

... TABLE OF CONTENTS ...

Buzzkill	2	Magic in the Media	39	Target Number and Hits	55
Welcome to the Shadows	14	John Q. Public	40	Glitches	55
The Basics	16	Magic and Religion	40	Rule of Six	56
What is a Roleplaying Game?	17	Ghouls and Spirits		Different Types of Tests	56
Roleplaying Shadowrun	17	and Dragons—Oh My!	40	Success Tests	56
What Runners Do	17	Magic in the Shadows	40	Opposed Tests	57
Basic Runner Types	18	Takin' Care of Business	40	Extended Tests	58
Settings	19	Extraterritoriality	41	Teamwork Tests	59
Shadow Activity	21	Guarding the Henhouse	41	Trying Again	59
A History Lesson for the		In the Family	41	Critical Success	59
Reality Impaired	22	The Big Ten	42	Time	59
The Rise of the Megacorps	22	Strange Bedfellows	44	Combat Turns	59
Death and Chaos	25	Livin' Large	44	Actions	60
Metamorphoses	26	Nightlife	44	Shadowrunning	
Divided We Stand, United		Music	45	by the Numbers	60
We Fall	27	Sports	45	The Concept	60
Hate and Brotherhood	29	Simsense	45	Metatype	60
The Corporate Shuffle	30	Trideo, Radio, and Cinema	46	Attributes	60
Will to Power	31	Advertising	46	Magic	62
Year of the Comet	32	Fashion	46	Skills	63
Matrix Crash 2.0	33	Sex	47	Qualities	63
It's a Wireless World	34	The Dark Side	48	Gear	63
Life on the Edge	35	Criminal Elements		Body Modifications	63
Day to Day	36	(Other Than You)	49	Contacts	64
A Place to Stash Your Gear	36	Organized Crime	49	Lifestyle	65
Getting Around	36	Gangs	49	Condition Monitors	65
You Are What You Eat	36	Organleggers	49	Karma	65
Show Me The Money	36	He Ain't Heavy ...	50	Metahumanity	65
SINless in Seattle	38	The Way It Is	50	Dwarfs	65
The Doctor Is In	38	Pro-Meta activist Groups	50	Elves	66
Welcome to the Machine	38	Racist Organizations	50	Humans	66
Matrix 2.0	38	Game Concepts	51	Orks	66
The Network is the Consumer	39	Playing Shadowrun	52	Trolls	67
Sharing the Love	39	The Abstract Nature of Rules	52	Edge	67
Tagging, 2070's Style	39	Dice	54	Tweaking the Rules	69
Big Brother is Watching	39	Making Tests	54	Creating a Shadowrunner	70
Get Your Mojo Workin'	39	Dice Pools	54	Sample Characters	72
		Dice Pool Modifiers	54	Building a Shadowrunner	72



