shadowrun
ALTERNATIF

SRA

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INTRODUCTION

Sorry for the poor English, this is a automatic translation French-English. The SR5 page numbers are for the French version of SR5.

This game features using an alternative system to Shadowrun 5 under the sign of "less": less than dice, dice rolls less, less powerful magicians, fewer attributes, fewer skills, etc. All this in order to get a game under the sign of "more" simpler, faster and more fluid. The second objective is to obtain a relatively system compatible with the classic rules and equipment (scale attributes and skills, d6, damage equipment, etc.) or at least adaptable without too much difficulty. The third objective is to preserve the richness of the system and the world of Shadowrun.

Compared to Shadowrun 5 (and previous versions), skills are more important and magic more difficult (but not necessarily less powerful). There are many references to SR5 VF.

Other considerations taken into account:

- There must be a difference between a professional (competence 3) and amateur (jurisdiction 1).

- Facing a troll melee must fear.

- The conspiracy is too powerful in SR5 and SR4 where mages do everything by their minds.

- The different versions of Shadowrun have the benefits and shortcomings to integrate the characters in the Sixth world. Propose historical bases would help design a really related to this universe character.

- The price of cyberdeck must be justified.

Playback (or better possession) of a basic book Shadowrun 5 (see a previous version, "the more things change the more they stay the same") is required to use this system.

Thank you to shadowforums (www.shadowforums.com) and Simon for their many ideas.

Version of 02/07/2015.

BASIC PRINCIPLES

WHY THRESHOLD VARIABLE DICE?

Transforming the score threshold skills to the dice can:

- Reduce the number of dice rolled, and therefore reduce the possible differences between multiple tests of the same type of action, without adding extra control as limits (wonky and frustrating system that is used only rarely).

- Give more importances skills (used in a specific test) while keeping the importance of attributes (used in many types of test).

- Ensure that there is a real difference between professionals and others. In SR5 have 3 in a jurisdiction is exactly the same as having two in the attribute and 1 in the jurisdiction. This is not the case in SRA.

SIMPLE TEST

A test is always done by launching the classic dice, 6 sided. The number of dice is determined by an attribute (plus possibly those bonus). Each die whose score is less than or equal to the score of the jurisdiction (1 to 5) is a success. Summing success for the test result. If the number of successes is equal to or above the action threshold, then the test is successful.

The notation SRA test attribute / skill (Specialization) (Threshold).

Example: Roger (Agility 4 (6), Firearms 2) takes with his Ares Predator on a target average range (2 successes required to touch), the player rolls 6 dice (4 (6) Agility): 1, 2, 3, 4, 5, 6. It gets so successful 2 (2 dice are less than or equal to ability firearms (2)) and a hit.

TEST OPPOSITION

Each opponent performs a simple test. Successes achieved is added the score of the skill used. The one with the highest score wins the opposition.

Example: Albert (Charisma 5, Influence 2) and Robert (Charisma 4 Influence 3) negotiating a contract. Albert test is: 1, 2, 3, 3, 4; So successful 2 (2 dice or below its jurisdiction Negotiation). Robert give 3, 3, 4, 6; 2 is success. The total is Albert 4 (2 (competence) + 2 (success)), that of Robert 5 (3 (skill) + 2 (success)). The contract will benefit so Robert.

COMPREHENSIVE TEST

An extensive test is scored as follows: attribute / skill (Specialisation) (N, T), where N is the threshold to be

reached (sum of the success of the different tests) and T the time interval taken for each roll of the dice.

All time intervals T, the player performs a test. The success of the various tests are added. As soon as the sum of the success reached the threshold N, the extended test is successful.

TEST TEAM

The team chooses a leader. Others do the test. For each success achieved, the head has an extra die to test. The head of the test determines the success or failure of the action.

TRY AGAIN

Retrying a failed action is done with cumulative -2 dice unless the GM decides otherwise or other penalties.

LIMITS

There is no limit to the number of dice rolled or the number of successes.

THRESHOLD

A threshold is the number of successes to achieve. It is generally the same as in Shadowrun 5. The selected quality also affect the threshold.

Difficulty / quality / scope	Threshold
Easy / low / short	1
Medium / correct / medium	2
Hard / good	3
Very difficult / excellent / Long	4-5
Extreme / exceptional / extreme	6-8

MODIFIERS

Modifiers add or subtract dice testing (usually 1-4 dice), increase or reduce the thresholds.

Very few things can increase the score of a skill. For example, spend a point of Edge can.

RULE 1

Rule 6 Shadowrun 5 becomes the rule of 1. 1 is always successful (but the former 1 is not counted if the character has not used the skill).

CRITICAL SUCCESS

There are critical success when 3 or more dice are 1, the action is successful and that the character has jurisdiction. A critical success gives one success (and one by one beyond the first three 1) or there is a beneficial side effect (in agreement with the DOJ) or instead of additional success, the character gains a bonus to his score of initiative (equal number of earned success) to the next round. A test without jurisdiction can not give a critical success.

CLUMSINESS AND COMPLICATION

There awkwardness when the action is not successful, that half of the dice (or all the dice if there are two dice or less) are 6 and that the character has the competence, or when half of the dice least 1 (minimum 1) are 6 and that the character does not have jurisdiction. The GM decides the blunder committed (malus, disaster, loss of an object, defenseless, etc.).

If there is at least a success and that the test is still managed, then there is a complication, not a blunder. The action is successful but something (decided by the GM) complicates the situation or there is a bothersome side effect. If there is a critical success and complication, complication can be ignored. Clumsiness can give a dice penalty to the next share equal to the number of 6 plus a surplus.

	Number of 6	Success	Result
Competence	Half or any jurisdiction where 2 dice or less Yes Complication	yes	Complication
		no	not Awkwardness
Not competence	Half -1 (min. 1)	yes	Complication
		no	not Awkwardness

AUTOMATIC SUCCESS

It is possible to take risks in order to (better) a successful action. With risk-taking, each die removed from the dice pool provides an automatic success. Reserve remaining dice must contain at least two dice and it is not possible to remove more dice than the score of the skill used. However, these automatic success count only if the test gives at least a success and there are no complications (complication being while automatic successes are lost). In addition, regardless of the score of competence, every 6 are necessarily failures. If the test clumsiness, automatic success are not taken into account.

In certain circumstances, the GM may decide that the action is successful automatically, as in the case of an action for an easy character with a high score in a skill.

ATTRIBUTES

WHY LESS ATTRIBUTES?

In SR5, racial modifiers to the Constitution and Strength are about the same for a given metatype and attributes are not used much for skills. Merge in the Carrure attribute allows a single attribute almost as important and useful than others. Its usefulness is further enhanced by not dividing his score to calculate the fitness instructor and melee damage.

Will only serves to resist the authorities and social action and to determine the dizzying condition monitor. It is integrated in the Mind (see above) and Charisma representing social skills and mysticism metahumans.

In SR5 (and SR4), the attribute resonance can not exist with the Magic attribute. So just to have a single attribute for both, Magic, and specify that technomancers are magicians of the Matrix.

PRINCIPLES

The attributes give the number of dice rolled for an action.

ATTRIBUTES STANDARDS

INCREASED HIGH

The maximum increase (magically or technologically) of a standard attribute, whatever the character's bonus is equal to its racial maximum over a third (rounded up). Simply put, without calculation: one for all attributes whose maximum is 3 or less, +2 4 to 6 +3 7 to 9 and 4 to 10 or 11.

CARRURE (CAR)

Represents the Carrure muscle strength, physical energy, building and endurance. It is a physical attribute.

AGILITY (AGI)

Agility quantifies the address, flexibility and coordination. It is a physical attribute.

REACTION (REA)

The response includes the speed, reflexes and reactivity, both physical and mental. It is a physical attribute.

MENTAL (MEN)

Mind symbolizes reason, logic, understanding and strength of will. It is a mental attribute.

INTUITION (INT)

Intuition is an immediate thought, not reflected.

CHARISMA (CHA)

Charisma is sympathy, handling, control of emotions and human relationships but also mysticism and strength of character. It is a mental attribute.

SPECIAL ATTRIBUTES

PRINCIPLES

HIGH

Up to the character creation of any special attributes is 6 (except for humans for whom it is 7). It is then possible to increase (no limit), the normal cost, beyond 6 positive special attributes. However, exceed 6 requires particular thing (specific to each attribute) and can trigger disturbing phenomena.

SPENDING OF SPECIAL ATTRIBUTE POINTS

You can spend 1 point (sometimes more) of special attribute for an action. The effects are explained in the description of the special attribute. The special attribute retains its value and points spent are recovered at the end of the scenario, or when the GM sees fit (after a brilliant action or achieving a goal, in special circumstances, etc.). It is not possible to spend several times one point for the same action (unless otherwise stated), that each point has a similar effect or not. The points spent are generally recovered at the beginning of a scenario.

EXCEED 6

Whenever a character increases a special attribute beyond 6 (7 for humans), the player rolls a number of dice equal to that attribute. If he gets at least three 6, the character suffers a mutation or sequelae related to the attribute (in agreement with the DOJ course). More there 6 and the attribute score, the greater the alteration is important. Examples:

Augmentation: an emotion is less often (or no longer) experienced by the character (unless magically induced).

Magic: a physical change brings the character of an Awakened creature (dragon, fairy, etc.), always the same.

Edge: some unpleasant things less often happens to the character (shower while he is not equipped for rain, traffic light that turns red, etc.) or a pleasant thing happens more often (s downpour stops when it comes out, traffic lights that turn green and have a good hand in a card game, etc.).

The GM can impose social malus characters having at least one special attribute greater than 6 (7 for humans), the phenomenon of "disturbing Valley" (Cf. SR5, p. 54, strange valley) . This can be a penalty for each point beyond 6.

NUMBER OF SPECIAL ATTRIBUTES

A creature can only have two positive special attributes of the existing three. They are chosen to creation.

OPTIONS

It is possible to have positive scores in the three special attributes. At inception, the third attribute starts at 0 and the maximum is 6, even for humans.

Augmentation The score is a dice penalty to all Magic testing.

AUGMENTATION (AUG)

Note: the automatic translation translate Augmentation in Augmentation. I tried to correct this.

The special attribute Augmentation to determine the maximum possible increases (cyberware and bioware) that the creature can incorporate into his body without dying.

The fact of not having a score makes it impossible to increase implantation increases. The creature is a total rejection of any increase. Awakened creatures usually zero increase.

In some cases, there are the actual score increase (which is the total increases actually implemented) Augmentation score. Also free augmentation is the amount of increase can still be used to install the increases.

Exceed 6 (7 for humans) Increased demand in gene therapy. Each gene therapy increases by 1 Augmentation the maximum.

The higher the score increase, the higher the character away from humanity. It becomes less sentimental and more pragmatic.

By spending a point (not final) to increase, the character can benefit from the following effects (change before rolling the dice unless prevented the description):

Redliner: +1 increases the level of an increase for a roll of the dice. This will go beyond the maximum increased. By spending 4 points increase, the level is increased by two instead of one. The increase must have redlinée levels.

Repair: cancels the effect of a complication or awkwardness related to increased used for the test. For example, if the character has an increased agility and he is a complication on an agility test, it can cancel the complications increase by spending a point.

EDGE (CHC)

Edge is the ability to manipulate fate, voluntarily or not. The fact of not having to score Edge returns to have the default Unlucky: if something negative and dependent on Edge to happen it will be on the character with no Edge rather than another member of the group (even if the group contains another character with the default Unlucky but with a Edge attribute). Similarly, if something positive and dependent on the Edge to happen it will never be for the character with no luck. In addition, a character without Edge can not use the effects of Edge, of course.

Exceed 6 (7 for humans) Edge request a personal investment (equivalent of a magical initiation). Each personal investment increases by 1 the maximum of Edge. The higher the score of Edge, the higher the character tends to let go and let it go. Why act when just wait for things to go in his favor?

By spending a point (not final) Edge, the character can benefit from the following effects (change before rolling the dice unless prevented the description):

· Beyond its limits: the score of Edge is added to the dice pool (even if it was zero). Not only count as one of the successes, but in addition, they can be restarted.

· As the lightning: adds Edge dice initiative test (maximum 5 in all).

· Second Edge: stimulus all the dice did not give a success. Can not be used to cancel a complication or clumsiness.

· To exceed: competence increases by +2 used for the test in question (the maximum power is increased and 4).

· Take the initiative: The character is the first for this round of combat.

· Save: Cancels the effect of a complication or clumsiness.

· Boost: a favorable event for the character occurs (a parking space is released exactly where he wanted to park, he, after all, thought of taking an object in his bag, etc.).

· Stroke of luck: the character ignores any penalty on his action.

MAGIC (MAG)

Magic is the ability to manipulate the mysterious power of the arcane and technomancy.

The fact of not having to score Magic makes use of not magical abilities. Ordinary creatures have no magic score. Over the Magic score, the higher the character away from humanity. It becomes more whimsical and follow his reasoning unusual logic, some would say twisted. His physical appearance also changes to be closer to that of a particular Awakened creature.

Exceed 6 (7 for humans) Magic requires initiation. Each initiation increases by 1 the maximum of Magic.

When the player puts the first point Magic to his character must choose from the following types of magic and can no longer change:

· Adept
· Mystic Adept
· Conjurer (complete)
· Magician specialized (alchemist, sorcerer or conjurer)
· Technomancer (complete)
· Technomancer specialized (complex shapes or sprites)

By spending a point (not final) Magic, the character can benefit from the following effects (change before rolling the dice unless prevented the description):

· More power: up 1 the power of a magical effect (without increasing the difficulty or the drain to the magician).

· Miracle: cancels the effect of a complication or clumsiness of a magic test.

By spending a number of points equal to Magic at least 2 times the power or the cost of a magical effect it could know (but unknown), the character can act as if he owned it. This can allow a magician casting a spell he does not know or a follower of using a power it does not; but not a fan of casting a spell or make technomancy.

SR5-SRA CONVERSION

To be used primarily for NPCs. For the PCs it is best to recreate the character and then assign it earned karma. Take the average of the Force and the Constitution for the Carrure. Same thing with Logic for the Mind.

