

# SHADOWRUN, FOURTH EDITION ERRATA

## v. 1.1

August 25, 2005

- p. 11 Second Column  
Should be “Initiative and Edge” (not “End”) on p. 134
- p. 13 Art Credits  
Add Adam Jury to Character Sheet Credits
- p. 42 Horizon  
Headquarters should be “Pueblo Corporate Council” not “California Free State”
- p. 100 Sprawl Ganger  
Agility should be 4 (5)  
Reaction should be 3  
Initiative should be 6
- p. 101 Street Samurai  
Agility should be 5 (7)
- p. 104 Weapons Specialist  
Qualities should be 10 BP, not +10 BP
- p. 189 Initiation  
Add “Mystic Adept” to “Only character with the Magician or Adept qualities may initiate.”
- p. 195 Range  
Says that the radius of area spells is equal to the Caster’s Magic rating, but it should be Force
- p. 203 Light spell  
Says its radius is based on Magic, but should be Force.
- p. 226 Hacking Programs  
Add “Cybercombat” to the related skill for Attack, Black Hammer and Blackout (so all should have “Cybercombat/Hacking” in parentheses).
- p. 230 Matrix Attacks  
The defending icon rolls Response + Firewall, not Response + Stealth.
- p. 232 Matrix Combat Summary  
It says that Hacking + Attack Program is used for Personas who want to attack. It should be Cybercombat + Attack Program.
- p. 233 Technomancer Skills  
The first line should read:  
Aside from the Resonance skills that technomancers use to handle sprites (see p. 119), technomancers use the same skills common to hackers—Computer, Cybercombat, Data Search, Electronic Warfare, Hacking, Hardware, and Software.
- p. 234 Compiling Sprites  
Technomancers roll Resonance + Compiling to create sprites, not Resonance + Software.
- p. 235 Registering Sprites  
Technomancers roll Resonance + Registering to register sprites, not Resonance + Software.
- p. 236 Decompiling Sprites  
Technomancers roll Resonance + Decompiling to decompile sprites, not Resonance + Software.
- p. 264 Improving Attributes  
The cost is 5 x 3 (not 5 x 5)  
Also, delete the extra “)”
- p. 291 Wolf  
The wolf’s Essence should be 6.
- p. 300 1st column, 2nd paragraph  
States that the maximum availability at character creation is 8. It should be 12.
- p. 316 Shock Frills  
The stats for this Armor mod. seem to have been left out. Add the following under Armor Modifications  
Shock Frills — 8 6R 200¥
- p. 325 Enhancements  
Audio Enhancement should list “(Rating 1–3)” after it.  
Audio Enhancement Cost should be +(Rating x 100)¥  
Select Sound Filter should list “(Rating 1–3)” after it.  
Select Sound Filter Cost should be +(Rating x 200)¥
- p. 327 Autopicker  
Cost should be Rating x 200¥
- p. 332 Ocular Drone  
Page reference should be 341
- p. 332 Table  
Ocular Drone Capacity should be 6  
Cybereyes Rating 2 Availability should be 4  
Rating 3 should be 6  
Rating 4 should be 8  
Eye Recording Unit Availability should be 4  
Flare Compensation Availability should be 4  
Image Link Availability should be 4  
Low Light Vision Availability should be 4  
Retinal Duplication Availability should be 16F  
Smartlink Availability should be 8R  
Thermographic Vision Availability should be 4
- p. 334 Wired Reflexes  
Availability for Rating 2 should be 12R
- p. 338 Bone Density Table  
Rating 2 damage should be (STR/2 + 1)P  
Rating 3 damage should be (STR/2 + 2)P

