Welcome to the Shadows, Runners

Hey, chummer—name's Ghost. Been kicking around these streets longer than most, so I know a thing or two about staying alive out here. You? You're fresh, wide-eyed, probably think the shadows are all neon lights and glory. But it's a jungle out here, and those dice in your hand? They're more than just plastic—sometimes, they're all that stands between you and getting geeked.

So here's the scoop. I'll give you the lowdown on the rules. Pay attention, ask questions if you gotta, and keep those reflexes sharp. Let's get rolling.

Dice Mechanics: How You Make Things Happen

When you try something dicey—like slipping past security or taking a shot from the top of a fire escape—you're gonna roll dice to see if you pull it off. Here's how it works:

1. **Roll Your Dice Pool**: The more dice you roll, the better your odds. Add up the total and see if it beats the difficulty. Difficulty numbers give you a hint of what you're up against:
   - **Easy:** 5 — Think opening a door without security.
   - **Average:** 10 — Like climbing a fence while it's raining.
   - **Moderate:** 15 — Dodging a corp goon's swing in a tight alley.
   - **Hard:** 20 — Hitting a moving target from a rooftop, 30 meters away.
   - **Very Hard:** 25 — Hacking through a corp's firewall with top-notch ICE.
   - **Heroic:** 30 — Disabling a bomb mid-explosion, for example.
2. **Example**: Let's say you're trying to charm your way past a guard (Difficulty 15). You roll your dice and hit a 16—smooth talking pays off; you're in. Roll a 10, though, and you might be sweet-talking your way to a cell.
3. **The Wild Die**: One die in your pool's "wild"—usually a different color, so it stands out.
   - Roll a 6? Sweet. Add it, reroll, and keep adding every time it hits a 6.
   - Roll a 1? Bad luck, chummer. Take out the highest die from your roll.
4. **Example**: You're rolling 3d6 and a Wild Die to jump a moving truck. Wild Die shows a 6! So you add the 6, roll again, and get a 4. That's 10 so far, plus whatever your other dice land on. Now, if it had rolled a 1? You'd drop your highest roll, which could mess you up.

Cheating Fate: Character Points and Fate Points

Not all about luck out here; sometimes you need an edge. That's where **Character Points** and **Fate Points** come in handy.

- **Character Points**: For each point you spend, you get an extra Wild Die (with all its fun rules). Use up to 5 per roll if things get intense, and drop them in before or after the roll.
  Example: Let's say you rolled a measly 8 on a hacking attempt with a Difficulty of 15. Spend 2 Character Points, roll two more Wild Dice, and pray you bridge the gap.
- **Fate Points**: This is the big one. Spend a Fate Point, and double your dice for a roll. It's a one-shot, big-boost. Just don't try doubling weapon damage or gear bonuses—they're not included. One Fate Point per roll, per round.
  Example: You're in a firefight, heavily outnumbered. You pop a Fate Point, doubling your Ranged dice to improve your chances. Go big or go home.

Character Creation: Making a Runner

Now, let's build you. Every runner's got their style. You'll start with a **Character Template** that has **15 dice** spread over your **Attributes**. Add **3 more dice** to customize Attributes, buy a **Species Template**, or pick up **Advantages**.

Choose your type:

- **Combat Mage**: You like making things go boom with magic.
- **Decker**: You're the brain in the Matrix, hacking and cracking.
- **Face**: Smooth-talker with a silver tongue. Good for cons and negotiations.
- **Rigger**: Drone master and builder of tech.
- **Street Samurai**: A true weapon-wielding machine, with skills to slice and dice.
- **Street Shaman**: You commune with spirits and work magic, your way.
- **Weapons Specialist**: Sharp-shooter from a distance; you don't miss often.

Attributes and Skills

There are seven main Attributes, and they tell us what you can handle:

- **Strength**: Muscle power and endurance
- **Agility**: Reflexes and control
- **Knowledge**: What you know, from books to street smarts

- **Technical**: Your finesse with machines, from computers to drones
- **Mechanical**: Hands-on skills with hardware
- **Presence**: Charm and influence
- **Magic**: Pure mojo. If you're a mundane, this will be 0d6.