ATTRIBUTES TABLE FOR METATYPES

Metatype	Standard : min. / max. racial (max.)						Special * (min. / max.)
	Carrure	Agility	Reaction	Mental	Intuition	Charisme	
Elf	1 / 6 (8)	**2 / 7 (10)**	1 / 6 (8)	1 / 6 (8)	1 / 6 (8)	**3 / 8 (11)**	1 / 6 et 1 / 6
Human	1 / 6 (8)	1 / 6 (8)	1 / 6 (8)	1 / 6 (8)	1 / 6 (8)	1 / 6 (8)	**2 / 7** et 1 / 6
Dwarf	**3 / 8 (11)**	1 / 6 (8)	**1 / 5 (7)**	**2 / 7 (10)**	1 / 6 (8)	1 / 6 (8)	1 / 6 et 1 / 6
Ork	**4 / 9 (12)**	1 / 6 (8)	1 / 6 (8)	1 / 6 (8)	1 / 6 (8)	**1 / 5 (7)**	1 / 6 et 1 / 6
Troll	**5 / 10 (14)**	**1 / 5 (7)**	1 / 6 (8)	1 / 6 (8)	1 / 6 (8)	**1 / 4 (6)**	1 / 6 et 1 / 6

* Each character must have two special attributes to 1 or more and it can only have two special attributes on the existing three.

COMPETENCES

WHY LESS SKILLS?

Merge group skills competency simplifies the character sheet (and thus speeds up the game), and is not an aberration. A character with 5 sharp weapons can it be totally unaware of the handling of blunt weapons or unarmed combat? A specialist in survival he can ignore the Orientation and Tracking?

PRINCIPLES

The score of a skill is generally from 1 to 5 (for the higher levels a special rule applies hereinafter). 3 is considered a professional and experienced level. The skill score determines the threshold dice giving a success. Each die doing less or equal than the score of jurisdiction accounts for a success. A 1 is always a success. The number of successes indicates if the action is successful or not.
It is possible to go beyond a score of 5 in skill if the creature has the ability advantage associated with the skill. Each additional level allows only a count of 6 as a success. For example, "7" a skill (denoted 5 (1 × 6)) is used to count the first 2 6 as successes, the others being failures. This does not change the number of required 6 to a complication, but it can not be a mistake, because there will always be at least a success. Competence is rated 5 (6 × n), where n is the number 6 reflected in the success. The cost of increasing the skill is that of a skill level 5 + n. 5 is the maximum score of a skill. Thus, a magician can not obtain more than 5 bonus dice using reagents to cast a spell, even if its jurisdiction is 5 (2 × 6).
When a creature does not have a skill you consider that 1 of the dice are successful unless the jurisdiction can not be used by default. In addition, the risk of critical failure are increased.
When no jurisdiction should, DOJ determines the threshold of the dice, usually 2 or 3.
Skills are listed with an associated attribute. This attribute is one that is generally associated with it for a test, however, the GM may decide that a different attribute is more appropriate in certain conditions. Examples:
A mage in astral projection use his Magic attribute jurisdiction Discretion not to be spotted by the magic surveillance.
An instinctive shooting can be achieved with the reaction rather than Agility.
The score of a skill also gives maximum automatic success (see p. 8).

SPECIALIZATION

Specialization gives +2 die to launch during a test in which it operates. A specialization is noted in parentheses and his score is "(+2)". The maximum number of specializations skill is equal to its level halved (rounded up). Thus, a skill to 3 cannot be more than two specializations and expertise to 5 (2 × 6) (or 7) can have 4 (half of 5 + 2). The specialization bonus cannot exceed 2, though several specializations apply.
Example: Melee (sword, shield) 3 (+2) indicates that the character specializes in sword fighting and shield.

HIGH SCORE

The GM for easy share, provide test a character whose jurisdiction is at least 3. For example, if a character has 4 Infiltration, it is not necessary to test for it to enter discreetly in a building that does not have special protection; it automatically succeeds.
The increase competence 4 or more should always have the consent of MJ.

LIST OF SKILLS

COMBAT SKILLS

EXOTIC WEAPON (AGILITY)

This skill allows you to use a specific weapon or remote contact as monofilament whip.
This skill can only be used if its score is at least 1.

WEAPONS OF JET (AGILITY)

Specializations: By Candlelight (eg grenade.) Throwing Knives, Direct (eg ball baseball.) Shurikens.

GUN (AGILITY)

Gun standing with both hands.
Specializations: rifles, Assault Rifles, Shotguns, precision rifles, sporting rifles, Extreme Reach.

HANDGUN (AGILITY)

Gun standing with one hand.
Specializations: Machine guns, submachine guns, Cyber-implant pocket Weapons, Extreme Reach, revolvers, semi-automatic guns, Tasers.

RELATED WEAPONS (AGILITY)

Specializations: Crossbows, Bows, Slingshots, Extreme Reach.

HEAVY WEAPONS (CARRURE, AGILITY AND MENTAL)

Specializations: Assault Guns (Carrure) Grenade Launcher (Agility), Rocket Launcher (Agility), guided missiles (Mental) Machine Guns (Carrure), On Vehicle (Mental).

ARTILLERY (MIND)

Specializations: Ballistics, Guns, Energy Weapons.

DODGE (REACTION)

Specializations: Melee attack, ranged attack, Se shelter.

MELEE (AGILITY OR CARRURE)

Melee weapons in both hands and heavy are used with Carrure, other weapons Agility. The hand to hand combat can be used with or Agility Carrure a choice.
Specializations in martial art, improvised weapons, cyber-implants, fixation, sticks (with both hands), hammers, batons, Knives, Swords, Axes, Parade, Astral Combat (for use with Mental), type of special attack.

PHYSICAL SKILLS

OUTDOOR (MIND)

Specializations: Orientation by environment (Desert, Forest, Jungle, Mountain, Polar Environment, Urban, etc.), Tracking, Survival.

SKILL MANUAL (AGILITY)

Specializations: Escape, Conjuring, Pickpocketing, Shoplifting, lockpicking.

INFILTRATION (AGILITY)

Specializations: by type of sensors, Hiding by environment (Desert, Forest, Jungle, Mountain, Polar Environment, Urban, etc.), Sowing, Following, Do not make noise, Tracking.

PERCEPTION (INTUITION OR CHARISMA)

Specializations: Hearing, Gustatory, Olfactory, Tactile, Visual, Empathy (for use with Charisma instead of Mind), Research.

ATHLETICS (CARRURE REACTION OR)

This skill is used with the attribute that best fits the sporting activity practiced (Reaction to sprint, Carrure for the endurance or jumping, etc.). It does not include combat sports.
Specializations: Course endurance, Sprint, balance, fall Reception, Dance, Climbing assured, climbing rappelling, Rolls, Jump, Swimming, etc.

ATHLETICS (CARRURE)

This skill does not include combat sports.
Specializations: diving with standard bottles, Scuba gas mixture, Rollers, etc.

EXTREM SPORTS (CARRURE)

This skill does not include combat sports.
Specializations: free climbing, HALO, bass jump altitude Skydiving, Parachuting switchblades, Snorkeling, Wingsuit, etc.

SOCIAL SKILLS

ETIQUETTE (CHARISMA)

Specializations: according to culture and subculture (High Society, Gang Mafia, Catholic Church, Corporate, Media, Goblin Rock, etc.).

INFLUENCE (CHARISMA)

Specializations: Diplomacy, Interrogation, mental bullying, physical intimidation, Leadership, Haggle, Education, Seduction, Torture Persuasion Council.

PERFORMANCE (CHARISMA)

Specializations: Blarney, Disguise, Camouflage, Swindle, Imitation, Make-up, by type of art (singing, comedy, musical instrument, etc.), Sham.

USE SOCIAL SKILLS

SR5 cf. p. 141.

Character test	Opposite test
Carrure / Influence (Intimidation)	Mental / Influence (Intimidation)
Charisme / Influence (Intimidation)	Mental / Influence (Intimidation)
Mental / Influence (Intimidation)	Mental / Influence (Intimidation)
Charisme / Influence (autre spécialisation)	Charisme / Influence (autre spécialisation)
Charisme / Etiquette	Charisme / Perception
Charisme / Performance	Charisme / Perception

MAGICAL

It is necessary that the character has a positive score Magic to use these skills. He can not use them all, it depends on the type of magician.

CONJURATION (MAGIC)

Specializations: Formula ally spirit, free spirit Formula, Banishment by type of mind control by type of mind, Invocation by type of spirits.

ENCHANTEMENT (MAGIC)

Specializations: Analysis by type of focus, collection, creation of artifacts, Alchemy, receptacle Preparation.

COMPILATION (MAGIC)

Technomancer only.
Specializations: Compilation by type of sprites, Decompilation by type of sprites, sprites Registration by type, type of complex shapes.

MAGIC RITUAL

Specializations: keyword (Anchored, Sort, etc.)

ASTRALE OBSERVATION (INTUITION)

Creature capable of astral vision only.
Specializations: aura reading, Psychometrics, Signature astral, type of aura (Metahumans, spirits, Focus, Runes of custody, etc.), astral Tracking, Lobby.

RESONANCE (MAGIC)

Technomancer only.
Specializations: complex shape type.

SORCERY (MAGIC)

Specializations: Designing a lot of class, a lot Counterspell category, launching a lot of class.

TECHNICAL SKILLS

ANIMALS (INTUITION)

Specializations: by type of animal (cat, dog, bird, dog of hell, horse, dolphin, etc.), Dressage, Monte, Veterinary Medicine (Mental).

ARMORY (MIND)

Weapon accessories, Guns, Melee Weapons, Heavy Weapons, Armor, Artillery

CRAFTS (MIND)

Specializations: by profession.

CHEMISTRY (MIND)

Specializations: Analysis, compounds, Explosives, Drugs, Toxins.
This skill can only be used if its score is at least 1.

CYBERTECHNOLOGY (MIND)

Specializations: Bioware, headware, cybernetic Members nanoware, Repair, Somatoware.
This skill can only be used if its score is at least 1.

BIOTECHNOLOGY (MIND)

Specializations: Cosmetic Surgery, Intensive Care, implantation surgery, magic Care, Culture organ Surgery, First Aid.
Specialization First Aid can be used by default. Other specializations can only be used if the score of jurisdiction is at least 1.

ELECTRONIC (MIND)

This competence concerns all the hardware.
Specializations: Interference, Communications, sensors transactions by type of device (maglock, sensor, commlink, etc.).
This skill can only be used if its score is at least 1.

EXPLOSIVES (MIND)

Specializations: Commercial, Defusing, improvised, Plastic.

COMPUTER (MIND)

The character knows program and has extensive knowledge of software and networks.
Specializations: Administration, Encryption, Editing a flow Electronic Warfare, Programming.
This skill can only be used if its score is at least 1. In addition, it requires software 2 minimum.

SOFTWARE (MIND)

The character knows how to use common software.
Specializations: Editing a file, data search.

MECHANICAL (MIND)

Specializations: by device type (motorcycle, car, helicopter, etc.).

PIRACY (MIND)

The character knows how to find and exploit the software and network vulnerabilities. Using a cyberdeck no secrets for him.
Specializations: Cybercombat, Counterfeiting, Forgery credsticks, Forgery of documents, False identification, Hacking.
This skill can only be used if its score is at least 1. In addition, it requires IT 2 minimum.

DRIVING SKILLS

AERIAL VEHICLES (REACTION)

Specializations: Remote operation, Lighter than air (PLA blimps and balloons) Thrust vectoring, Rotors, Fixed Wing, adjustable wing.
This skill can only be used if its score is at least 1.

EXOTIC VEHICLE (REACTION)

This skill allows a specific vehicle, such as a space shuttle, for example.

This skill can only be used if its score is at least 1.

MARINE VEHICLES (REACTION)

Specializations: Motor Boats, Ships, Remote Operation, Submarines, Sailing.

LAND VEHICLES (REACTION)

Specializations: Hovercrafts, Tracked vehicles, walkers, motorcycles, Remote Operation, Wheeled Vehicles, Chasing, Semer.

MARTIAL ARTS

See Run & Gun. The specialization in martial art costs 10, like all specializations.

STYLES

COMBAT KI

This martial art can be used only in astral projection or astral observation.
Techniques: astral Anchorage, Scourge Finishing move, Full offense, the heart and mind, astral Resistance.

TROLL JUTSU

This martial art was developed by trolls for trolls to fully use their melee physical (with or without a weapon). It is not used by another Metatype. This martial art is used with Carrure and unarmed.
Techniques: Ballestra (bare hands), Constrictor's crunch Crushing jaws, Haymaker, Di Jiao, Throw person.

TECHNICAL

ANCHORAGE ASTRAL

The character strengthens its astral. It can stay in the astral an overtime equal to its jurisdiction Combat Ki. To regain his body was moved he can do a test Magic / Combat Ki.

BANE

Melee, the character adds +1 to its damage against the spirits.

HEART AND MIND

The character can fight with his Mind or Charisma, as he prefers. He chooses the attribute it wants to use both for attack and base damage tests.

ASTRALE RESISTANCE

The penalty to Magic due to a magical field is reduced by 1.

KNOWLEDGE

At inception, the character has free points. Thereafter the characters earn karma points in specific knowledge based scenarios and inter-scenarios. The GM can also give karma points to distribute only in knowledge. For example, if the scenario is related to the corporation Ares at the end of the script, the characters earn 4 karma points in the knowledge of Ares.
Knowledge are generally used with Mental attribute, but the GM may permit or require Charisma for some of them.

USING THE ATTRIBUTES

COLD BLOOD

A cold blood test is a test Charisma / 3, the threshold depends on the situation (this can be a test in opposition against a paracréature power for example).

GAUGING INTENTIONS

Gauge the intentions is a test as opposed Charisma / Perception (Empathy) against Charisma / Performance (Con).

LIFT / TRANPORTER

See SR5, p. 154
The test is done with Carrure / 3.

MEMORY

Remember something requires a test Mental / 3, the threshold specified in the table of knowledge skills thresholds, SR5 p. 162.