Build Points (BP)	72	Using Knowledge Skills	128	Damage Codes	152
Choose Your Metatype	72	Language Skills	128	Damage Resistance Tests	153
Purchase Attributes	73	Language in 2070	129	Applying Damage	153
Acquire Skills	74	Lingos	129	Wound Modifiers	153
Qualities	77	Using Language Skills	129	Dead Man's Trigger	154
Assigning Resources	84	Using Attributes	130	Special Types of Damage	154
Gear	84	Attribute-Only Tests	130	Surprise	155
Magical Resources	85	Combat	131	Surprise and Perception	155
Technomancer Resources	86	Combat Turn Sequence	132	Surprise Tests	155
Contacts	86	Initiative	132	Effects of Surprise	156
Finishing Touches	86	Initiative Score	132	Barriers	157
Final Statistics	86	Initiative Passes	134	Barrier Ratings	157
Starting Nuyen	87	Switching Initiative	134	Shooting Through Barriers	157
Gamemaster's Approval	87	Initiative and End	134	Destroying Barriers	157
Background and Story	87	Initiative Glitches	134	Vehicle Combat	158
Build Point Cost		Delayed Actions	134	Vehicle Attributes	158
Summary Table	88	Timed Items and Initiative	135	Vehicle Tests	159
Sample Characters	89	The Action Phase	135	Tactical Combat	160
Skills	105	Free Actions	135	Chase Combat	160
Base Skills	106	Simple Actions	136	Attacks Against Vehicles	161
Active Skills	106	Complex Actions	138	Vehicle Damage	161
Knowledge Skills	106	Movement	138	Gunnery	162
Language Skills	106	Resolving Combat	138	Sensor Tests	162
Using Skills	106	Opposed Combat Test	138	Sensor Targeting	162
Skill Groups	106	Combat Sequence	139	The Awakened World	163
Skill Ratings	106	Ranged Combat	140	The Basics	164
Specialization	109	Ranged Attack Modifiers	140	Awakened Attributes	164
Defaulting	110	Defending Against Ranged		Magic Use	164
Combat Active Skills	110	Combat	142	Sorcery	164
Magic Active Skills	113	Firearms	142	Conjuring	166
Physical Active Skills	113	Single-Shot Mode	142	Drain	167
Using Climbing	115	Semi-Automatic Mode	142	Magical Lodges	167
Using Escape Artist	115	Burst-Fire Mode	142	Noticing Magic	168
Jumping	116	Full-Auto Mode	143	Magic Actions	168
Using Navigation	116	Ammunition	144	Traditions	169
Using Perception	117	Shotguns	144	Creating a Tradition	169
Using Running	117	Projectile Weapons	144	Magic and Spirits	169
Using Stealth Skills	118	Projectile Weapon Types	145	Drain Attribute	170
Using Survival	118	Grenades	145	Example Traditions	170
Using Swimming	118	Rockets and Missiles	146	Sorcery	171
Using Tracking	119	Resolving Rocket and		Spells	171
Resonance Active Skills	119	Missile Fire	146	Spellcasting	173
Social Active Skills	120	Melee Combat	146	Ritual Spellcasting	174
Using Charisma-		Defending Against Melee		Counterspelling	175
Linked Skills	120	Combat	147	Conjuring	176
Technical Active Skills	123	Melee Modifiers	147	Spirits	176
Using Forgery	124	Melee Combat Weapons	148	Summoning	179
Using Locksmith	125	Other Combat Factors	148	Banishing	180
Using Technical Skills		Armor	148	Binding	180
to Build or Repair	125	Called Shots	149	Watcher Spirits	181
Vehicle Active Skills	125	Defense Modifiers	150	The Astral World	181
Special Active Skills	127	Full Defense	151	Auras and Astral Forms	181
Knowledge Skills	127	Interception	151	Astral Perception	182
Choosing Knowledge Skills	127	Knockdown	151	Astral Signatures	182
Street Knowledge	127	Subduing (Melee Only)	152	Astral Projection	183
Academic Knowledge	128	Damage	152	Astral Combat	184
Professional Knowledge	128	Types of Injury	152	Astral Tracking	185
Interests	128			The Metaplanes	185