Average attributes for normies are about 2d6. Runners like you can have up to 5d6 in a stat.

Skills: What You're Good At

Skills make you sharp in specific areas, each tied to an Attribute.

- **Skill Dice**: You get **7 dice** to spread around your skills. Each die spent raises a skill from the base Attribute.
  Example: Let's say your Agility is 3d6, but you want to be a pistol ace. Spend 2 dice on the Pistols skill, making it 5d6 when you roll.
- **Breaking Dice into Pips**: If you want to fine-tune, split a die into **3 pips** (+1 each). Pips can't go beyond +2, though; add a pip that would hit +3, and it rounds up to the next d6.
  Example: You have Agility at 3d6 and want to spread a little finesse over Piloting and Pistols. Break 1 skill die into 3 pips, put +1 in Piloting and +2 in Pistols. Your sheet reads:
    - **Pistols**: 3d6+2
    - **Piloting**: 3d6+1

Advantages and Disadvantages

- **Advantages**: Perks cost skill dice. You could buy contacts, some extra gear, or even an inside man on a job.
- **Disadvantages**: These are your burdens—like bad luck, or that bounty hunter always hot on your trail. But hey, they pay you back in dice for skills.

Special Abilities

Some folks have the extra edge—cyber enhancements, bioware, or even latent talents. Each of these costs skill dice, just like Advantages.

Combat

Combat's fast, dirty, and deadly. Here's the drill:

1. **Initiative**: Everyone rolls Perception. High roll goes first.
2. **Actions**: You can take as many actions as you want, but each extra one after the first reduces your dice pool by 1 across the board.
   Example: Bob's shooting and dodging in one round. First action's a straight roll. Second action? His dice for both shoot and dodge drop by 1.
3. **Attacks**: Close combat is TN 5. Ranged combat has TNs that depend on the range:
   - **Melee**: TN 5 if they're all up in your grill.
   - **Short Range**: TN 10 pretty close.
   - **Medium Range**: TN 15 further away
   - **Long Range**: TN 20 at extreme range.
4. **Damage**: Win the roll, and you roll weapon damage dice while they roll Resistance. Subtract their total from yours, and any leftover hits their Body Points.
5. **Zones**: Combat zones simplify the map. Think of them like sections on a battlefield—the checkout counter, the aisles, the rooftop. Moving zones takes an action, with a cap of 2 moves per turn.

Magic: Mojo for the Modern Runner

Alright, kid, here's the deal with magic. It's not just about throwing fireballs or making things float. It's an energy, a flow, something primal that comes from within—or the spirits around you. Whether you're a Combat Mage slinging spells like bullets or a Street Shaman calling in favors from the spirit world, magic is your edge. Use it right, and you'll change the game. Use it wrong, and you'll end up a burnout or worse.

The Basics of Magic

Magic in the shadows works just like anything else in life—nothing's free. You roll your **Spellcasting Skill** for casting, and the GM sets the **Difficulty** based on the spell's power and complexity. Easy stuff? That's a Difficulty 10. Calling down the wrath of the heavens? You're looking at 25 or higher.

1. **Casting a Spell**:
   - Roll your **Spellcasting** dice pool.
   - Hit the Difficulty? Your spell works. Miss it, and your spell fizzles—no refunds.
   - Roll a 1 on your Wild Die? Not only does your spell fail, but something bad might happen. GM's call.
2. **Drain**:
   Magic takes a toll. Every spell has a Drain value, which is the cost to your body and soul for casting it. After a successful cast, roll your **Magic Attribute** against the Drain Difficulty. Fail the roll, and you take damage equal to the Drain difference.
   - **Light Spells**: Drain 5

- **Moderate Spells**: Drain 10
- **Heavy Spells**: Drain 15
3. **Line of Sight**:
Most spells need you to see your target. No peeking through walls unless you're rocking some augmented vision.
4. **Sustaining Spells**:
Want your spell to stick around? Fine, but it'll cost you. For every sustained spell, you lose 1 die from all rolls until you drop the effect. Don't overdo it, or you'll be useless when the bullets start flying.