SR4-SRA CONVERSION

To be used primarily for NPCs. For the PCs it is best to recreate the character and then assign it earned karma.
SR5 SRA

SR5	SRA
1	1
2-3	2
4-5	3
6	4
7	5

SR5-SRA CONVERSION

To be used primarily for NPCs. For the PCs it is best to recreate the character and then assign it earned karma.

SR5	SRA
1	1
2-3	2
4-5	3
6-7	4
7+n	5(n-1×6)

Rated Attribute + Skill tests [Limit] (Threshold) in SR5 can be converted into attribute / skill (Threshold) in SRA.

CREATE A SHADOWRUNNER

STEP 1: CONCEPT AND HISTORY

The player selects or creates a history (p. 28) and a type of character (Decker, mage, etc.).
The character has a capital of 600 karma points that he will spend at different stages.

STEP 2: METATYPE

The player chose a metatype for his character. Metatypes have a cost that must be paid in karma.
The cost and metatypes métavariantes is equal to SR, cf. Run Faster p. 64.

ELF

Cost: 40
Bonus Attributes: Agility +1, +2 Charisma
night Vision
Average height: 1.90 m
Average weight: 80 kg

HUMAN

Cost: 0
Bonus of attributes: a special attribute (optional) 1
Average height: 1.75 m
Average weight: 75 kg

DWARF

Cost: 50
Bonus attributes: Carrure +2, +1 Mental
Maximum reduced attribute: Reaction 5
Thermographic vision, +2 dice to resist poisons and diseases, increased cost of lifestyle 20% (only lifestyle)
Average height: 1.2 m
Average weight: 50 kg

ORK

Cost: 50
Bonus attributes: Carrure 3
Maximum reduced attribute: Charisma 5
night Vision
Average height: 2 m
Average weight: 140 kg

TROLL

Cost: 90
Bonus attributes: Carrure 4
Maximum reduced attribute: Charisma 4, 5 Agility
Thermographic vision, one lengthens, dermal armor 1, increasing the cost of lifestyle 100% (only lifestyle)
Average height: 2.5 m
Average weight: 300 kg

ATTRIBUTES TABLE OF METATYPES

Metatype	Standard : min. / max. racial (max.)						Special * (min/max)
	Carrure	**Agility**	**Reaction**	**Mental**	**Intuition**	**Charisme**	
Elf	1 / 6 (8)	**2 / 7 (10)**	1 / 6 (8)	1 / 6 (8)	1 / 6 (8)	**3 / 8 (11)**	1 / 6 ; 1 / 6
Human	1 / 6 (8)	1 / 6 (8)	1 / 6 (8)	1 / 6 (8)	1 / 6 (8)	1 / 6 (8)	**2 / 7** ; 1 / 6
Dwarf	**3 / 8 (11)**	1 / 6 (8)	**1 / 5 (7)**	**2 / 7 (10)**	1 / 6 (8)	1 / 6 (8)	1 / 6 ; 1 / 6
Ork	**4 / 9 (12)**	1 / 6 (8)	1 / 6 (8)	1 / 6 (8)	1 / 6 (8)	**1 / 5 (7)**	1 / 6 ; 1 / 6
Troll	**5 / 10 (14)**	**1 / 5 (7)**	1 / 6 (8)	1 / 6 (8)	1 / 6 (8)	**1 / 4 (6)**	1 / 6 ; 1 / 6

* Each character must have two special attributes to 1 or more and it can only have two special attributes on the existing three.

METAVARIANT ATTRIBUT TABLE

cf. Run Faster p. 104.

Metavariant	Standard : min. / max. racial (max.)						Special * (min/max)
	Carrure	**Agility**	**Reaction**	**Mental**	**Intuition**	**Charisme**	
Gnome	**1 / 4 (6)**	**2 / 7 (10)**	1 / 6 (8)	**2 / 7 (10)**	1 / 6 (8)	1 / 6 (8)	1 / 6 ; 1 / 6
Hanuman	**2 / 7 (10)**	**2 / 7 (10)**	1 / 6 (8)	**1 / 5 (7)**	**2 / 7 (10)**	**1 / 5 (7)**	1 / 6 ; 1 / 6
Koboroku	**2 / 7 (10)**	1 / 6 (8)	1 / 6 (8)	**2 / 7 (10)**	1 / 6 (8)	1 / 6 (8)	1 / 6 ; 1 / 6
Menehune	**2 / 7 (10)**	**2 / 7 (10)**	**1 / 5 (7)**	1 / 6 (8)	1 / 6 (8)	1 / 6 (8)	1 / 6 ; 1 / 6
Dryad	**1 / 5 (7)**	**2 / 7 (10)**	1 / 6 (8)	1 / 6 (8)	1 / 6 (8)	**3 / 8 (11)**	1 / 6 ; 1 / 6
Nocturna	**1 / 5 (7)**	**3 / 8 (11)**	1 / 6 (8)	1 / 6 (8)	1 / 6 (8)	**2 / 7 (10)**	1 / 6 ; 1 / 6
Wakyambi	1 / 6 (8)	**2 / 7 (10)**	1 / 6 (8)	1 / 6 (8)	**2 / 7 (10)**	1 / 6 (8)	**2 / 7** ; 1 / 6
Xapiri Thëpë	1 / 6 (8)	**2 / 7 (10)**	1 / 6 (8)	1 / 6 (8)	1 / 6 (8)	**2 / 7 (10)**	1 / 6 ; 1 / 6
Nartaki	1 / 6 (8)	1 / 6 (8)	1 / 6 (8)	1 / 6 (8)	1 / 6 (8)	1 / 6 (8)	1 / 6 ; 1 / 6
Hobgoblin	**2 / 7 (10)**	1 / 6 (8)	1 / 6 (8)	**1 / 5 (7)**	1 / 6 (8)	**2 / 7 (10)**	1 / 6 ; 1 / 6
Ogre	**4 / 9 (12)**	1 / 6 (8)	**1 / 5 (7)**	1 / 6 (8)	1 / 6 (8)	**1 / 4 (6)**	1 / 6 ; 1 / 6
Oni	**3 / 8 (11)**	**2 / 7 (10)**	1 / 6 (8)	**1 / 5 (7)**	1 / 6 (8)	**2 / 7 (10)**	1 / 6 ; 1 / 6
Satyr	**2 / 7 (10)**	1 / 6 (8)	**2 / 7 (10)**	1 / 6 (8)	1 / 6 (8)	**1 / 5 (7)**	1 / 6 ; 1 / 6
Cyclopean	**6 / 11 (15)**	**1 / 5 (7)**	1 / 6 (8)	**1 / 5 (7)**	**1 / 5 (7)**	**1 / 4 (6)**	1 / 6 ; 1 / 6
Formorian	**5 / 10 (14)**	**1 / 5 (7)**	1 / 6 (8)	**1 / 4 (6)**	**1 / 4 (6)**	**1 / 5 (7)**	1 / 6 ; 1 / 6
Giant	**5 / 10 (14)**	**1 / 5 (7)**	**1 / 5 (7)**	**1 / 5 (7)**	**1 / 5 (7)**	**1 / 5 (7)**	1 / 6 ; 1 / 6
Minotaur	**6 / 11 (15)**	**1 / 5 (7)**	1 / 6 (8)	**1 / 5 (7)**	1 / 6 (8)	**1 / 4 (6)**	1 / 6 ; 1 / 6

* Each character must have two special attributes to 1 or more and it can only have two special attributes on the existing three.

METASAPIENT ATTRIBUT TABLE

cf. Run Faster p. 105.

Metasapient	Standard : min. / max. racial (max.)						Spécial *	
	Carrure	**Agility**	**Reaction**	**Mental**	**Intuition**	**Charisme**	**Magic**	**Other**
Centaur	**3 / 8 (11)**	1 / 6 (8)	1 / 6 (8)	1 / 6 (8)	**1 / 5 (7)**	**1 / 5 (7)**	1 / 6	**1 / 5**
Naga	**4 / 9 (12)**	**1 / 4 (6)**	**2 / 7 (10)**	**2 / 7 (10)**	1 / 6 (8)	**2 / 7 (10)**	1 / 6	**1 / 5**
Pixie	**1 / 2 (3)**	**3 / 8 (11)**	**3 / 8 (11)**	**3 / 8 (11)**	**2 / 7 (10)**	**3 / 8 (11)**	1 / 6	**2 / 7**
Saquatch	**6 / 11 (15)**	1 / 6 (8)	1 / 6 (8)	1 / 6 (8)	1 / 6 (8)	1 / 6 (8)	1 / 6	1 / 6

* Each character must have a magic score 1 or more.

SHAPESHIFTER ATTRIBUT TABLE

cf. Run Faster p. 105.

Shapeshifter	Standard : min. / max. racial (max.)						Special	
	Carrure	Agility	Reaction	Mental	Intuition	Charisme	Magic	Edge
Bovine	4 / 9 (12)	1 / 4 (6)	1 / 4 (6)	1 / 5 (7)	1 / 6 (8)	1 / 6 (8)	1 / 6	1 / 5
Canine	1 / 5 (7)	1 / 6 (8)	2 / 7 (10)	1 / 6 (8)	2 / 7 (10)	2 / 7 (10)	1 / 6	1 / 5
Equine	5 / 10 (14)	1 / 4 (6)	1 / 6 (8)	1 / 6 (8)	1 / 6 (8)	1 / 6 (8)	1 / 6	1 / 5
Falconine*	1 / 4 (6)	2 / 7 (10)	3 / 8 (11)	1 / 5 (7)	2 / 7 (10)	2 / 7 (10)	1 / 6	1 / 5
Leonine*	4 / 9 (12)	1 / 6 (8)	2 / 7 (10)	1 / 4 (6)	2 / 7 (10)	2 / 7 (10)	1 / 6	1 / 4
Lupine*	1 / 6 (8)	2 / 7 (10)	1 / 6 (8)	1 / 5 (7)	2 / 7 (10)	2 / 7 (10)	1 / 6	1 / 5
Pantherine*	2 / 7 (10)	2 / 7 (10)	2 / 7 (10)	1 / 5 (7)	3 / 8 (11)	3 / 8 (11)	1 / 6	1 / 5
Tigrine*	3 / 8 (11)	2 / 7 (10)	2 / 7 (10)	1 / 4 (6)	3 / 8 (11)	2 / 7 (10)	1 / 6	1 / 4
Ursine	7 / 12 (16)	1 / 5 (7)	1 / 5 (7)	1 / 5 (7)	1 / 5 (7)	1 / 6 (8)	1 / 6	1 / 5
Vulpine*	1 / 4 (6)	2 / 7 (10)	1 / 6 (8)	1 / 5 (7)	2 / 7 (10)	2 / 7 (10)	1 / 6	1 / 5

* Initiative : 2D6 (instead of 1D6).

ETAPE 3 : ATTRIBUTES

The player spends up to 170 karma points in the standard features of a character. There is no karma limits for special attributes (except 6 in the creation, 7 for humans). You must first spend karma points to increase the attributes of 1 to 6 (see less if the metatype has a lower racial maximum) and then add the bonus race.
A single attribute (either standard or special) can be equal to its maximum, the others must be inferior.
The characters have one thing in Magic have to spend extra karma to choose the type of magic he can use. This extra karma is not within the spending limit karma associated attributes, these traits. If this is not done, the character can not use her magical abilities, there is a latent Awake and may spend karma later to take possession of his powers. At inception, each point Magic gives a free power point adept or a spell or a complex shape, the choice for each point of Magic.
Karma for the type of Magic:
Adept: 20
Mystic Adept: 35
Conjurer (complete): 30
Magician specialized: 15
Technomancer (complete): 15
Specialized Technomancer: 5

Buy an attribute in N N N × costs with a maximum of 40. During the progression of the character, an attribute increase beyond 6 therefore costs 40 karma points.

Desired attribute	Total Karma	Karma for one point
2	4	4
3	13	9
4	29	16
5	54	25
6	90	36
7	144	49

PACKS D'ATTRIBUTS

Character	Attributes	Karma
Low	3, 3, 3, 2, 2, 2	51
Middle	3, 3, 3, 3, 3, 3	78
String	4, 4, 4, 3, 3, 3	126
Very strong	4, 4, 4, 4, 4, 3	158
Very strong with weakness	5, 4, 4, 3, 3, 2	155
Specialized	5, 5, 3, 3, 3, 3	160
Highly specialized	6, 3, 3, 3, 3, 3	155
Highly specialized	6, 4, 3, 3, 3, 2	162

Character	Attributes	Karma
and strong		

STEP 4: TRAITS

The player can spend up to 30 points of karma in the benefits of his character. It can accommodate up to 30 karma points defects.

STEP 5: SKILLS

COST

The cost of each skill level is detailed in the table below. There is no limit to the number of skills that the character can have at it.

Competence *	Karma total	Karma for one point
1	2	2
2	6	4
3	15	9
4	40	25
5	90	50
5(1×6)	150	60
5(2×6)	180	30
For each (1×6)	+30	30

* View the recommended limits to the creation.

SPECIALIZATIONS

Specialization costs 10 karma points. It is advisable not to allow more than 3 specializations creation.

ACTIVE SKILLS

The player spends up to 150 karma points in the active skills and specializations of his character.

KNOWLEDGE

The character has (Mental Charisma +) × 5 karma points to spend in free knowledge. These modified attributes. For example, if a character has a Mind of 4 and 5 Charisma (6) he has 50 points ((4 + 6) × 5) free karma to buy knowledge. Unspent points are retained and can be used to increase knowledge when the character will gain karma

for his knowledge. In addition, the player can spend without limit karma points in his knowledge.
Each level of knowledge cost level in karma points.

Knowledge *	Karma total	Karma for one point
1	1	1
2	3	2
3	6	3
4	10	4
5	15	5
5(1×6)	21	6
5(2×6)	28	7
Pour chaque (1×6)	28+n	8

* View the recommended limits to the creation.

PACKS OF ACTIVES COMPETENCES

Character	Competences	Spe	Karma
Veteran	3, 3, 3, 2 × 12	3	**147**
Touch all	2 × 20	3	**150**
specialist*	4, 3, 3, 2 × 8	3	**150**

* : Need Avantage Aptitude.