Mana Barriers	185	Hacked!—Once Inside	222	Technical Security	253
Mana Lodges	185	Intruder Alerts	222	Magical Security	256
Wards	185	Using Hacking Skill	223	Matrix Security	256
Passing Through Barriers	185	Using Electronic Warfare Skill	225	Reputation	257
Adepts	186	Programs	225	Street Cred	257
Mystic Adepts	186	Common Use Programs	226	Notoriety	257
Adept Powers	187	Hacking Programs	226	Public Awareness	258
Initiation	189	Loading and Using Programs	227	Identification, Please	258
Initiate Powers	189	Agents	227	What's in a SIN?	258
Foci	190	Intrusion Countermeasures	228	Commlinks, Credsticks, and ID	259
Bonding	191	Source Code and Piracy	228	Fake ID	260
Activation	191	Virtual Reality	228	Lifestyles	261
Spell Foci	191	VR Access Mode	228	Karma	263
Spirit Foci	191	VR Matrix Perception	229	Awarding Karma	263
Weapon Foci	192	Cybercombat	230	Character Improvement	264
Power Foci	191	Matrix Initiative	230	Improving Skills and Skill Groups	264
Mentor Spirits	192	Matrix Attacks	230	Improving Attributes	264
Roleplaying a Mentor Spirit	192	Matrix Damage	231	Other Improvements	264
Mentor Spirit Modifiers	192	Matrix Condition Monitor	231	Gamemaster Advice	265
Mentor Spirit Archetypes	192	Black IC Attacks	231	Creating an Adventure	267
Street Grimoire	195	Simultaneous Combat in Multiple Nodes	232	Integrating New Team Members	269
Spell Characteristics	195	Technomancers	232	Keeping Secrets	270
Combat Spells	195	Resonance	232	Tips for Less Stressful Shadowruns	270
Detection Spells	197	The Living Persona	233	Friends and Foes	271
Health Spells	199	Technomancer Skills	233	Non-Player Characters	272
Illusion Spells	201	Complex Forms	233	Grunts	272
Manipulation Spells	202	Threading	234	Sample Grunts	274
The Wireless World	205	Sprites	234	Prime Runners	276
Matrix 2.0 Basics	206	Decompiling Sprites	236	Contacts	278
Augmented World	206	Types of Sprites	236	Contacts by the Numbers	278
Matrix Topology	206	Sprite Powers	236	Fleshing Out Contacts	278
Device and Software Ratings	206	Matrix Signatures	237	Using Contacts	279
Using the Matrix	206	Fading	237	Playing Contacts	281
Hacking the Matrix	208	Submersion	238	Sample Contacts	282
Matrix Combat	208	Rigging and Drones	238	Critters	285
Rigging	208	Drones	238	Attributes and Skills	285
Augmented Reality	209	Rigger Actions	239	Powers	286
Zones	209	Autosoft Programs	239	Weaknesses	290
Commlinks and Networking	210	Commlink Customization	240	Critter Combat	291
PAN Modes	211	Buying Upgrades	240	Ordinary Critters	291
Persona	211	Buying Your Own Hardware	240	Paracritters	292
Linking and Subscribing	212	Coding Your Own Programs	240	Spirits	294
Matrix Attributes	212	Running the Shadows	241	Dracoforms	295
Pilot Programs	213	Health	242	Street Gear	298
Getting Online	214	Healing	242	Gear Ratings	300
Commcodes	214	Physical Damage Overflow	244	Carrying Gear	300
Authorized Access	215	Toxins	244	Carrying Capacity	300
The Datatrail	216	Toxin Attributes	244	Encumbrance	300
Using the Matrix	217	Using Toxic Substances	245	Size Customization	300
Matrix Perception	217	Sample Toxins	246	Using Unadapted Gear	301
Accessing Multiple Nodes	218	Drugs and Brainbenders	246	Concealing Gear	301
Using Computer Skill	218	Substance Abuse	247	Physical Searches	301
Using Data Search Skill	219	Drugs	248	Availability & Buying Gear	301
Other Matrix Actions	220	Better-Than-Life	250	Standard Goods	301
Hacking	221	Security Systems	251		
Hacking and Accounts	221	Physical Security	251		
Breaking In	221				



Black Market Goods	302
Fencing Gear	303
Legality	303
Jurisdiction	303
Cyberware and Bioware Grades	303
Wireless Connectivity	304
Turning it Off	304
Common Costs	304
Gear Listings	304
Melee Weapons	305
Projectile & Throwing Weapons	306
Firearms	306
Firearm Accessories	310
Ammunition	312
Grenades, Rockets, and Missiles	313
Explosives	315
Clothing and Armor	316
Electronics	317
Datachips and Software	320
ID and Credsticks	322
Tools	323
Vision Enhancers	323
Audio Enhancers	324
Sensors	325
Security Devices	326
Breaking & Entering Tools	326
Chemicals	327
Survival Gear	327
Biotech	329
Disguises	330
Cyberware	330
Bioware	338
Magical Equipment	341
Vehicles & Drones	342