Combat Mage vs. Street Shaman

- **Combat Mages**: These folks are like heavy artillery. Their spells are raw, destructive, and flashy. Perfect for making corpsec think twice about their life choices.
- **Street Shamans**: They don't just sling spells—they work with spirits. Every spell feels like it's got a story behind it, a connection to the world around them. They're not just fighters; they're mystics.

---

10 Spells for Your Arsenal

Combat Mage Spells

1. **Fireball**
   - **Effect**: A fiery explosion in a 10-meter radius. Deals 4d6 damage to anyone caught in the blast.
   - **Difficulty**: 15
   - **Drain**: 10
2. **Lightning Bolt**
   - **Effect**: Zap one target for 5d6 damage. Electrical effects might fry electronics or stun drones.
   - **Difficulty**: 15
   - **Drain**: 10
3. **Mana Missile**
   - **Effect**: A bolt of pure magic. 3d6 damage that ignores armor.
   - **Difficulty**: 10
   - **Drain**: 5
4. **Barrier**
   - **Effect**: Summon a shimmering wall that blocks attacks. It takes 10 Body Points to break through.
   - **Difficulty**: 15
   - **Drain**: 10
5. **Blind**
   - **Effect**: Target's vision is clouded for 1d6 rounds.
   - **Difficulty**: 10

- ○ **Drain**: 5

Street Shaman Spells

6. **Summon Spirit**
    - ○ **Effect**: Call a spirit to aid you. Spirit strength is based on the Difficulty rolled:
        - ■ **10-15**: Minor Spirit (2d6 Strength)
        - ■ **16-20**: Greater Spirit (4d6 Strength)
        - ■ **21+**: Elemental Spirit (6d6 Strength)
    - ○ **Drain**: Spirit Strength x 2
7. **Heal Wounds**
    - ○ **Effect**: Mend injuries, restoring 2d6 Body Points.
    - ○ **Difficulty**: 15
    - ○ **Drain**: 10
8. **Fog**
    - ○ **Effect**: Create a thick mist that gives everyone in the zone +2 TN to be hit by ranged attacks.
    - ○ **Difficulty**: 10
    - ○ **Drain**: 5
9. **Earthbind**
    - ○ **Effect**: Vines or roots erupt from the ground to entangle a target, reducing their movement and actions for 1d6 rounds.
    - ○ **Difficulty**: 15
    - ○ **Drain**: 10
10. **Spirit Armor**
    - ● **Effect**: Surround an ally with an ethereal shield, adding +2d6 to Resistance rolls for 1d6 rounds.
    - ● **Difficulty**: 15
    - ● **Drain**: 10

Final Words on Magic

Magic is power, but it's not without cost. Use it wisely, and don't get cocky. One bad roll, and you'll be eating dirt. But get it right? You'll be the one the corps whisper about in fear. Now, go light up the Sprawl, chummer.

Jacking into the Matrix: Welcome to the Digital Jungle

Alright, deckhead, welcome to the Matrix. Out here, it's not about fists or firepower—it's code, cunning, and a whole lot of guts. Jacking in means leaving your meat body behind and stepping into a world of neon grids, corporate fortresses, and predators that'll frag you up faster than a Lone

Star patrol on overtime. You're here to be a Decker—a digital ghost slipping into places no one else can go.

Let's plug you in.

The Basics of the Matrix

1. **Jacking In**:
   You need a **cyberdeck**—your weapon, your shield, your everything. Jack in, and you'll project yourself as a digital avatar. All your Matrix actions rely on your **Computer Skill** (usually tied to Technical). The better your gear, the better your odds.

