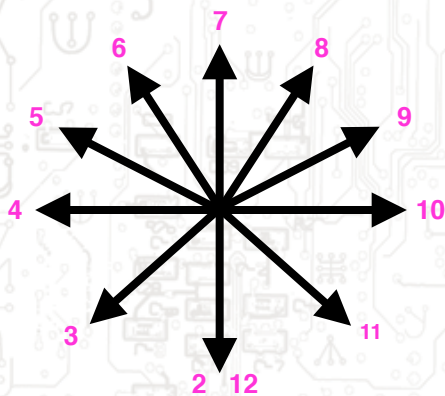


SCATTER DIAGRAM



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

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
Palmable	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

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

AMMO (SR6 262)

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

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	-

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+

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.

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.

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

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

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	Simple task, only slightly more difficult than walking and talking. Shooting at a nearby building.
2	More complex, but still in the range of normal experience. A task an average person pulls off regularly. Shooting at a nearby building while running.
3	Normal starting point for Simple tests. 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	More difficult, impressive enough to accomplish. Shooting an enemy in the window of a nearby building.
5	Tricky, the sort of thing only accomplished by those who have worked on their skills. Shooting an enemy in the window of a nearby building at minimum range.
6	Elite-level accomplishment, something that few in the world could pull off with any degree of regularity. Shooting an enemy in the window of a building at far range.
7	Standing out among the elite, demonstrating very rare ability. Shooting an enemy in the window of a building at far range while running.