RECOMMENDED LIMITS TO THE CREATION

The recommended limits to the creation of a character are:
No competence to 4 or 5 (a 4 if the characters are supposed to have a great experience) unless the character has the advantage SR5 See p. 74.
· Ability [Jurisdiction] (14).
· No more than three skills to 3.
· No more than 3 specializations.
These limits are valid for active skills and knowledge independently.

STEP 6: RESOURCES

CONTACTS

All characters have a common Free Contact: a set of loyalty 1 and 3. They can influence separately Loyalty increase the score but they must together increase the score of Influence.
At inception, the character has Charisma × 10 karma points to spend in free contacts. This is the changed

attribute. For example, if a character has a Charisma 5 (6) he has 60 points of free karma to buy contact. In addition, the player can also spend up to 200 karma points in contacts.

The maximum score of Loyalty and Influence, creation is equal to Charisma. In addition, the Loyalty is limited to 6 and Influence to 12. Any score higher than 4 must be approved by the GM.

Unspent points are lost. Thereafter, the level of contacts changes based on the actions of the characters, not karma.

Loyalty or Influence *	Karma total	Karma for one point
1	1	1
2	3	2
3	6	3
4	10	4
5	15	5
6	21	6
7	28	7
8	36	8
9	45	9
10	55	10
11	66	11
12	78	12

* Loyalty is limited to 6 and Influence to 12, cf. SR5.

NUYENS

Up to 110 karma points can be converted into nuyen at 1 karma for 4000 nuyen.

While the remaining money is kept.

REPUTATION AND NETWORKS

Reputation in a network is limited to 5. At the creation, it is also limited by Charisma minus 1. The player can spend up to 200 karma points in its reputations.

Reputation	Karma
1	14
2	30
3	55
4	91
5	140

ADEPTE POWERS

Cf. SR5.

SPELLS AND COMPLEXES FORMS

Cf. SR5.

STEP 7: KARMA REMAINING

The remaining karma will be spent after the first scenario or later.

STEP 8: FINAL CALCULATIONS

CONDITION MONITORS

The number of cases of physical condition monitor is 5 + Carrure.

The number of cases of mental condition monitor is 2 + Mind + Charisma.

For the physical monitor, all Carrure ÷ 2 boxes (rounded, minimum 2) the condition monitor fulfilled, the creature a -1 cumulative dice all its actions. Carrure natural (not increased) is used for this calculation. Example: A character with 5 Carrure has 10 boxes and a -1 every 3 (5 ÷ 2) boxes (-1 when the third box is checked, -2 and -3 in the sixth to ninth)

For mental monitor, all Mental ÷ 2 boxes (rounded, minimum 2) met the condition monitor, the creature a -1 cumulative dice all its actions. The natural mind (not increased) is used for this calculation.

The penalties provided two monitors are cumulative. They also affect the score of initiative.

Giving a penalty every 2 boxes usually (sometimes more), instead of 3 SR5, is a character in agony (1 case of death) can not do much good, unlike SR5 to where it can remain dice him 15 for his actions.

options:

· The -1 penalty applies all 3 boxes checked (as in SR5).

· The -1 is only applied every 2 boxes checked.

DEFENCE

Defense rating of a character is the threshold at which the character is hit in melee. It is equal to (Reaction + Dodge) ÷ 3 or (Reaction + Melee) ÷ 3 (rounded to nearest).

The threshold to be affected by a weapon firing depends on the range of the weapon (1, 2, 4 and 6). You can not dodge a bullet.

CHARACTER PROGRESSION

Karma cost to increase an attribute of a point is equal to the new square in the index (ie d. Multiplied by itself). The cost is calculated on the attribute regardless of racial bonus. Place 4 to 5 attribute costs 25 (5 × 5) karma points.
Karma cost to increase active jurisdiction specified in Section Cost of Step 5: skills.
Knowledge should be acquired based scenarios, scenarios and activities outside of how to play the character, not with karma. The GM can give karma to spend only for knowledge.

It is not possible to improve a skill or attribute more than one point at a time. To go from 2 to 4, you must first pay the increase to 3.
A new specialization costs 10 karma points.
Other costs Shadowrun 5 apply.
The GM may award karma points to the growth of specific attributes or skills, for example, skills particularly used in the scenario.
The GM may impose a time limit, a drive and a cost to the increase of an attribute, a skill or acquisition of new capacity.
The GM may slightly increase karma received by adventure, as and as the characters progress (like D & D where the high level monsters relate more XP than weak).

ARCHETYPES

ARCHETYPES

BACKGROUND

PRINCIPLES

A historical (or background) shows why or how the character has become shadowrunner. The examples below are very generic, the player and GM are invited to develop them, or create new ones.
A history also brings benefits to the character:
· 4 additional points of knowledge
· 6 additional points of contact (L / I)
· A one bonus die under specific conditions. This bonus can be combined with any other bonus within the maximum allowed.
· Possible change in the character's reputation
· An advantage of choice (unless otherwise specified) from: School Street, Technical Education, University education or linguist.
· Advantages and faults recommended

EXAMPLES OF HISTORICAL

OLD LAB RAT

Free! You are free at last after years spent locked up and suffer you're not sure what, you're finally escaped. Shadowrunners who participated in your release (voluntarily or not) you have helped to integrate into this world that is unknown to you, and do not really want you. You are now one of them.
· Knowledge: Security systems (physical) 3 (2)
· Contact: Scientific corporatist (5/1)
· One die for Hide checks (pickpocket)
· Recommended Faults: Asocial

BOSSEUR

Your job is not enough to ensure the lifestyle you want (that you deserve), but it leaves you plenty of free time (private detective, artist, etc.). You want to sell your body (whole or not) or drugs, then you legally sell your skills but also in the Shadows.
· Knowledge: Business (Small Business) 3 (2)
· Contact: Headhunter (2/4)
· 1 dice for tests Influence (Negotiation)
· Recommended Default: Sinner

BOUC-OUTFALL

You were doing your job correctly, but one day you have a scapegoat (justified or not). Your name was found on a blacklist and you have finally found the street. You do not find a job elsewhere than in the shadows where your skills are appreciated.
· Knowledge: The street (squats) 3 (2)
· Contact: Pawnbroker (1/2), a hoodlum (ganger) (1/2)
· One die for Performance tests (Blarney)
· Recommended Default: Infamous

BLOOD

You Shadows in the blood. Mom and Dad are / were shadowrunners. You took after them for convenience or taste or inheritance, etc.
· Knowledge: Shadows (shadowrunners) 3 (2)
· Contact: Mr. Johnson (3/3)
· 1 dice for tests Label (Shadows)
· Advised Advantage: Tripe
· Recommended Default: Code of Honor
· School of the street (no choice)

STREET CHILDREN

Survive on the streets, hiding in the shadows, not to trust anyone, being a member of a group, you do that forever. The street has taught you everything but work in the shadows allows you to rise up the social ladder.
· Knowledge: Gangs Seattle (<gang>) 3 (2)
· Contact: Ganger (4/2)
· One die to the exterior tests (Urban)
· Recommended Faults: uneducated, Addict
· School of the street (no choice)

EX FRAMEWORK CORPO

The corp was all for you, you did not do worse than her. You were an important and indispensable gear were you thinking then, until it goes wrong. The situation has eluded you and your cozy and reassuring nest disappeared. Your business sense and knowledge make you an enemy of corpos used by the Shadows, but your old allegiance makes other remote at best.
· Knowledge: <corpo> (<subsidiary>) 3 (2)
· Contact: Framework (or secretary) corporatist (3/3)
· 1 dice for tests Label (corpo)
· Recommended Faults: Sinner, Infamous
· University Education (no choice)

EX-SLAVE CORPO

Subway, work, sleep, that was your life. The corp looked after you and operated. And one day she threw you, like

so many others. Helpless, you have had no choice but to work with shadowrunners against your old corp. You ended up becoming one of them.
· Knowledge: <corpo> (<subsidiary>) 1 (2) Administration (welfare) 1 (2)
· Contact: Secretary corporatist (4/2)
· 1 dice for testing specialization of technical competence appropriate to the field of employment.
· Recommended Default: Sinner
· Technical Education (no choice)

WOMEN / MEN OF ACTION

You practiced all extreme sports, took a lot of risks faced troll with bare hands, but you still need more adrenaline. Nothing can you get over that facing death by playing with the masters of the world, corp. Shadows give you the adrenaline you need.
· Knowledge: Sport (Extreme Sports) 3 (2)
· Contact: Set (3/3)
· One die for Sport tests (Extreme Sports)
· Recommended Advantages: Natural Athlete
· Recommended Faults: Addict (adrenaline), Infamous (looking for trouble)

INFILTRATED

You are members of a police organization or a corpo and are mandated by it to infiltrate the Shadows to achieve a specific objective (spy or kill or contact a person, learn about acting against or organization or corpo , etc.).
· Knowledge: Underworld (Shadows) 3 (2)
· Contact: Flic street (4/2)
· One die for Performance tests (Sham)
· Recommended Advantages: Photographic memory, Mr. All-the-world

MERCENARY

You've seen too many friends die in battle because of gunfire "friends" or stupid orders. You have chosen to leave the company before it is your turn. You prefer to be on your own rather than to obey an officer corp. It does not leave bunch of options and skills are valued in the Shadows.
· Knowledge: Mercenaries (<corpo>) 3 (2)
· Contact: Member of the mercenary corp chosen above (3/3)
· 1 dice for tests Exterior (Survival)
· Advised Advantage: small equipment, Rage of living,
· Recommended Faults: Sinner (Criminal limited Corporatist)

MONSTER

Everyone finds the magic and brilliant technology. Not you! The Sixth world to do what you are but its people reject you. Whether because of magic increases, pollution or experience went wrong, you're creepy. It is impossible for you to have a "normal" life and do not want to become a freak. However, your difference gives you advantages appreciated in some circles, mainly in the shadows where we often see strange things.
· Knowledge: Celebrities (Monsters) 3 (2)
· Contact: Member of an organization like pariahs Tanamous (3/3)
· 1 dice for tests Infiltration (Mute)
· Advised Advantage: Exceptional Attribute, Rage of living, changeling with visible changes
· Recommended Faults: Distinctive style, Beacon astral changeling with visible changes

DEATH

You are dead, legally only, of course. Whether you have organized your death or have taken advantage of the circumstances, it suits you. To live, one dead was little choice shadowrunner is not the worst.
· Knowledge: The street (Doc street) 3 (2)
· Contact: Set (5/1)
· One die for Performance tests (Blarney)
· Recommended Advantages: M. everyone, Rage of living

FALLING OF JUSTICE

You get out of prison and have no one who to turn to. You paid for your crimes (known) but that is not what the company wants from you. Your "colleagues" are either dead or still in prison. You will continue to do what you know best: low profile and illegal activities.
· Knowledge: Underworld (<union>) 3 (2)
· Contact: Shestiorka the Vory (or equivalent) (3/3)
· One die for Hide checks (Urban)
· Recommended Default: Sinner Asocial

ROBIN HOOD

The company goes wrong, the corrupt corpos all, men like nature. The laws no longer protect the weak. You have decided to take action! In your way, Bossant for corpo you weaken into another while collecting information on the first information that you used against it of course. Shadows are your weapon to make this world better.
· Knowledge: NGOs (<Organization>) 3 (2)
· Contact: Activist (member of a racist group / activist) (3/3)
· 1 dice for tests Label (NGOs)
· Recommended Default: Allergy, Code of Honor

FREE PAPER

You're not welcome you (metatype frowned without work, political opponent, civil war, etc.). You just landed illegally. Without any legal existence, your contacts will offer only one type of job. No choice, we have to eat!

· Knowledge: American language (school) 1 (2) Administration (Customs) 1 (2)
· Contact: Smuggler (1/5)
· 1 dice for tests Influence (Diplomacy)
· Recommended Default: Social Stress
· School of the street (no choice)

VIRTUAL STAR

You only live forever have more subscribers to your P2.0 account. We have to love you! Right now the fashion is to shadowrunners, people crack for them. No choice, if you want to be loved, you should post "shadowrunner your life."

· Knowledge: Stars P2.0 (shadowrunners) 3 (2)
· Contact: blogger (2/4)
· 1 dice for tests Label (Matrix)
· Recommended Default: Distinctive style, Addict (Matrix)

SURVIVOR

The shit you know, evil tongues say that you attract, but you still go out. Not around every time, certainly, but it must be that the increases are good for something. Of work lost dangerous companion, to all kinds of accidents, you ended up on the street to make illegal jobs. A guy like you is always useful, if only to make the skin to that doubled your team.

· Knowledge: The street (hideouts) 3 (2)
· Contact: Doc street (3/3)
· One die for Sport tests (drop Reception)
· Recommended Advantages: Fast Healing, Rage of living, Edgeux
· Recommended Default: MalEdgeux (or no Edge score)

LINKING PJ

Ensure that the PCs have historical or social ties between them.

LINKS TO NPC

Ensure that the PCs have links with certain NPCs they will encounter.

TRAITS

CHANGELING

GRIME Class A (5): The character must choose 10 karma points to métagénétiques benefits and 5 métagénétiques defects.

GRIME Class Two (10): The character must choose PC 20 karma points to métagénétiques benefits and 10 métagénétiques defects.

GRIME Class Three (15): The character must choose 30 karma points to métagénétiques benefits and 15 métagénétiques defects.

BENEFITS

GENERIC ADVANTAGES

AMBIDEXTROUS (4)

SR5 cf. p. 74.

HUMAN APPEARANCE (6)

SR5 cf. p. 74.

FITNESS [JURISDICTION] (14)

The character has the potential to exceed 5 (3 to creation) for the selected jurisdiction (see p. 12) using karma. This advantage can be taken several times but for different skills every time.

DO ATHLETE (7)

The character has a +2 dice bonus to all Athletics tests.

EXCEPTIONAL ATTRIBUTE [ATTRIBUTE] (14)

SR5 cf. p. 74. Not to be used for special attributes.

HANDYMAN (10)

SR5 cf. p. 75.

The character has a +2 dice bonus to all tests Craft or mechanics (change taking this advantage).

EDGEUX (14)

SR5 cf. p. 76.

COMPETENT (10)

At character creation you can spend 10 extra karma in skills.