2. **Grids and Nodes**:
   The Matrix is a web of **Grids** (like highways) and **Nodes** (places of interest). Nodes are where the action happens—databases, security systems, and firewalls. Each Node has a **Difficulty** to access and a **Response** level that fights back if you mess up.

3. **Initiative in the Matrix**:
   Here, speed's everything. Roll your **Computer Skill + Cyberdeck Speed**. Highest roll goes first, just like meatspace combat.

Hacking Actions

Every turn in the Matrix, you get one primary action. You can try anything, but here's the standard loadout:

- **Access Node**:
  Roll your **Computer Skill** against the Node's Difficulty. Fail, and alarms might trigger or ICE (Intrusion Countermeasure Electronics) might show up.

  - **Example**: Jack wants to breach a corp's payroll system (Difficulty 15). He rolls his Decking dice, hits a 16, and slides in undetected.
- **Control System**:
  Once inside, you can take over devices tied to the Node: cameras, locks, drones, you name it. Roll your **Computer Skill** against the system's Difficulty.

- **Crash Program**:
  Target an enemy program or ICE. Roll your **Computer Skill** against the program's Resistance. Success means you fry it.

- **Snoop Data**:
  Looking for intel? Roll your **Computer Skill** against the Node's Difficulty. Higher rolls mean you grab more info.

- **Combat in the Matrix**:
  Cyber combat works like regular combat. Use your **Cyberdeck's Attack** dice to hit enemy ICE or Deckers. Each program or ICE has a **Resistance** pool. Deal damage, and you start shredding code.

The Dangers of the Digital World

1. **ICE (Intrusion Countermeasure Electronics)**:
   Think of ICE like digital guard dogs. They sniff you out and attack if you're caught. Each ICE has stats for **Detection**, **Attack**, and **Resistance**.

   - **Black ICE**: The nasty stuff. If it hits you, it deals damage to your deck and your brain. Take too much damage here, and you'll wake up a vegetable.

2. **Overwatch Score**:
   Every illegal action you take raises your **Overwatch Score**. The GM tracks this behind the scenes. Once it hits a critical threshold, corporate security programs or even the dreaded Grid Overwatch Division (GOD) will come down on you like a fragging ton of bricks.

Starter Programs for Deckers

You're only as good as the software you're running. Here's your starter kit—pick wisely.

1. **Sneak (Utility)**
   - **Effect**: Adds +2d6 to rolls for avoiding ICE detection.
   - **Cost**: Light Processor Load.
2. **Zap (Attack)**
   - **Effect**: Deals 3d6 damage to ICE or enemy Deckers.
   - **Cost**: Moderate Processor Load.
3. **Shield (Defense)**
   - **Effect**: Adds +2d6 to your Resistance rolls in Matrix combat.
   - **Cost**: Moderate Processor Load.
4. **Mask (Utility)**
   - **Effect**: Spoofs your Overwatch Score, reducing it by 5.
   - **Cost**: Heavy Processor Load.
5. **Lockpick (Utility)**
   - **Effect**: Adds +1d6 to Access Node rolls.

- **Cost**: Light Processor Load.
6. **Crash (Attack)**
   - **Effect**: Targets and disables one ICE program. Roll Decking vs. the ICE's Resistance.
   - **Cost**: Moderate Processor Load.
7. **Probe (Utility)**
   - **Effect**: Reveals the stats of a Node or ICE before engaging.
   - **Cost**: Light Processor Load.
8. **Medic (Utility)**
   - **Effect**: Repairs 2d6 damage to your Cyberdeck.
   - **Cost**: Moderate Processor Load.
9. **Data Spike (Attack)**
   - **Effect**: Focused attack dealing 5d6 damage to a single target but raises your Overwatch Score by 3.
   - **Cost**: Heavy Processor Load.
10. **Blackout (Attack)**
    - **Effect**: Deals 2d6 Stun damage to an enemy Decker, potentially knocking them out cold.
    - **Cost**: Heavy Processor Load.

