAILS
First Aid	Biotech + Logic (5-Ess)	≤1 min post cmbt. 1 Stun/Hit. 1 Phys/OV /2 Hits. No kit: -2 DP. No drain.
Medkit	Biotech + Logic (5-Ess)	1 min + 1 min/box healed. 1 Stun/Phys/OVF per NH. No drain.
Magic	Sorcery + Magic	Cannot heal drain.
Natural	Varies	+2 DP if Biotech nurse. Stun: Bod+Will, 1/hour. Phys: Bod x2, 1/day.
Overflow	Bod x2 - Wound Mods	Must be healed first. ≥Bod x2, dead.

## LIGHT LEVELS (SR6 119)

DARKNESS	NEAR DARK	LOW LIGHT	DIM LIGHT	FULL LIGHT	BRIGHT
Deep caverns	Moonless Night	Moonlit Night	Twilight	Cloudy Day	Beach at Noon
Dark Basement	Dark Interior	Indicator LEDs	Interior No Lights	Interior Lighting	Industrial Lighting
In a Dumpster	City Underground	City Alley at Night	City Alley	City Street	Open Field

## SKILLS

SKILL	LA	UNTRAINED	REF
Astral	Int	No	SR6 93
Athletics	Agil	Yes	SR6 93
Biotech	Log	No	SR6 94
Close Combat	Agil	Yes	SR6 94
Con	Cha	Yes	SR6 94
Conjuring	Mag	No	SR6 94
Cracking	Log	No	SR6 94
Electronics	Log	Yes	SR6 94
Enchanting	Mag	No	SR6 95
Engineering	Log	Yes	SR6 95
Exotic Weapons	Agil	No	SR6 95
Firearms	Agil	Yes	SR6 95
Influence	Cha	Yes	SR6 96
Outdoors	Int	Yes	SR6 96
Perception	Int	Yes	SR6 96
Piloting	Rx	Yes	SR6 97
Sorcery	Mag	No	SR6 97
Stealth	Agil	Yes	SR6 97
Tasking	Res	No	SR6 97

## TH GUIDELINES (SR6 36)

TH	DESCRIPTION
1	<b>Simple task, only slightly more difficult than walking and talking.</b> Shooting at a nearby building.
2	<b>More complex, but still in the range of normal experience. A task an average person pulls off regularly.</b> Shooting at a nearby building while running.
3	<b>Normal starting point for Simple tests.</b> Complicated enough to require skill. Shadowrunners are expected to be more competent than normal people, which is why game thresholds are based here. Shooting a window out of a nearby building.
4	<b>More difficult, impressive enough to accomplish.</b> Shooting an enemy in the window of a nearby building.
5	<b>Tricky, the sort of thing only accomplished by those who have worked on their skills.</b> Shooting an enemy in the window of a nearby building at minimum range.
6	<b>Elite-level accomplishment, something that few in the world could pull off with any degree of regularity.</b> Shooting an enemy in the window of a building at far range.
7	<b>Standing out among the elite, demonstrating very rare ability.</b> Shooting an enemy in the window of a building at far range while running.