CONTORTIONIST (5)

The character has a +2 dice bonus to all its Manual skills tests (escape).

DISCREET (10)

The character has a +2 dice bonus to all Hide checks.

SCHOOL STREET (5)

The character has a +1 die bonus to all Knowledge streets.

ANIMAL EMPATHY (5)

The character has a +2 dice bonus to all skill checks Pets.

TECHNICAL EDUCATION (5)

The character has a +1 die bonus to all its professional knowledge.

UNIVERSITY EDUCATION (5)

The character has a +1 die bonus to all its academic knowledge.

ENDURANCE A PAIN (7 × LEVEL)

SR5 cf. p. 76.

RESTRICTED EQUIPMENT (8)

At inception, the character has access to equipment availability 20. This advantage can be taken 3 times.

ANALYTICAL MIND (5)

SR5 cf. p. 76.

The character has a +2 bonus dice to all Mental tests requiring logic (evidence analysis, looking for inconsistencies, puzzle solving, etc.).

FELINE (10)

SR5 cf. p. 76.

The character has a +2 bonus dice to all its Infiltration tests.

TRUST FUND (12 OR 25)

12 karma points, the income of the Trust Fund covers enough to take forever, a standard of living Medium, with 500 yen of monthly pocket money. 25 karma, income allows to assume a life level High with 1000 yen monthly surplus.

To receive this benefit, the character must be a sinner and have a place of residence, legally registered, which the standard of living paid by the Trust Fund applies. Also, if the character is arrested for violating the law, the administrator may suspend payments from the Fund in trust (at the discretion playmaker).

CRAZY STEERING WHEEL (11)

SR5 cf. p. 77.

QUICK CURE (3)

SR5 cf. p. 77.

NATURAL IMMUNITY (4 OR 10)

SR5 cf. p. 77.

LINGUIST (5)

This feature halves the base time to learn a language while increasing the index of all language skills of the character 2.

MASOCHIST [JURISDICTION] (10)

You gain a specialization "Hurt" in a skill. The person then has the specialization bonus when he is injured and uses this skill. Like other specializations, it cannot be combined with another. This advantage can be taken several times but for different skills every time.

PHOTOGRAPHIC MEMORY (6)

SR5 cf. p. 77.

RICH (7)

At inception, the character can spend 15 points extra karma to get nuyen.

EAGLE EYE (8)

A character with the Eagle Eye advantage enjoys a +1 dice pool modifier to all Perception Tests for locating something remotely. Its arms scope modifiers, not increased, are further reduced by one level (for example, the long-range becomes a medium range). This benefit is not cumulative with other forms of amplification of the vision, and incompatible with any form of increases or cyberware bioware or replacements.

PERCEPTIVE (8 OR 20)

8 karma, the character receives a +1 dice pool modifier to all Perception Tests, including watching Tests or astral matrix Perception. 20 karma, this modifier increases to +2. This feature does not affect combat visibility modifiers.

TRUSTED PERSON (10)

The character has a +1 die bonus to all Influence tests.

DRIVER (14)

All stages of piloting skills (chosen by taking the advantage) is reduced by one.

FISH IN WATER (5)

The character has a dice pool modifier 2 for all tests involving the act of swimming, to hold his breath under water, keep the lot or dive. The time spent swimming or diving before Fatigue manifests itself also doubled.

THRUST OF ADRENALINE (20)

The Adrenaline Rush advantage allows a character to act alone, first at the first pass of a new combat Initiative, whatever his score of initiative.

LIVING RAGE (3 × LEVEL)

SR5 cf. p. 77.

LIGHTNING REFLEXES (15)

This feature provides a +4 bonus to initiative physical score of the character, bonus not be combined with other improvements in the response or the initiative, whether technological or magical.

RESISTANCE TO PATHOGEN / TOXIN (4 OR 8)

SR5 cf. p. 78.

SOLID AS A ROC (8 × LEVEL)

Maximum level: 3

Each level of this trait adds a box to fitness instructor of the character.

SPECIAL (30)

The character is very special, it has three special attributes. The third is 1 and can not move, but it may be reduced to zero.

HIGHER (10)

At character creation, it is possible to spend 10 extra karma in attributes.

TERRITORY (10)

SR5 cf. p. 78.

TRIPES (10)

SR5 cf. p. 78.

Tests to intimidate or scare the person has a threshold increased by one, including against spells and powers paracréatures.

NIGHT VISION (3)

This feature provides for a human character similar view to that of an elf.

SOCIAL BENEFITS

The character must have a Charisma score of 3 to take these benefits.

BILINGUAL (5)

SR5 cf. p. 75.

MR. OFF-THE-WORLD (8)

SR5 cf. p. 77.

Cannot be taken at character creation. All tests to remember or look up the character of physics have a threshold increased by one.

FIRST IMPRESSION (11)

SR5 cf. p. 77.

MAGIC BENEFITS

ADEPT (10)

SR5 cf. p. 71.

ADEPT MYSTIQUE (30)

SR5 cf. p. 71.

AFFINITY WITH A TYPE OF MIND (7)

The character has a +1 die bonus for all Conjure tests

related to a specific type of spirit (chosen at the same time that this benefit). This advantage can be taken only by characters that can invoke the kind of mind selected. This advantage can be taken several times but for different kinds of minds every time.

FRIEND OF SPIRITS (7)

The character sees spirits as friends and refuses to make them slaves. A specific type of spirit (chosen at the same time that this benefit) that he invokes has 1 extra point of Power. For example, if it invokes a spirit of fire power 3, a spirit of power happen 4; the difficulty of invocation and drain are based on the power 3. However he refuses to link all types of spirits and make them suffer needlessly. If he can free spirit, he will.

CHAMELEON ASTRAL (10)

The threshold to read the aura of the character is increased by one.

INCREASED CONCENTRATION (4 × LEVEL)

SR5 cf. p. 76.

SPIRIT MENTOR / PARANGON (5)

The Awakened character is linked to a mentor mind (or paragon).

MAGICIAN (FULL) (40)

SR5 cf. p. 71.

Two free spells

MAGICIAN SPECIALIZED (20)

SR5 cf. p. 71.

MAGIC RESISTANCE (8 × LEVEL)

SR5 cf. p. 78.

Maximum level: 3

Each level in this advantage increases the threshold spells targeting +1.

TECHNOMANCER (FULL) (20)

The character is technomancer.

TECHNOMANCER SPECIALIZED (10)

The character is technomancer but can not use the Weaving and can use only two skills technomancer: Compilation or resonance.

BENEFITS FOR INCREASED

The character must have a positive score increase to take these benefits.

BIOCOMPATIBILITY (12)

Something in the character's body makes it exceptionally tolerant or with bioware be with cybernetic implants (choose one). Increase the cost of the chosen type of implants is reduced by 10%. The biocompatibility traits and type O system are incompatible.

SYSTEM TYPE O (30)

For the character, bioware is considered a cost-type delta increase unless it is used. The biocompatibility traits and type O system are incompatible.

Techie (14)

The racial character maximum increase is increased by +1.

MATRIX BENEFITS

GOOD ENCODER (10)

The character has a +2 dice bonus to all of Informatics tests.

NATURAL REINFORCEMENT (10)

SR5 cf. p. 78.

The "matrix Armor" character increases by 1.

MORE THAN METAHUMAN (5)

When the character plunges into a drone, vehicle or rigged device, or alighting, he does so in an automatic action.

METAGENETIQUES BENEFITS

These benefits can only be taken by a changeling.

MONSTERS

Although the bodily changes are now common, extreme changes sometimes have changelings seem shocking or disturbing the eyes of many. Accordingly, some particular traits métagénétiques lights, whether the benefits or shortcomings, impose social penalties. Such traits inflict -3 dice pool modifier for the vast majority of social skills that do not apply in the Matrix, but they also offer a +2 dice pool modifier to the Intimidation Tests. Social modifiers from several métagénétiques traits are not cumulative.

CLIMATE ADAPTATION (5)

The character gains +1 die its tests to withstand such extreme environments to choose from polar to desert.

ALTERATION SKIN (5 20)

The character with this advantage sulfur modifiers due to social handicaps

Peel skin (10): +1 armor. Combinable with all other forms of armor worn.

Whale skin (5): +2 dice to resist winter damage but -2 dice to Perception tests involving the sensation of cold.

Dragon skin (10): +2 dice to resist damage due to fire, but -2 for Perception tests involving the sensation of heat.

Granite skin (20): Armor +3. Combinable with all other forms of armor worn.

Rhino skin (15): Armor +2. Combinable with all other forms of armor worn.

IMPROVEMENT METAGENETIQUE
ATTRIBUTE (25)

The minimum and maximum index of the selected attribute are increased by 1.

MAGIC SHOCK (30)

The effects of a spell on the character are treated as if fate had a power halved (round down, minimum 1). Not valid with Spell Resistance. Can be taken by a creature with a Magic Attribute.

BEC AND GIZZARDS (5 OR 10)

The character with this advantage sulfur modifiers due to social handicaps

The cost of its standard of living is reduced by 10%. +1 To withstand ingested toxins.

Beak raptor (10): the beak is considered a melee weapon (Melee 0 Damage CAR F).

BIOSONAR (30)

The character emits ultrasound and continuously receives to create a "map" that is superimposed ultrasonic topographic (or replaces) its usual visual sensory data. The ultrasonic vision does not allow the perception of color or brightness. It cannot penetrate further material such as glass which is transparent to optical sensors.

In passive mode the character receives but does not emit ultrasonic external sources (such as motion detectors or other person ultrasonic sensors activated).

GILLS (5)

The character has gills on the sides of the neck that allow him to breathe underwater. His respiratory and circulatory systems use depending on conditions, by reflex, lungs (out of water) or gills (under water).

ARM SHIVA (15)

The character has an additional pair of arms. It can take the line Dual Wield several times, each acquisition for assigning this relates to one of its non-steer hands. This advantage can be taken twice for up to six arms.

CAMOUFLAGE (5)

The character has a pigmentation of the skin and hair can vary when prolonged exposure (at least 10 minutes) to an environment having sharp contrasts and keep the same color to 4 hours. When it is not exposed to a particular frame, skin and body hair recovers its original color.

Dynamic coloring (10): the exposed character has a +2 dice bonus (+4 if it remains completely still) for his discretion tests.

VELOCITY (5)

The character is considered one its Carrure to determine its core travel and perform run or sprint tests.

HORNS PIERCING (5)

The character has horns that can be used as weapons: Melee -1 Damage CAR + 1.

CROCS (5)

The character has fangs (which can not be combined with cybernetic fangs) that can be used as weapons: Melee -1 Damage CAR - 1.

DEFENSES (10)

The character has horns that can be used as weapons: Damage CAR + 1.

Defenses inflict the holder modifiers during social interactions (see The monsters p. 36).

DEFECTS

FAULT GENERIC

ADDICTION (4 25)

SR5 cf. p. 79.

ALLERGY (5 TO 25)

SR5 cf. p. 79.

AMNESIA (10 OR 30)

10 karma points, amnesic can not remember who he is and what his past, but keeps the use of his skills and abilities. The character is created without history. DOJ selected without revealing the player the other benefits and shortcomings.

30 karma points, amnesic retains no memory of his past, including the capabilities and skills. Playmaker should establish himself on the game sheet for this type of characters, so the player knows nothing abilities, attributes, and other characteristics of the character until the latter makes use.

CONFIDENCE CRISIS (10)

SR5 cf. p. 80.

DISTRACTED (7)

A Distracted character sees the threshold of all tests based on the perception of increasing one, astral observation included. The feature does not affect combat modifiers for visibility or reach.

DEBT (5 25)

Each point in this disadvantage gives ¥ 1,000 to character creation. The character has to his credit the full amount of this money, plus 50%. This amount is growing at 10% every month by way of interest. If the character is unable to pay at least the interest every month, the creditor sends someone to find her.

ENEMY (6 25)

The character has one (or more) enemy (s). The karma bonus from an Enemy is equal to the sum of its indices Influence and Impact.

GREMLINS (4 × LEVEL)

SR5 cf. p. 82.

Maximum level: 4

The number 6 in a necessary complication or clumsiness is reduced by the level of the defect for the tests using an object having a mechanism or electronics. The character can safely use a bow or a screwdriver but not a crossbow or a screwdriver.

IMMUNODEFICIENCY (10)

SR5 cf. p. 83.

JURISDICTION [JURISDICTION] (5)

SR5 cf. p. 83.

INSOMNIA (10 OR 15)

SR5 cf. p. 84.

Test of Mental / 3 (3).

MALEDGE (12)

SR5 cf. p. 84.

This defect can not be taken as a character with a score of positive Edge.

PARALYSIS IN COMBAT (12)

SR5 cf. p. 85.

SENSITIVE PAIN (9)

SR5 cf. p. 86.

SENSITIVE SYSTEM (12)

The increase in cost is doubled over the drain increases by +1. The character must have a positive increase score.

FAULTS SOCIAL

The character must have a Charisma score of 3 to take these defects.

ASOCIAL (14)

SR5 cf. p. 80.

CODE OF HONOR (15)

SR5 cf. p. 80.

ILLITERATE (8)

SR5 cf. p. 83.

BAD REPUTATION (7)

SR5 cf. p. 84.

DEPENDANTS (3, 6 OR 9)

SR5 cf. p. 85.

POSEUR ELF (6)

SR5 cf. p. 85.

POSEUR ORK (6)

SR5 cf. p. 85.

PREJUDICE (3 10)

SR5 cf. p. 85.

SINNER (5 TO 25)

SR5 cf. p. 86.

DISTINCTIVE STYLE (5)

SR5 cf. p. 87.

FAULTS MAGIC

The character must have a score of positive magic to make these defects.

BEACON ASTRALE (10)

SR5 cf. p. 80.

Any attempt to read the astral signature or the aura of the character gains an additional success even if it had none.

HOSTILE SPIRITS (7)

SR5 cf. p. 82.

CURSED (4 × LEVEL)

Maximum level: 4

6 The number of required complication or clumsiness is reduced the level of the defect for magic skills testing and using magic items. Failure equivalent to Gremlins but for the magical activities.

TROUBLE FOR INCREASED

The character must have a positive score increase to take these defects.