Final Tips for Deckers

1. Keep your deck cool—running too many programs at once will overload it, fragging your performance.
2. Always have a way out. Sometimes running is the smartest move.
3. And whatever you do, kid—don't piss off GOD. They've got kill switches for folks like you.

Now, go jack in and show the corps they can't keep their dirty secrets safe. You've got a world to hack, chummer.

Cyberware: Chrome Up, Chummer

Alright, kid, let's talk chrome. Cyberware's the ace up your sleeve, the edge that lets you run faster, hit harder, and take on fragging dragons if you're crazy enough. But there's a price to pay for all that shiny tech. The more metal you bolt onto your meat, the less human you are—and if you're slinging spells, it'll mess with your mojo. Balance is key, chummer. Push too far, and you'll regret it.

The Basics of Cyberware

1. **Installation and Limits**:
   Every runner has a **Humanity Threshold** equal to **10 + their Physical Attribute**. Each piece of Cyberware has a **Humanity Cost**. Go over your threshold, and you'll start losing dice from all rolls (1 die for

every 2 points you're over). Go double your threshold, and you're just another cyber-zombie waiting to be put down.

2. **Drain Penalty for Spellcasters**:
 Each piece of Cyberware adds +2 to the Drain Difficulty for spells. You can still sling mojo with chrome, but it'll cost you big-time in pain.

3. **Installation Costs**:
 Cyberware isn't just about money—it's about time and the right docs. Installation requires access to a cyberclinic and a roll by your street doc to avoid complications. Frag this up, and your shiny new arm might glitch or worse.

4. **Maintenance**:
 Chrome's gotta be tuned. Neglect your Cyberware, and it might stop working mid-run. Once per month, roll your Technical skill or take penalties to Cyberware performance.

Common Cyberware for Shadowrunners

Here's the go-to menu of cyber upgrades for runners. Pick your poison wisely.

1. Cyberarm

- **Effect**: +1d6 to Strength-based rolls; integrated tools or weapons cost extra.
- **Humanity Cost**: 2
- **Cost**: 15,000¥

2. Cybereyes

- **Effect**: Grants night vision, thermographic vision, and magnification. +1d6 to Perception rolls involving sight.
- **Humanity Cost**: 1
- **Cost**: 10,000¥

3. Reflex Boosters

- **Effect**: +1d6 to Initiative rolls and Agility-based rolls.
- **Humanity Cost**: 3
- **Cost**: 20,000¥

4. Wired Reflexes (Level 1)

- **Effect**: Acts like Reflex Boosters but allows one additional action per combat round.
- **Humanity Cost**: 4
- **Cost**: 30,000¥

5. Datajack

- **Effect**: Connect directly to the Matrix or control compatible gear without a clunky interface. +1d6 to Decking or Rigger rolls when connected.
- **Humanity Cost**: 1
- **Cost**: 5,000¥

6. Dermal Plating

- **Effect**: +1d6 to Resistance rolls against physical damage.
- **Humanity Cost**: 2
- **Cost**: 12,000¥

7. Spurs (Retractable Blades)

- **Effect**: Integrated melee weapons deal 3d6 damage.
- **Humanity Cost**: 2

- **Cost**: 15,000¥

8. Muscle Replacement (Level 1)

- **Effect**: +1d6 to Strength rolls.
- **Humanity Cost**: 2
- **Cost**: 20,000¥

9. Voice Modulator

- **Effect**: Mimic voices, change your tone. +1d6 to Deception or Performance rolls involving speech.
- **Humanity Cost**: 1
- **Cost**: 7,000¥

10. Subdermal Storage

- **Effect**: Hidden compartment for weapons, tools, or valuables. Can hold a pistol or equivalent-sized object.
- **Humanity Cost**: 1
- **Cost**: 8,000¥

Cyberware in Action

Example 1: The Razorboy

You're a Street Samurai with Reflex Boosters, a Cyberarm, and Spurs. You roll +1d6 to Initiative, +1d6 to Strength for breaking down doors, and when the frag hits the fan, your Spurs deal 3d6 damage. Humanity Cost? 7—still well under your Threshold of 14 (10 + Strength 4).