## ACTIONS

NAME	TYPE	WHEN	CATEGORY	REF	DESCRIPTION
Activate/Deactivate Focus	Minor	I	Magic	SR6 40	Activate/deactivate a carried bonded focus.
Avoid Incoming	Minor	A	Combat	SR6 41	If no other Avd Incoming, Move or Spring this rnd: Rx+Ath-Dodge Penalty. Move #Hits m. >2m:Prone.
Block	Minor	A	Combat	SR6 41	Add Close Combat to a single Defense test in melee.
Call a Shot	Minor	I	Combat	SR6 41	Increase DV +2, -4 dice pool penalty. Must be combined with Attack action.
Change Device Mode	Minor	A	General	SR6 41	Activate/deactivate/change mode on any device linked by DNI, wired or wireless.
Command Drone	Minor	I	Rigger	SR6 41	Command a controlled drone. Can issue same command to every drone on RCC.
Command Spirit	Minor	I	Magic	SR6 41	Issue a command to a single controlled spirit or group of spirits, or dismiss them.
Dodge	Minor	A	Combat	SR6 41	Add Athletics skill to a single Defense test in combat.
Drop Object	Minor	A	General	SR6 41	Drop a handheld object.
Drop Prone	Minor	I	Combat	SR6 41	Gain the Prone status.
Hit the Dirt	Minor	A	Combat	SR6 41	+2 dice on Defense test of an incoming attack. Gain Prone status. -2 DP on active skills until they stand up.
Intercept	Minor	A	Combat	SR6 41	Attack an opponent moving into Close attack range. Must have a Major action still available. Melee only.
Move	Minor	I	General	SR6 42	Move 10 meters. Only one Move action per player turn.
Multiple Attacks	Minor	I	Combat	SR6 42	Attack multiple targets. Split pool evenly among targets, or divide normal pool by targets if different attacks.
Quick Draw	Minor	I	Combat	SR6 42	Draw a pistol or similar sized weapon. In conjunction with Attack action. Must have gear/quality/aug to do this.
Reload Smartgun	Minor	I	Combat	SR6 42	Eject a clip while sliding in a new one.
Shift Perception	Minor	I	Magic	SR6 42	Shift perception to/from astral space.
Stand Up	Minor	I	Combat	SR6 42	Remove the Prone status.
Take Aim	Minor	I	Combat	SR6 42	+1 DP bonus. 1 per combat round. Can chain if continuous. Max bonus of Will. Use image mag or scope on 1st.
Take Cover	Minor	I	Combat	SR6 42	Gain Cover 1, 2, 3, or 4 status.
Trip	Minor	I	Combat	SR6 42	Use melee weapon to trip. DV -2P. If attack hits, target rolls Ath + Agil with TH of Adjusted DV. Prone on fail.
Assist	Major	A	General	SR6 42	Help on a teamwork test.
Astral Projection	Major	I	Magic	SR6 42	Shift consciousness to and from the Astral Plane. Shift happens immediately.
Attack	Major	A	Combat	SR6 42	Perform an attack.
Banish Spirit	Major	I	Magic	SR6 43	Banish a spirit. SR6 147
Cast Spell	Major	I	Magic	SR6 43	Cast a spell. SR6 130
Cleanse	Major	I	Magic	SR6 43	Cleans magical traces. SR6 160
Counterspell	Major	A	Magic	SR6 43	Counterspell. SR6 143
Full Defense	Major	A	Combat	SR6 43	Add Willpower to all defense tests until their next combat round.
Manifest	Major	I	Magic	SR6 43	Astrally projecting characters can appear in ghostly form on the physical plane. SR6 160
Observe in Detail	Major	I	General	SR6 43	Allows a Perception or Assensing test.
Pick Up/Put Down Object	Major	I	General	SR6 43	Pick up/put down an object carefully. If a weapon, counts as readying the weapon.
Ready Weapon	Major	I	Combat	SR6 43	Get a weapon ready to use - draw from holster/sheath/belt. Can ready Agility small weapons at once.
Reload Weapon	Major	I	Combat	SR6 44	Reload a non-smart weapon.
Rigger Jump In	Major	I	Rigger	SR6 44	Jump into a vehicle connected to their RRC.
Sprint	Major	I	General	SR6 44	Move Sprint (15m). +1 m/hit on Ath+Agil test. Only 1 per turn. Cannot be same turn as a Move.
Summon Spirit	Major	I	Magic	SR6 44	Summon a spirit.
Use Simple Device	Major	I	General	SR6 44	Use a simple device without DNI - press button, flip a switch, tap an icon.
Use Skill	Major	I	General	SR6 44	Use a skill.

## EDGE BOOSTS (SR6 46)

NAME	WHEN	COST	REF	DESCRIPTION
Reroll One Die	Post	1	SR6 46	Pick any die & reroll it. Including opponent.
Boost Initiative	Any	1	SR6 46	Add +3 to your Initiative Score.
Emergency Boost	Matrix	1	SR6 175	Increase a Matrix attribute by 1 for one test.
+1 to Single Die	Any	2	SR6 46	Add 1 to a single die.
Give Ally 2 Edge	Any	2	SR6 46	Give an ally 1 edge.
Negate 1 Edge	Pre	2	SR6 46	Negate 1 edge from an opponent.
Hog	Matrix	2	SR6 175	Lower DP by 2; prog slots by 1 for AR rnds.
Signal Scream	Matrix	2	SR6 175	Ignore penalty from noise for next action
Technobable	Matrix	2	SR6 175	TM only. Cha for Logic next Matrix action.
Buy 1 Auto Hit	Any	3	SR6 47	Add a hit to your total.
Heal 1 Stun	Any	3	SR6 47	Heal 1 box of stun damage.
Under the Radar	Matrix	3	SR6 175	Next illegal action does not increase OS.
Add Edge to DP	Pre	4	SR6 47	Add Edge as DP bonus. 6's Explode.
Heal 1 Phys	Any	4	SR6 47	Heal 1 box of physical damage.
Reroll Failed	Post	4	SR6 47	Reroll all failed. Cannot on glitch/crit glitch.
Count 2s as Glitch	Pre	5	SR6 47	All 2s count as 1's for glitches.
Create Special Eff.	Any	5	SR6 47	Something fortuitous happens.
Use an Edge Action	Pre	1-5	SR6 47	Use an edge action.
Smackdown	Any	1 Perm	SR6 48	Auto success.
Not Dead yet	Any	1 Perm	SR6 48	Survive miraculously.
Wild Die	Any	-	SR6 48	5 or 6: 3 hits. 1 cancels all 5s.