FAULTS MATRIX

SKINNED (10)

SR5 cf. p. 80.

Test Carrure + Mental / 2 (4).

THE EVIL SIMSENSE (5)

SR5 cf. p. 84.

BAD ENCODER (10)

SR5 cf. p. 84.

COMBAT

COMBAT TOUR

1. DETERMINE THE INITIATIVE

The score of initiative is equal to the sum of the initiative dice (dice 1 by default) and score (or) the attribute (s) (s) used for the initiative. The descending order (from largest to smallest score) gives the order of the initiative.

Note: Injury modifiers affect the score of initiative.

Initiative	Score d'initiative
Physical	Reaction + Intuition + 1d6
Astral	2 × Intuition + 3d6
AR	commlink Indice + Reaction + 1d6
VR coldsim	commlink Indice + Intuition + 3d6
VR hotsim	commlink Indice + Intuition + 4d6

2. PAST INITIATIVE

Creatures involved in combat act in descending order of their initiative score. The creature whose turn it is is the active creature. All creatures have a positive initiative act score after each pass of initiative. When more than any creature has a positive initiative score, a new combat round begins. Creatures with the same score of initiative act simultaneously.

3. ACTION PHASE

The active creature chooses his actions then solves. It subtracts 10 to his initiative. If its score of initiative remains greater than zero then it will be the next pass of initiative.

4. END OF THE PAST OR TOUR

When all creatures have done their work, a new initiative passes always begins with those having a positive initiative score. If no one has a score of positive initiative is the end of the combat round and stimulus initiative.

Option: we launched the initiative once a fight. If a fighter wins or loses dice, the next round, he launched the difference and adds or subtracts to his score of initiative.

INITIATIVE

SCORE OF INITIATIVE

The score of initiative of a creature is its reaction score (or other, see table above) plus the sum of the initiative dice. Some things can increase or decrease the score.

INITIATIVE AND DAMAGES

Modifiers damage (physical and mental) apply to the initiative score. If the creature suffers new injury resulting in higher modifiers, they are then subtracted from his score immediately initiative. If this initiative brings his score to zero or less, it can not act for this round of combat.

PAST INITIA**T**IVES

Every fight is when the participant if its score of initiative is positive. As a result of his action, his score is reduced by 10 initiative.

Once all fighters can be acted, even those with a positive score can act again. Is repeated until no one can act.

CHANGING THE SCORE OF INITIATIVE

Some things, like injuries, can change the score of initiative. Modifiers (+/- n) are taken into account immediately. If the number of dice is changed, it will be taken into account at the next initiative test.

SUSPEND HIS ACTION

OBJECTS CHRONOMETRE

A classic grenade explodes next combat round one where it was launched on the same initiative.

ACTIONS FREE

It is impossible to make one free share if one is surprised. Each character can use a free action action phase at any time in this phase. It may make more free shares (max. Reaction) but its action suffers a -1 die by free action beyond the first one.

MULTIPLE ATTACKS

SR5 cf. p. 197.

TARGETING

SR5 cf. p. 180.

RUN

The creature moves from its running speed and can do a sprint test to increase the distance traveled. See section Displacement and continuation p. 58.

SAY / SEND ONE SENTENCE IN TEXT MODE

SR5 cf. p. 165.

EJECT CHARGER

SR5 cf. p. 167. With or without smartgun system.

MAKE A GESTURE

Test Mental / 2 (2). SR5 cf. p. 166.

TO CHANGE THE APPARATUS CONNECTED

SR5 cf. p. 166.

LETTING AN OBJECT

SR5 cf. p. 166.

DROP THE GROUND

SR5 cf. p. 166.

ACTIVATE A FOCUS

SR5 cf. p. .

CALL A MIND

SPLICE QUICKLY

Test Reaction / handgun (3) or following Melee weapon. A quick holster below the threshold to SR5 2. See p. 167.

NOTCH ARROW

SR5 cf. p. 167.

RETURN A SPIRIT

SR5 cf. p. 168.

MOVE

At each turn, a character can move at the speed of his march without cost him a share (cf. Walking, running and sprinting, p. 58).

SE MEETING

Test Carrure or Mental / 2 (2). SR5 cf. p. 168.

ACTIONS

In turn, a creature can perform an action other than a free action. Once the action performed, his score of initiative is reduced by -10. If it becomes less than or equal to zero, it can no longer act for this round of combat.

It is possible to replace his action by a free action.

MATRIX ACTION

See matrix Shares p. 51.

ADJUST

The character adjusts his shot or shot dice and gets one on his next attack test. This bonus stacks up to give a bonus equal to the score of the skill used. If the character does not have the competence appropriate to the weapon he uses, he cannot aim.

ADDRESS

The creature makes an attack in melee or ranged. This is often a test of Agility / weapon skill or Carrure / weapon skill after the weapon used.

CHANGE OF PERCEPTION

SR5 cf. p. 167.

HOW TO CHANGE THE APPARATUS

SR5 cf. p. 167.

LOADING

The creature moves from its walking speed (up to, but not less than 2 meters) and then performs a melee attack that deals +2 damage. She can not do other trips.

ORDER A SPIRIT

SR5 cf. p. 167.

INSERT CHARGER

SR5 cf. p. 167.

RELY SPIRIT

See chapter Conspiracy p. 66.

LAUNCH OUT

See chapter Witchcraft p. 64.

OBSERVER IN DETAIL

SR5 cf. p. 167.

DRIVING

See section Moving and continuation p. 58.

A pilot must perform at least one battle per turn Pilot Action or risk of having an accident.

BE / ASK AN OBJECT

SR5 cf. p. 168.

PREPARE A WEAPON

SR5 cf. p. 168.

TO DEFEND

The creature only to defend the pass of initiative. She performs a reaction / Dodge test and subtracts the result to any test for the attack and she is conscious. It can instead perform a reaction test with the jurisdiction of the weapon she holds in her hand to parry melee attacks only.

If it is impossible to defend against a gun shot.

TO BE COVERED

The creature moves at most of its running speed, with wild and fast movements to avoid gunfire and beatings. She performs a reaction / Dodge test or reaction / Athletics and subtracts its result to any test for the attack. It is found on land.

USE A SINGLE PURPOSE

SR5 cf. p. 169.

INTERRUPTIONS

Interruptions are actions done outside turn of initiative. They decrease the score of -5 or -10 initiative and the creature must have an initiative score enough to keep it positive or zero after the interruption. Interruptions are generally used with Reaction attribute.

INTERCEPTION (-5)

The creature tries to attack, with a ready weapon (or unarmed), a passing target range. It performs Reaction test with the jurisdiction of the weapon she holds in her hand.

TO DEFEND (-5)

Similar to the action Defend.

TO BE COVERED (-10)

Similar to the action if shelter.

PRECISION

The precision (arbitrary and artificial mechanism for calculating limits SR5) is deleted.

ARMOUR

INDEX ARMOR

The index armor reduces damage taken by the creature who wears it. If the damage inflicted is lower than the index of the armor, the damage is stunning.

The degree of protection armor is the SR5 divided by 2 (rounded up).

Armor are not cumulative (unless otherwise specified). The indices are those of armor SR5 divided by 2 (rounded up).

Option: divide the SR5 armor rating by 3 (rounded to nearest) for a lethal game.

DIMENSIONS

If a character is wearing armor with an index higher than its Carrure + 2, it suffers a penalty to all actions equal to the difference between the index of armor and Carrure + 2.

SPECIAL PROTECTION

Specialized protection can not be greater than the Armor.

ARMOR PENETRATION OF ARMS

A weapon having an index of armor penetration reduced the index of armor (zero minimum) to calculate the damage.

DAMAGE

A weapon deals damage injury boxes in the condition monitor equal to its damage value plus the margin of success for the attacker under the armor of the target. The value of damage from a melee weapon usually depends on the Middle, the gun is fixed. If the damage inflicted is lower than the index of the armor, the damage is stunning.

= Weapon Damage + Margin - Armor

MONITOR CONDITION

PHYSICAL DAMAGE

The number of cases of physical condition monitor is 5 + Carrure.

STUNNING DAMAGES

The number of cases of mental condition monitor is 2 + Mind + Charisma.

MODIFIERS INJURY

See if Monitors p. 23.

BEYOND THE CONDITION MONITOR

When the total number of boxes of a condition monitor is completed and that damages are to be applied, the rules change.

If the mental condition monitor is completed and there are still stunning damage to apply, they are reported in the fitness instructor.

If the physical condition monitor is completed and there are still stunning or physical damage to apply, the character falls unconscious. If the additional damage is higher than the Middle, he's dead, or he is in a coma. A character in a coma extra cash injury Carrure all combat tours if not treated.

SPECIAL DAMAGES

ACID

SR5 cf. p. 172.

FALL

SR5 cf. p. 174. The test is either canceled or replaced by a Carrure / Athletics test, each one successfully reducing damage.

ELECTRICITY

SR5 cf. p. 172.

ENVIRONMENT

SR5 cf. p. 174.

RUN DOWN

SR5 cf. p. 174. Mental Test Carrure + / 2.

FIRE

SR5 cf. p. 173. Test of Mental Agility + / 2.

COLD

SR5 cf. p. 172.

LOSS

SR5 cf. p. 174 (hunger, thirst and lack of sleep).

RESOLUTION OF COMBAT

SEQUENCE OF COMBAT

STEP 1: DECLARE

SR5 cf. p. 174.

STEP 2: IMPEACH

The attacker launches attribute / Combat Skill taking into account the material modifiers, injury, environmental, back and situation.

The threshold to be reached depends on the target (see Defense p. 23) or the range at which it is located.

STEP 3: DEFEND YOURSELF

The defender can optionally use an action Defend (p. 46) or Taking Cover (p. 46) to remove its success to those of the attacker.

If the attacker successfully reach the threshold, the attack hits its target.

STEP 4: APPLY EFFECTS

Excess success of the attacker are added to the Damage Value of the weapon to give the modified VD.

The weapon's Armor Penetration is subtracted from the target's Armor (zero minimum) to give the Armor Modified value.

Damage is equal to the VD modified least modified Armor (zero minimum). The score obtained is the number of boxes in the physical condition monitor (if modified VD ≥ modified Armor) or stunning (if modified VD <modified Armor).

TOUCH

SR5 cf. p. 175.

COMBAT REMOTE

ENVIRONMENTAL MODIFIERS

SR5 cf. p. 176.

MODIFIERS SITUATION

SR5 cf. p. 179.

PORTEES

Each remote weapon has 4 litters that determine the threshold (number of success) from which the target is hit. Damage is increased by the number of excess successful (ie in addition to those on the threshold).

range	Threshold
short	1
average	2
long	4
Far	6

FIREARMS

BACK

In an action, each bullet gives a drop point. Each uncompensated recoil give -1 point shooting dice and is cumulative with those before unless the previous action

is not a shot.

Each character has (Carrure ÷ 3) (rounded to nearest) recoil compensation points. Firearms can be equipped with recoil compensator.

The vehicles have structure recoil compensation points.

SHOOTING MODES

In an action, each bullet fired after the first adds one die to the shot.

BLOW BLOW (CC)

This mode allows you to make a shot with a bullet per share.

SEMI-AUTOMATIC (SA)

This mode allows you to shoot 2 balls (on the same target) into action.

BURST (BF)

This mode allows you to shoot three bullets (on the same target) into action.

AUTOMATIC (FA)

This mode allows you to shoot 10 balls (on the same target or two adjacent targets) into action. If both targets are targeted, the dice pool is divided between the two targets.

FIRE SUPPRESSION

Only in this mode of shooting the bullets do not add one die to the shooting, but do not give back either penalty. This shooting mode, accessible only to weapons that can perform automatic fire, can cover a maximum area of 10 m 2 for a round of combat as the shooter is not something else. The shooter performs a self test firing his weapon by shooting 20 bullets. Any creature in the area who do not wish to be touched suffers a penalty to all actions equal to the number of successful shooter.

Any creature discovered in the removal area should perform a test of Chance / Dodge with a threshold equal to the number of successful shooter in order not to be touched. Creatures with no Chance are automatically affected. Damage are equal to those of the basic weapon modified by the munition type but not by the success of the test firing.

If a creature crosses several areas of deletion (superimposed or not), it must make a test area with a - 1 die per zone after the first one.

SHOTGUNS

No dispersion.

SHOTS

SR5 cf. p. 182.

WEAPONS OF JET

Thrown weapons are hand-held and launched, such as knives, grenades, shurikens, etc.

If the spray gun is easily accessible, it can be primed and released in the same action. Otherwise, it is possible to prepare Agility ÷ 2 (round up) into action.

The range of projectile weapons depends on the Carrure launcher. The threshold to hit the target depends on the extent to which it is located.

PITCHERS

The different types of pitchers are the missile launchers, grenade launchers and rocket launchers.

The scope of a launcher depends on its type. The threshold to hit the target depends on the extent to which it is located.

ARCS

Reload and shoot with a bow is made in an action if the arrows are easily accessible. Otherwise, it is possible to prepare Agility ÷ 2 (round up) into action. Draws an arc piecemeal.

The arches have an index of Carrure minimum. Anyone using a bow must have at least this Carrure or undergo a penalty shot to the test Agility / Weapons stroke equal to the difference between the minimum arc Carrure and Carrure its own. This index also determines Carrure minimum range.

The threshold for hitting the target is a function of range.

CROSSBOWS

Reload and shoot with a modern crossbow is made in an action. A crossbow shoots piecemeal. A modern crossbow has an internal store system containing 4 tiles and a charging system. Action allows to Agility ÷ 2 (round up) tiles in the store.

The threshold for hitting the target is a function of range.

WEAPONS OF VEHICLES

SR5 cf. p. 185.

If the weapon vehicle is controlled manually, the attacker performs a test of Agility / Vehicle Weapons. If it is controlled remotely it performs a test Mental / Vehicle Weapons.

WEAPONS OF DRONES

SR5 see p 185.

Drones attack with Autopilot / Acquisition.

SENSORS

SR5 see p 185.

To detect a target launch the characters Mental /

(Sensors ÷ 2) (rounded up) the sensors / Acuity vehicles. This is an action.