Example 2: The Chrome Mage

You're a Combat Mage with Cybereyes and a Datajack for your Matrix dabbling. Sure, your spells now have +4 Drain Difficulty, but that night vision gives you a combat edge, and your Datajack makes hacking mid-run smooth as silk. Humanity Cost? 2, but spell Drain keeps you sweating.

Final Words on Cyberware

Chrome's a double-edged sword, kid. It'll make you faster, tougher, better—but it'll chew away at what makes you human. Spellcasters need to be especially careful; too much chrome, and you'll burn out faster than a cheap fuse. But hey, in the Sprawl, sometimes it's better to be a little less human if it means staying alive. Now, go get shiny.

Riggers: Masters of the Machines

Alright, gearhead, so you wanna run drones? Good choice. While the other fraggers are running into firefights with guns blazing, you're chilling behind cover, letting your machines do the dirty work. But here's the thing—drones aren't free actions. You're not some digital octopus controlling a dozen toys at once. Run them smart, or you'll end up fragging yourself as much as the enemy. Let's break it down.

The Basics of Being a Rigger

1. **Control Interface**:
   To run drones, you'll need a **Control Rig** (cyberware) or a **Remote Control Deck** (gear). These let you connect your brain or your tech to your drones. Without one, you're just a tech-savvy schmuck.

2. **Actions per Turn**:
   Controlling drones is like multitasking—harder than it looks. You get **one action per drone**, but for every extra drone you control in a turn, you take a -1 die penalty to all rolls.

   - **Example**: You're controlling three drones in one turn. Your rolls for each drone lose 2 dice. If you're spread too thin, things go downhill fast.

3. **Command Types**:

   - **Manual Control**: Direct the drone in real-time. More precise but costs an action.
   - **Pre-Set Commands**: Give your drone a task ahead of time (like "patrol" or "engage enemy") so it acts autonomously. The downside? It won't adapt if things go sideways.
   - **Autopilot**: The drone acts on its own, using its stats. Not as effective as when you're directly controlling it.

4. **Drone Stats**:
   Every drone has stats for **Speed**, **Armor**, **Attack**, and **Resistance**. These determine how they perform in combat or other tasks.

5. **Maintenance**:
   Drones take a beating, and if you don't keep them in top shape, they'll frag out on you mid-run. After every mission, roll your **Mechanic Skill** to maintain your drones.

Starter Drones for Beginning Riggers

Here's your menu of drones. Pick a couple to start, but remember, they cost cash and Humanity if you're rocking a Control Rig.

---

1. Steel Lynx (Combat Drone)

- **Stats**:
  - Attack: 4d6
  - Armor: +2d6 Resistance
  - Speed: Medium
- **Special**: Equipped with a light machine gun (4d6 damage).
- **Cost**: 10,000¥
- **Notes**: This is your tank. Send it in to soak up damage and dish it out.

---

2. Rotodrone (Air Recon)

- **Stats**:
  - Attack: 3d6
  - Armor: +1d6 Resistance
  - Speed: Fast
- **Special**: Comes with a mounted SMG (3d6 damage) and a camera feed (+1d6 Perception for surveillance).
- **Cost**: 8,000¥
- **Notes**: Quick and versatile, great for hit-and-run tactics or scouting.

---

3. Doberman (Ground Recon)

- **Stats**:
  - Attack: 3d6
  - Armor: +1d6 Resistance
  - Speed: Medium
- **Special**: Can carry small payloads (up to 10kg).
- **Cost**: 6,000¥
- **Notes**: Think of it as your all-purpose buddy. Can fight, scout, or carry your gear.

---

4. Fly-Spy (Microdrone)

- **Stats**:
  - Attack: None
  - Armor: None
  - Speed: Very Fast

- **Special**: +2d6 to Perception rolls when scouting a zone.
- **Cost**: 2,000¥
- **Notes**: Perfect for sneaky surveillance. Just don't expect it to hold its own in a fight.