## EDGE ACTIONS (SR6 47)

NAME	CST	ACT	REF	DESCRIPTION
Anticipation	4	Multi Rng Att	SR6 47	Roll full dice pool for each target.
Big Speech	4	Influence	SR6 47	Inf + Cha. Hits from first add to DP of second.
Bring the Drama	2	Con	SR6 47	200¥ from quick con. +20% on asking price.
Called: Disarm	5	Attack	SR6 47	No damage, but lose weapon.
Called: Vitals	5	Attack	SR6 47	+3 DV
Fire From Cover	2	Rng Att	SR6 47	Att. from cover made w/o Minor Action.
Knockout Blow	2	Melee Att	SR6 47	If dmg > target Will, fill stun condition monitor.
Shank	1	Melee Att	SR6 48	Blade only. Reduce Call Shot penalty to -2.
Sudden Insight	1	Any	SR6 48	No penalty for untrained skill.
Tactical Roll	1	Hit the Dirt	SR6 48	No penalty from hit the dirt/prone for next rnd.
Tumble	1	Melee Att	SR6 48	If dmg > Bod, target gains Prone status.
Wrest	2	Block	SR6 48	On Block, CC+Agil(Target Str) to take. Tie drop.

## STATUSES (SR6 51)

STATUS	REF	DESCRIPTION
Blinded 1-3	SR6 51	1, 2: -3 DP penalty to all visibility-related tests. 3: Auto fail.
Burning #	SR6 51	Resist # DV damage each rnd. Major Agil+Rx(2) to remove.
Chilled	SR6 51	-4 to Init Score, -1 to all DP except Dmg Resist. Burning cancels.
Confused #	SR6 51	# DP penalty on all actions.
Corrosive #	SR6 52	Resist # DV dmg each rnd. Wet may remove.
Cover 1-4	SR6 52	+# to DR, +# to Def Tests. Minor to att. 4: -2 D; No edge on att.
Dazed	SR6 52	-4 to Init Score. Cannot gain/spend edge.
Deafened 1-3	SR6 52	1, 2: -3 DP penalty to all hearing-related tests. 3: Auto fail.
Fatigued 1-3	SR6 52	-2 DP/level on all tests except Dmg Resist. Move 5m, Sprint 10m.
Frightened	SR6 52	-4 DP on tests directed to or defending against source of fear.
Hazed	SR6 52	Cannot astrally project or manifest. Stuck if projecting.
Hobbled	SR6 52	Any movement is halved (round up).
Immobilized	SR6 52	Cannot move. AR -3. -3 DP on all attacks. No Rx on Def tests.
Invisible #	SR6 52	TH to perceive on Perception test. Cameras unaffected.
Nauseated	SR6 52	Bod+Will (2) at start of rnd. Fail: no action. Succeed: Lose Minor.
Panicked	SR6 52	Cannot act except to avoid the condition causing effect.
Petrified	SR6 53	Turned solid. No actions. +10 armor. All other statuses cancelled.
Poisoned #	SR6 53	At end of each rnd, resist # DV (P or S) with Bod. -1 DV each rnd.
Prone	SR6 53	Med: +2 Def DP; Close/Near:-2. -4 DP melee/bow. +2 AR mg.
Silent #	SR6 53	TH to perceive on Perception test. Microphones unaffected.
Stilled	SR6 53	-10 to DR. Aware. No Def tests. No dmg from ongoing effects.
Wet	SR6 53	-6 to Damage Resistance tests against electricity and cold.
Zapped	SR6 53	-2 to Init Score. No Sprint actions. DP -1 on all actions.

## COMBAT ROUND

STEP	DETAILS
Duration	3 Seconds
Major Actions	1 Major Actions
Minor Actions	1+1/Init Die, 5 Max
Actions	4 Minor -> 1 Major
Surprise	Rx+Int(3), No Actions/Edge

## RANGES

RANGE	METERS
Close	0-3
Near	4-50
Medium	51-250
Far	251-500
Extreme	501+

## COMBAT FLOW

STEP	DETAILS
Grab Dice	Skill + Agil vs. Rx + Int
Dist. Edge	AR vs DR (>4 gets edge)
Roll Dice	Count hits. Use edge.
Soak Dmg	Body. Hits cancel damage.
Bring Pain	Take the damage.

## SHOT MODES (SR6 108)

MODE	RNDS	EFFECT
Single Shot (SS)	1	No change.
Semi-Auto (SA)	2	AR +2, DV +1
Narrow Burst (BF)	4	AR +4/DV +2
Wide Burst (BF)	4	Split DP: 2 SA
Full Auto (FA)	10	Split DP: AR -6