Credits: Shadowrun Fourth Edition

Design Team

Rob Boyle, Elissa Carey, Brian Cross, Dan Grendel, Adam Jury, Steve Kenson, Drew Littell, Christian Lonsing, David Lyons, Michelle Lyons, Jon Szeto

Writing

Rob Boyle, Elissa Carey, Brian Cross, Dan Grendel, Adam Jury, Robyn King-Nitschke, Christian Lonsing, David Lyons, Michelle Lyons, Jon Szeto

Editing

Rob Boyle, Robyn King-Nitschke, Michelle Lyons

Index

Rita Tatum

Shadowrun Line Developer

Rob Boyle

Art

Art Direction

Rob Boyle

Cover Art

Mark Zug

Cover Design

Michaela Eaves

Interior Layout

Adam Jury, Jason Vargas

Color Section Layout

David M. Stansel-Garner
(and Troy too!)

North America Map

Mikael Brodu

Shadowrun Logo Design

Catherine Brigg

Cool Symbols

Nigel Sade

Character Sheet

Drew Littell

Color Illustration

Shane Coppage, Fergus Duggan,
Steve Ellis, Michael Komarck

Illustration

Echo Chernik, Alex Draude,
Fergus Duggan, Steve Ellis, Jacob Glaser,
John Gravato, Chris Lewis,
Brad McDevitt, Thomas Rooney,
Anne Rouvin, Klaus Scherwinski,
Chad Sergesketter, Per Sjogren,
Christophe Swal, Kevin Wasden

Shadowrun Originally Created By

Jordan Weisman, Bob Charrette, Paul Hume, Tom Dowd, L. Ross Babcock III, Sam Lewis, and Dave Wylie

Some Material Based on Previous Work By

Bob Charrette, Tom Dowd, Paul Hume, Steve Kenson, Michael Mulvihill, Sharon Turner-Mulvihill, and really everyone who has contributed to Shadowrun over the years.

Props

Damn, do I have a lot of people to thank for this. Take a deep breath: First, to Adam Jury and Jason Vargas, for going above & beyond the call of duty. Second, to the entire design & writing & artistic team, for putting it together and kicking ass in so many ways. Third, to Werner, for bringing me onboard to start FanPro in the US to keep Shadowrun alive. And fourth, the folks

in my personal life who supported and put up with me while I ate and breathed Shadowrun 24-7: Sally, Gremlin, and the entire Spooky Donkey/Kinetic gang. And that's just the top of my list.

Thanks also to: Drew Littell, for the sample character stats, and general availability for pestering; Mikael Brodu for the Horizon logo; ShadowFAQ for answering SR questions; Bull & Brett & Shawn & Scott & all the Con Team folks and Commandos who run SR games; the SR freelance crew who brainstorm some fun, crazy, and often just bizarre ideas.

Last but not least, major thanks go out to the 100+ playtesters who provided us with some excellent feedback as we put this game together. There are simply too many of you to list here (see the website), but your efforts were very, very much appreciated. Thanks also to everyone else who provided feedback and support for SR4 along the way—Rob Boyle

Thanks to Randall, for top notch last minute help, Michaela, for life saving, Sam, for everything, and Rob, for friendship and opportunities—Adam Jury

Copyright© 2005 WizKids Inc. All Rights Reserved. Shadowrun, Matrix, and WK Games are registered trademarks and/or trademarks of WizKids, Inc. in the United States and/or other countries. No part of this work may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, without the prior permission in writing of the Copyright Owner, nor be otherwise circulated in any form other than that in which it is published.

First Printing by FanPro LLC, Chicago, Illinois, USA. Printed in the USA.

Find us online:

info@shadowrunrpg.com

(Shadowrun questions; please check the website FAQ first!)

<http://www.shadowrunrpg.com>
(official Shadowrun website)

<http://www.fanprogames.com>
(FanPro website)

<http://www.wizkidsgames.com>
(WizKids website)

<http://studio2publishing.com>
(online FanPro/Shadowrun orders)

<http://del.ico.us/shadowrun>
(cool links)