---

5. Crawler (Utility Drone)

- **Stats**:
  - Attack: None
  - Armor: +1d6 Resistance
  - Speed: Slow
- **Special**: Equipped with a multi-tool arm for repairs (+1d6 to Technical rolls) or hacking.
- **Cost**: 5,000¥
- **Notes**: Not glamorous, but you'll love it when your deck or drone needs fixing mid-run.

---

6. Guardian (Defense Drone)

- **Stats**:
  - Attack: 3d6
  - Armor: +3d6 Resistance
  - Speed: Slow
- **Special**: Built for defense. Equipped with a taser (2d6 Stun damage) to incapacitate intruders.
- **Cost**: 7,000¥
- **Notes**: Park it near your team or a critical zone to keep things secure.

---

7. Delivery Bot (Stealth Payload Drone)

- **Stats**:
  - Attack: None
  - Armor: +1d6 Resistance
  - Speed: Medium
- **Special**: Can carry up to 20kg. Rolls +2d6 to Stealth checks to avoid detection.
- **Cost**: 4,000¥
- **Notes**: Great for smuggling or delivering a surprise package—like a bomb.

---

8. Hydra (Multi-Weapon Drone)

- **Stats**:
  - Attack: 4d6 (split between two mounted weapons)
  - Armor: +2d6 Resistance
  - Speed: Medium
- **Special**: Comes with dual mounting points for weapons of your choice.
- **Cost**: 15,000¥
- **Notes**: Pricey, but it's your heavy hitter. Don't deploy it lightly.

Final Words for Riggers

Drones are powerful, but they aren't invincible. Use them smart, and they'll give you an edge corps can't match. Go reckless, and you'll be out of gear faster than a Decker with no firewall. And remember—every drone's just an extension of you. If you fail, so do they. Now, get out there and make those machines dance, chummer.

Gear Up, Chummer: Equipment Rules for the Shadows

Listen up, rookie. The right gear is the difference between a slick run and a fragged-up mess where you're geeking out over a busted commlink. Whether you're packing heat, hacking systems, or sneaking past corpsec, your kit will make or break you. Here's how it works.

The Basics of Equipment

1. **Carry Weight**:
   You can carry gear equal to your **Strength x 5 kilograms** without penalties. Go over that, and every extra 5 kilograms costs you 1 die on Agility and Movement rolls. Don't be a pack mule—travel light.

2. **Gear Maintenance**:
   Guns jam, drones glitch, and gear gets fried. At the GM's discretion, poorly maintained gear may malfunction. Roll your **Technical** skill monthly to avoid penalties.

3. **Restricted Items**:
   Some gear isn't legal, not even in the Sprawl. Weapons above a certain caliber, advanced hacking tools, or military-grade drones require black market connections or a hefty bribe.

Common Shadowrunner Equipment

Combat Gear

1. **Ares Predator V (Heavy Pistol)**

   - **Effect**: Deals 4d6 damage; +1 to intimidation checks when brandished.
   - **Cost**: 1,500¥
   - **Notes**: The classic street sweeper. Packs a punch, reliable as frag.

2. **Defiance T-250 (Shotgun)**

   - **Effect**: Deals 5d6 damage in close quarters; 3d6 at medium range.
   - **Cost**: 2,500¥
   - **Notes**: Perfect for close encounters. Just don't miss—it's loud as hell.

3. **Ingram Smartgun X (SMG)**

   - **Effect**: Deals 4d6 damage; built-in smartlink adds +1d6 to attack rolls when linked to cybereyes or goggles.
   - **Cost**: 2,000¥
   - **Notes**: Spray and pray? Not with this baby. Precision and firepower in one package.

4. **Katana**

   - **Effect**: Melee weapon, deals 5d6 damage.
   - **Cost**: 1,000¥
   - **Notes**: For when you need to get up close and personal—honor is optional.