The target may attempt to evade detection by an action which is a test of agility / Infiltration for creatures or reaction / Infiltration or proper piloting skills (the lower of the two) for manned vehicles or Maneuverability / Stealth for UAVs.

ACQUISITION ON

SR5 see p 186.

Excess successful test sensors (see previous paragraph) were added to drive test.

PASSIVE ACQUISITION

SR5 see p 185.

The attacker launches Mental / Vehicle Weapons. The target signature modifier applies.

MELEE COMBAT

TEST SCORE ATTACK AND DEFENSE

The attacker performs a test of Agility / Melee or Carrure / Scrum with the threshold score of Defense's target: (Reaction + Dodge) ÷ 3 or (Reaction + Melee) ÷ 3) (rounded to nearest).

If the test gives as successful as defense rating, the target is hit. Excess success in addition to damage.

STRETCH

The opponent with the largest stretches may in a combat round, or add to its attack test a number of dice equal to the difference cheater, or add that difference to his score of Defence.

MODIFIERS MIXED

SR5 cf. p. 187

CHARGE

SR5 cf. p. 188

In an action, the character moves between 2 meters and walking distance he can go, then hits his target with a +2 bonus to damage.

DAMAGES MIXED

SR5 cf. p. 188.

SURPRISE

SR5 cf. p. 193.

TEST OF SURPRISE

SR5 cf. p. 194.

Test Mental / Perception with a threshold of 2. People

have alerted +2 dice bonus.

AMBUSH

SR5 cf. p. 194.

The modifier is +4 dice.

SPECIAL ATTACKS

KNOCK OUT

Sap is done with a contrast test Carrure / Scrum with a -2 dice against Carrure / Athletics.

TACKLING TWO WEAPONS

Having two weapons allows two tests of attack at -2 dice each. The attacks may target the same opponent or two different (this adds the penalty of -2 dice different targets for each test). The attack from the "bad hand" suffers a penalty of 2 dice (cumulative with the -2 of the attack with two weapons).

A creature attacking unarmed is considered to have two arms and can make two attacks if she wants. Moreover it is always possible to do an attack with a melee weapon and another with a part of his body.

ULTIMATE ACTION

No final action.

RESTRAINING / MASTER

Immobilise is done with a test or opposition Carrure Agility / Scrum with a -2 dice against or Carrure Agility / Melee or Dodge.

MAKE EARTH / PROJETER

Ground and is done with a contrast test Carrure / Scrum with a -2 dice against Carrure / Athletics. The target can be projected to a distance in meters equal to the attacker's success margin.

AIMING A VITAL POINT

Aim at a vital point increases the base +2 damage and also allows to take into account the armor of the target area. For example, if the target does not have a helmet, aim for the head ignores armor and increases damage by 2. If the area is not vital, the +2 damage bonus is not taken into account, but the armor of the area is.

Aim at a vital point gives a penalty of -3 dice attack test.

BARRIERS

SR5 cf. p. 198.

The index of Armor barrier is equal to the shield halved (see table index barriers, SR5 p. 198). There is no resistance test, armor (or shield) reduces damage. If the armor is below the modified VD, the weapon through the

barrier and can hit the target behind (with reduced VD of the value of the armor of the barrier).

MODIFIERS

MATRIX

MATRIX ACTIONS

Current matrix effects render **Mental / Software** test.

Legal and complex matrix effects render **Mental / Computer** test.

Illegal matrix effects render test **Mental / Hacking**.

COMMLINK AND CYBERDECK

COMMLINK

A commlink provides access to the Matrix. It is possible to hack a matrix system with nodes but commlink safety imposes a penalty all illegal actions.

CYBERDECK

A cyberdeck is commlink containing illegal components to offset penalty inflicted by the nodes to illegal actions. A cyberdeck can do everything what can a commlink (often better).

The cyberdecks have a bonus to the Matrix initiative and are more resistant than commlinks. They are designed for raster weapons, hence their prices.

OPERATING SYSTEM

As smartphones early century commlinks cyberdecks and come with their own operating system (OS) and many utilities or entertainment.

INDEX

The commlinks and cyberdeck have a single index that lists the capabilities of their hardware and their software. The software is tailored to the hardware.

MONITOR MATRIX CONDITION

The matrix condition monitor contains a number of squares equal to 3 + index commlink or 5 + index cyberdeck. Technomancers use their stunning or physical condition monitor according to the type of attack.

MATRIX DAMAGE

The matrix damage is noted in the matrix condition monitor and do not give penalties to the shares.

SHOCK EJECTION

The value of damage of the ejection shock is 6E sim cold and it is reduced by a successful test of Mental / Index commlink. Damage is 6P in hot sim, reduced by the success of a test Carrure / Index commlink. The character is also disoriented and suffers a -2 dice for all

his actions (10 - Mental) minutes.

DISCONNECT

Normally, there is no difficulty to disconnect a commlink. When the connection is locked, the character must pass a test in opposition Mental / 3 against index node / N (the node malus applies) to disconnect. If successful, it undergoes an ejection shock.

INITIATIVE

Initiative	Score d'initiative
AR (commlink)	commlink Indice + Reaction + 1d6
VR coldsim (commlink)	commlink Indice + Intuition + 3d6
VR hotsim (commlink)	commlink Indice + Intuition + 4d6
AR (cyberdeck)	cyberdeck Indice + Intuition + Reaction + 1d6
VR coldsim (cyberdeck)	cyberdeck Indice + Intuition + Réaction + 3d6
VR hotsim (cyberdeck)	cyberdeck Indice + Intuition + Reaction + 4d6
AR (technomancien)	Intuition + Reaction + 1d6
VR hotsim (technomancien)	Intuition + Charisme + Reaction + 4d6

MODES OF USE

AUGMENTED REALITY (RA)

Additional sensory information (sounds, images, texts and videos mostly) overlap with those of the user and it can interact with just (voice, gestures, neural connection, eye movement, etc.).

VIRTUAL REALITY (VR)

The user is disconnected from the real world and has realized that the virtual world. The coldsim secure mode (the user can not be injured through the Matrix), unlike the hotsim mode (mode unbridled / jailbreak unauthorized by manufacturers and requiring physical intervention on the commlink).

The character must pass a test of Mental / Perception (Threshold 2 coldsim, 4 hotsim) to realize an interaction with his body.

The commlinks have a related security RV automatically disconnecting the user after a while (to get him to eat), usually 4 hours. This security does not exist on cyberdecks. The hotsim mode removes this limitation often.

The coldsim mode gives +1 die all matrix shares (not the lead), the hotsim two dice mode.

GRIDS

NOISE AND CONNECTION

If the network response time is long (wrong network, undersized network interference, anti-wifi protection, etc.), the hacker can have its penalty dice pool. The penalty is determined by the DOJ (SR5 VO, p. 231). There is generally no penalty for hacking, view or purchase from or to the end of the world. The network is well maintained and continuously improved and efficient relay. In practice, the penalty function of the distance should not be used.

Any initiative of a matrix commlink (or cyberdeck) from the local grid (the premises of a corpo for example) is increased by 2 points. If the hacker (or other) is directly connected to the server they want to affect, then the initiative is increased by five, instead of two. Thus, the hacker had better be on site and can always prepare action at a distance.

MATRIX PERCEPTION

A test Intuition / Computer can identify an icon. The threshold is the spam Zones table and interference zones, p. 233, SR5.

A device in hidden mode increases the +2 level.

If the test is carried out using a cyberdeck, the threshold is reduced by the index of cyberdeck. If the desired target is a cyberdeck or controlled by a cyberdeck device, the threshold is increased by the index of cyberdeck.

PROGRAMS

LAUNCH PROGRAM

It is possible to launch a program quickly and easily, it does not take action and is immediately operational. Only one program can be started or stopped from happening initiative.

CURRENT USE

Each commlink comes with all commonly used programs to manipulate and read data (text editors, images and videos, calendar, browser, mail, etc.). The program index is the same as the commlink.

ASSISTANCE AR

This program does not exist in SR5. AR assistance program adds one die to the dice pool used for a specialization of the active skill for which it is created. If it concerns knowledge and is connected to the Matrix, he adds two dice (instead of one). RA programs to combat skills replace SmartLinks. The GM decides if a specialization may be entitled to an RA assistance program. Active magic skills and initiative are not entitled.

If multiple RA assistance programs run simultaneously on a commlink the user may have trouble keeping all the information at a time. If the number of RA assistance programs running simultaneously exceeds Mental - 2 (min. 1), the user is hindered (-2 dice all its shares) by the flood of information and RA does not receive the bonus programs.

AR assistance program also works in VR.

NODE

INDEX NODE

The index of a node gives the number of dice he starts to perform an operation.

The index of a node is a penalty for all illegal actions carried matrix inside. The cyberdecks reduce this penalty.

SKILLS MATRIX KNOTS

Nodes have default equal to 1 plus their skills index halved (rounded up). This number is denoted "N".

N = (Index ÷ 2) + 1

PENALTY NODE

The node is an automatic penalty modifier to all illegal matrix tests. It is equal to the index of the node under the index of cyberdeck hacker. This penalty can be a bonus if the index is greater than the cyberdeck node. The commlinks can not reduce this penalty, only cyberdecks and technomancers can.

CI

The ICs have an index equal to that node.

RESPONSE TO PIRACY

Nodes have a answer to piracy table. Every time the hacker increases its score Overwatch, it also increases their score in the node. And certain thresholds, the node responds to the hacker, usually by sending CI or IT security. Response tables rarely are zero because the matrix is permanently traversed by automatic hacking programs looking for faults. The nodes often begin to respond when the local score reaches 10. The local score decreases by 1 every hour until a minimum equal to 1D6.

When the hacker arrives in a node, the local score is equal to 1D6. The loss of a CI increases the local score of 5.

PIRACY

ACCOUNTS

Access rights are generally divided into four types. Deleting an account is not possible as it is used.

VISITOR (-)

Access to commercial or institutional part of the company's node. Account type available to all, does not need to be hacked.

Traditional equity: Read public documents, place an order.

USER (INDEX NODE)

Company employee (secretary, engineer, custody, etc.).

Conventional actions: play or edit official documents of the company.

SECURITY (INDEX NODE + 5)

This type of account is used by managers of accounts or privileged users. Perform an illegal action with this type of account gives a +1 bonus dice.

Conventional actions: allow access (some particularly protected access request confirmation of a particular person), create an account (non-administrator), play or edit sensitive documents (secret projects, logs, etc.), manage backups, change the security settings (firewall, antivirus, etc.).

ADMINISTRATOR (INDEX NODE + 10)

An administrator has all the rights, often limited to a specific area (data, system, network, etc.). Perform an illegal action with this type of account gives a +2 dice bonus.

Conventional actions: create an account, network access or a database

http://fr.wikipedia.org/wiki/Administrateur_syst%C3%A8mes

http://fr.wikipedia.org/wiki/Administrateur_de_bases_de_donn%C3%A9es

http://fr.wikipedia.org/wiki/Administrateur_r%C3%A9seaux

HACK OR REGISTER

Create a fake account or hijack an existing request an extended test Mental + Index commlink / Hacking (X, 1 hour) where X is a function of the desired account type (shown in parentheses after the name of the account).

Once the hacked account, the node is an index / N test If he gets at least as successful as the index of cyberdeck intrusion is detected, the account deleted and security measures.

Once the hacker has an account, it can fearlessly perform all the classic action authorized by this type of account. Allow to enter a new SIN is a normal action of a security manager, for example.

ILLEGAL ACTIONS

An action is considered illegal if it does not match the traditional account activity. The test includes both the action and the discretion with which it is performed.

MAKE AN ILLEGAL ACTION

To perform an illegal action, the hacker must pass a test Mental / Hacking. The penalty applies node. The threshold is generally equal to the number of marks required in SR5. If the hacker has not a single successful test, it is automatically detected.

Note: Editing the video stream from a camera or transfer data outside the node are generally illegal actions.

COMBAT MATRIX

The matrix fight takes place as a classic melee combat. Mind replaces Agility and Piracy (Matrix fight) replaces Melee skill. The node always imposes a penalty to attacks from hackers, fighting is an illegal action (except for security personnel). The cyberdecks (not commlinks) provide a "matrix armor" equal to their index. Base damage is equal to the index of cyberdeck or IC.

Attackers who can choose what condition monitor is affected by their attacks. If the target is in RV coldsim physical damage are converted to stunning. The ICs have only matrix monitors cashing all types of damage.

HACK THE FLY

To hack on the fly (see through a live camera for example, without having an account), the hacker performs a test Mental / Hacking (node malus applies). If a hacker gets a number of successes:

• Greater than or equal to the index of the node, it succeeds and is not found although its Supervisory score increases by 1.

• Greater than or equal to the index of the node halved, it succeeds but is identified and its Supervisory Score increases the index of the node.

• Below the index node halved, it is not successful, is identified and its Supervisory Score increases the index of the node.

BE LOCATE

If the hacker has not a single success to his illegal action, it is automatically detected. Otherwise, the node performs a test of index node / N. If the node gets at least as successful as the action of the hacker then it is located and its Supervisory score increases by 1.

OVERWATCH

Any unlawful act or failed complication increases by 1 the Supervisory Score. Botches the increases 5.

AGENTS

Tests by an agent is with Index dice agent and jurisdiction is 1 plus half of the index (rounded down).

BOTS

SERVERS

THE TECHNOMANCERS

VIRTUAL REALITY

Technomancers VR are compulsorily hotsim. They do not have access to coldsim mode.

PERSONA INGROWN

The incarnate persona is the "cyberdeck" of technomancer. Its index is equal to its magic. The technomancer has a "matrix armor" equal to its Mind. The damage it inflicts in matrix struggle are equal to his Charisma.

DRAIN

The drain is always at least equal to 3. Mental attribute reduces the drain. If the attribute reducing the drain is not greater than or equal to the drain then technomancer tick a number of boxes in his dizzying display equal to the difference.

Drain, physical or mental is not treatable. Only rest can recover.

WEAVING

Weaving is only available to complete technomancers, experts do not have access.

A technomancer can add a number of dice equal to his score Magic ÷ 3 (rounded up) to a matrix test. However, this creates a dizzying Technodrain equal to the Magic score. Technodrain the weaving is always at least equal to 3.