5. **Flashbang Grenade**

   - **Effect**: Blinds and stuns enemies in a zone for 1d6 rounds (TN 15 Resistance to avoid).
   - **Cost**: 500¥ per grenade
   - **Notes**: When you need a quick way to level the playing field.

6. **Ballistic Vest**

   - **Effect**: +2d6 to Resistance rolls against physical damage.
   - **Cost**: 1,200¥
   - **Notes**: Lightweight and low-profile—great for staying alive without looking too suspicious.

Stealth and Utility Gear

7. **Stealth Suit**

- **Effect**: +2d6 to Stealth rolls.
- **Cost**: 3,500¥
- **Notes**: For when you need to ghost through a corpsec patrol without them spotting you.

8. **Lockpick Set (Standard)**

- **Effect**: +1d6 to rolls for bypassing mechanical locks.
- **Cost**: 300¥
- **Notes**: Old-school, but still gets the job done.

9. **Chameleon Cloak**

- **Effect**: Makes you harder to spot, adding +2 TN to enemy Perception checks.
- **Cost**: 2,000¥
- **Notes**: Ideal for sneaky types. Just don't move too fast—it's not perfect.

10. **Microdrone (Recon)**

- **Effect**: Fly-by surveillance; +1d6 to Perception rolls in a zone it's monitoring.
- **Cost**: 4,000¥
- **Notes**: Your eyes in the sky. Great for spotting trouble before it spots you.

Tech and Hacking Gear

11. **Commlink (Basic)**

- **Effect**: Essential for communication and simple data transfer.
- **Cost**: 500¥
- **Notes**: If you don't have one, are you even a runner?

12. **Cyberdeck (Standard)**

- **Effect**: Entry-level decking gear; +2d6 to Decking rolls.
- **Cost**: 10,000¥
- **Notes**: It's not flashy, but it'll crack most systems if you know what you're doing.

13. **Data Tap**

- **Effect**: Allows physical access to secured networks; +1d6 to Access Node rolls.
- **Cost**: 1,000¥
- **Notes**: Sometimes the best hacks are old-school.

14. **EMP Grenade**

- **Effect**: Disables all electronics in a zone for 1d6 rounds.
- **Cost**: 1,500¥ per grenade
- **Notes**: Perfect for taking out drones or frying corpsec comms.

Medical and Survival Gear

15.**Medkit (Standard)**

- ○ **Effect**: Allows a roll to stabilize a wounded runner or recover 2d6 Body Points.
- ○ **Cost**: 1,000¥
- ○ **Notes**: Don't run without one—unless you enjoy bleeding out.

16.**Stim Patches**

- ○ **Effect**: Restores 1d6 Body Points but adds +1 Drain Difficulty for the next spell cast.
- ○ **Cost**: 250¥ per patch
- ○ **Notes**: Quick fix, but don't overdo it—you'll crash hard later.

17.**Survival Kit**

- ○ **Effect**: Adds +2d6 to rolls for surviving harsh conditions (wilderness, urban decay).
- ○ **Cost**: 800¥
- ○ **Notes**: Sometimes the shadows aren't paved.

Miscellaneous Runner Gear

18.**Fake SIN (Low-Quality)**

- ○ **Effect**: Provides a basic cover identity; GM rolls TN 15 for checks to see through it.
- ○ **Cost**: 2,000¥
- ○ **Notes**: Don't expect it to fool the big corps, but it's fine for street-level ops.

19.**Holo Projector**

- ○ **Effect**: Creates realistic holograms for distractions or decoys.
- ○ **Cost**: 3,000¥
- ○ **Notes**: Great for making people look the wrong way.

20.**Explosives (Plastic)**

- ○ **Effect**: Blows a hole in just about anything; damage 8d6 in a zone.
- ○ **Cost**: 5,000¥ per charge
- ○ **Notes**: When subtlety is overrated.

Final Words on Gear

Gear doesn't make the runner, but it sure as hell helps. Know what you need, what you can carry, and where to find it. Keep it in good shape, and it'll keep you alive. Now, load up, strap in, and let's make some noise.