MATRIX ACTIONS

A technomancer uses the same Attributes and Skills in the Matrix a decker. The competencies in technomancers are used to the powers of technomancer and Attribute Magic.

A technomancer uses a commlink or cyberdeck as a decker, without Magic, with his Mind.

technomancers SPECIALIZED

A specialized technomancer can not use the Weaving. In addition, it can use only one of the two technomancer skills (choose inception) Compilation or resonance.

CURRENT

COMPLEX FORMS

Complex shapes are "spells" affecting the Matrix and cannot be launched that RV.

Complex shapes do not suffer the penalty imposed by the level of the hacking action node.

When in the description of the complex shape is referred to an index, it is the one of the node, IC or commlink, or Magic technomancer target.

The power of a complex shape is always equal to the technomancer Magic. It may decide to over-run a complex shape.

Learning time, in days, of a new complex form is 12 divided by the number of successes in tests of Magic / Computer Science (Programming).

LAUNCH COMPLEX FORM

1. CHOOSE THE COMPLEX FORM

Multiple Launch: Magic score and possible bonus is distributed among the different forms (minimum 2 per form).

On-launch: the technomancer may decide to launch a complex-shape by a mighty effort of will. He suffers 1 box of physical damage because of the effort, the power of the complex shape is doubled and the drain is physical.

2. CHOOSE THE TARGET

3. CHOOSE THE POWER OF COMPLEX SHAPE

The power is always equal to the Magic technomancer unless sur-launch.

4. LAUNCH COMPLEX FORM

The launch of a complex shape is with a Magic / Resonance test. The threshold is generally equal to the index of the target (node, IC cyberdeck, etc.).

5. DETERMINING THE EFFECT

6. RESIST THE DRAIN

After casting a spell on technomancer suffers stunning damage (which he can not resist) equal to the complex shape of the drain Code unless the drain Attribute. The drain code is doubled if the spell was over-launched and both mental attributes are used to reduce it.

The technomancer may choose to assign excess success of its launch complex form of test to reduce the drain (so they do not count in the success of the complex shape).

7. DETERMINE THE SIDE EFFECTS

No change.

COMPLEX FORMS OF ATTACK

REDUCING POWER

Target: Time machine: M Drain: F + 1

Each excess success reduced by 1 the index of the target. The index returns to baseline score after a reboot. This

complex shape can not affect an entire node, only one entity (CI, cyberdeck, technomancer, etc.) may be affected if the index is less than or equal to the power of complex shape.

PIC RESONANCE

Target: Time machine: I Drain: F

Test Magic / Resonance against the index of the target. Each net hit got deals 1 additional damage matrix box. Base damage is equal to the power of the complex shape.

COMPLEX FORMS OF DEFENSE

BOMB INTERFERENCE

Target: Persona Duration: I Drain: F + 2

Test Magic / Resonance. We add the power of complex shape with the success, if the sum is greater than the sum of the indices of all enemies while CI, hacker or adverse technomancers have lost technomancer.

SUTURE

Target: Sprite Duration: F Drain: F-2

Test Magic / Resonance. Each success achieved heals a box of sprite condition monitor. The complex form of power must be at least equal to that of the sprite.

SAILING INTERFERENCE

Target: Persona Duration: M Drain: F-1

Magic / Resonance test with 1 threshold in a public grid, two in the other.

COMPLEX SHAPES THE NETWORK

CHANNEL RESONANCE

Target: Unit Duration: M Drain: F - 1

Test Magic / Resonance.

TRANSCENDENT GRID

Target: Personal Duration: I Drain: F - 3

The effects last for a number of minutes equal to the success of the Magic / Resonance test.

INDIC

Target: persona Duration: F Drain: F - 2

Test Magic / Software.

CLEANER

Target: persona Duration: F Drain: F + 1

For each success at Magic / Resonance testing, monitoring score is reduced by 1.

STORM PULSE

Target: persona Duration: M Drain: F

Test Magic / Resonance with the threshold for the index of the node.

COMPLEX FORMS EQUIPMENT

EDITION

Target: Duration File: F Drain: F + 2

Opposition Test Magic / Resonance vs Mental / Computer. The power of the complex shape is to be greater than or equal to the index of the node.

PUPPETEER

Target: Time machine: I Drain: F + 4

Opposed Test Magic / Resonance against Index / N or Index / or Software Magic / Resonance. Excess successfully allows to make a free action action both at -2 dice and three action without penalty.

SAILING RESONANCE

Target: Unit Duration: M Drain: F - 1

Opposition Test Magic / Resonance vs Mental / software.

COMPLEX SHAPES DELETED

RELEASE

This complex form does not exist in SRA, it is replaced by power reduction.

INJECTION [ATTRIBUTE MATRIX]

This complex form does not exist in SRA.

SPRITES

1. CHOOSE TYPE AND MIND POWER

The power of the sprite is equal to technomancer Magic score or twice this score. In the latter case, the technomancer it asks a powerful effort of will that causes one case of physical damage and power of the sprite is doubled.

2. COMPILING A SPRITE

The compilation is done with a test Magic / Compilation (Compilation type sprite). The threshold is equal to the power of the sprite.

The drain of a compilation is equal to the power of the sprite (minimum 3) plus the margin of failure if the compilation failed.

The drain is stunning if the power of the sprite is equal to the Magic technomancer, physical if it is double. In case of physical drain, both mental attributes are added to resist the drain.

The technomancer may choose to assign excess of its success to the drain test compilation (they will not be counted in the successful compilation).

TASKS SPRITES COMPILED

SR5 cf. p. 238.

REGISTER A SPRITE

Register a sprite is done with a test Magic / Compilation (Registering the sprite). The threshold is equal to the

power of the sprite over his success to a power test / ½ power (rounded up). The drain to register a sprite is equal to the power of the sprite (minimum 3).

A technomancer can link up Mental sprites.

TASKS OF REGISTERED SPRITES

SR5 cf. p. 258.

DECOMPILATION OF SPRITES

Opposed Test Magic / Compilation (Decompilation) against a power test (+ the number of services it still has to make if the sprite is registered) / Compilation Summoner. The drain is equal to the power of the sprite.

CHARACTERISTICS OF SPRITES

A sprite uses its power to determine the number of dice he throws for a test.

SKILLS

A sprite still has the following skills: Software, Computer, 1 over half of its power (rounded down); maximum 4.

Other skills that may have (indicated in its description) also have a score equal to 1 plus half of its power (rounded down), maximum 4.

Only free sprites can have more than 4 in a jurisdiction.

Couriers sprites, crackers and error have the Hacking skill. Machine sprites possess Electronics.

INITIATIVE

SR5 cf. p. 261.

POWERS OF SPRITES

SR5 cf. p 259. All sprites have access to power

Specialization.

COOKIE

Power Test / Hacking opposed Mental / Computers of the target.

DIAGNOSTIC

Power / Electronics Test. Each additional success gives +1 die to repair or operate the unit.

GREMLINS

Power Test / Electronic opposed Index / N of the target.

SPECIALIZATION

The sprite has a specialization in a particular skill he possesses.

ELECTRON STORM

Power Test / Hacking (Cybercombat) opposite Index / N of the target. If successful, the target takes damage equal to the Power of the sprite plus excess success.

SUBMERSION

SR see p. 260.

ECHO

Neurofiltre "matrix armor" 1. May be taken twice.

[**Program] resonance:** this echo is not used in SRA.

Upgrade of [matrix attribute]: this echo is not used in SRA.

MOVING AND PURSUIT

MOVEMENT

RUN DOWN

A complication gives a point of fatigue (dizzying damage), a critical failure at least 3.

WALK, RUN AND SPRINTER

Each creature can move at the speed of walking during a round of combat, whatever his other actions.

The following table shows the movement in meters during a combat round (3 seconds). The character must use an action Run to benefit from the running speed, and make a reaction / Athletics test (Sprint) for the sprint bonus.

Metatype	Walking	Course	Sprint
Elf, Human	Carrure	Carrure × 4	+1,5 m / success
Nain	Carrure-2	(Carrure-2) × 3	+1 m / success
Ork	Carrure-2	(Carrure-2) × 4	+1,5 m / success
Troll	Carrure-2	(Carrure-2) × 3	+1 m / success

The average human has 3 Carrure and reaction. It can therefore operate at a speed of 3 meters per combat round (3.6 km / h). He runs 24 meters effortlessly into a combat round (the 100 meters in 25 seconds). An athlete (6 Carrure and reaction and 5 in Athletics with specialty in sprint) in 9.4 seconds (24 + 9 meters (8 dice giving 6 success) per turn of combat), or 12.5 seconds without straining.

SAUTER

Jumping is done with a test Carrure / Athletics (Skip). The maximum distance that can be skipped horizontally equals Carrure × 1.5 meters, and vertical character Size × 1.5 meters.

Jump Distance

Length with momentum 2 m / success

Long jump 1 m / success

Height 0.5 m / success

CLIMBING

Climbing is done with a test Carrure / Athletics (Escalade). The climbing speed is half that of walking. The test of the threshold depends on the surface. The GM decides how many tests are needed.

Surface Threshold

Fence, tree, stone wall disjoint 1

Brick Wall 2

Smooth wall 3

Slippery or wet '+1

SWIM AND RETAIN HIS BREATH

Swimming is done with a test Carrure / Athletics (Swimming). Swimming speed is equal to the mean of the middle and the character Agility. Every successful test adds 1 meter distance, 2 meters for the elves and trolls.

Anyone can hold his breath one minute (20 rounds of combat). A test Mental / Athletics (Swimming) adds to this duration 15 seconds per success.

VEHICLES AND UNMANNED AIRCRAFT

SR5 cf. p. 199.

ATTRIBUTES OF VEHICLES

HANDINESS

SPEED

SR5 cf. p. 199.

ACCELERATION

STRUCTURE

The structure is the Carrure among creatures.

SHIELD

The shield is the armor and works the same way: it reduces the damage to the vehicle.

AUTOPILOT

In automatic mode (UAV), replaces the reaction for steering.

SENSORS

MONITOR CONDITION

Vehicles ignore the stunning damages except electric. Drones have 3 more boxes their structure, vehicles 8 plus their structure. It all have a -1 every 3 boxes

checked.

STEERING

DRIVING OR USING RA RV

An RA assistance program gives +1 die (see p. 52), VR also adds its cumulative bonus (coldsim hotsim 1 and 2) to pilot tests.

If the driver is directly connected to the vehicle RV he controls his initiative is increased by 5 (as a hacker connected directly to a server).

CONTINUED

The tracking system is used when one or more pursuers (whether creatures or vehicles) trying to catch one or more fugitives.

SPEED

Between two further tests, the speed of a vehicle can not vary by more than the vehicle acceleration.

The speed of a pedestrian relative to a vehicle is regarded as being equal to 1.

INDEX OF LAND

The field index provides the difficult terrain. May be negative. All-terrain vehicles generally reduce the index of -1 to -2.

SITUATION INDEX

The situation index represents the difficulty specific to each participant in the pursuit. For example, in a congested lane, a motorcycle has a position index of zero while a car has a position index of 1 or more.

A continued may attempt to sow his pursuers. It can then subtract a number of dice (maximum equal to the index of jurisdiction) continued its test and this number is added to the index position of pursuers.

INDEX TRACKING

Each participant in the pursuit has its own index tracking which is equal to the sum of the speed ratings, field, acceleration (as long as the vehicle is not at its maximum speed) and situation.

In a lawsuit between creatures, the speed index is not

added.

POINTS OF ACTION

Further points represent the distance between the two vehicles (or creatures). The GM decides the initial value for each participant (the farthest continuing with zero.) Each participant has its own trackpoint.

The chase ends when the points prosecution of a prosecutor is catching up with a continued or when the difference between the two becomes too large (DOJ to decide).

TESTS

Each further turn, each participant Reaction / Control Test (Continued or Sow) (or Athletics (Sprint) for living creatures, or Animal (Monte) for mounted creatures). Vehicle handling is added to the number of dice rolled.

The test of the threshold is equal to the tracking index. Excess success are multiplied by the speed and added to the pursuit of points. Missing success are multiplied by the speed rating and removed from further points.

If at the end of a round, the pursuit of points of pursuing equal or exceed that of a continued, it is caught or exceeded hit or if the prosecutor wants.

In a critical failure during a pursuit test, the vehicle crashes (or the creature falls).

RAM

A vehicle (or creature) can bump into another if it continues and is faster or is an intercept trajectory.

Damage base of a vehicle is equal to its structure.

Opposed Test structure / control (Carrure / Athletics for creatures). Excess successfully added to damage. There is also added the difference between the two speed ratings in a prosecution, or both speed ratings in frontal impact. If a vehicle strikes a creature, the vehicle's speed rating is multiplied by 3.

CRASH

The damage of a crash is equal to the speed of the vehicle divided by 5. The damage is caused to the vehicle and its occupants. The vehicle (size, type, shielded or not, etc.) and equipment (belts, airbags, etc.) can reduce or increase its damage.

DAMAGE AND PASSENGERS

MAGIC

BASICS OF MAGIC

DRAIN

The drain is always at least equal to 3. For a hermetic mage, mental attribute reduces the drain; for a shaman is the Charisma attribute. If the attribute reducing the drain is not greater than or equal to the drain then the magician tick a number of boxes in his dizzying display equal to the difference.

Drain, physical or mental is not treatable. Only rest can recover. The wound inflicted mage for the physical drain also needs rest for treatment.

REAGENTS

A magician can use reagents (within the jurisdiction of the score used) for a magical action to have additional dice. These additional dice can also be used to drain or distributed between both.

COLLECT THE MAGIC

Not obvious to notice magical effect as can be a fireball, perform a Intuition / Perception Test. The threshold is equal to the skill used by the magician under the power of the effect. One who can perceive the effect has a +2 bonus dice if he has the skill (or corresponding knowledge), if one die if its score Magic is positive.

LODGE MAGIC

TRADITIONS

ABORIGINAL TRADITION

Combat: Beasts

Detection: Earth

Illusion Guide

Handling Air

Health: Plants

Drain: Charisma

+1 Die to invoke the spirits in the desert.

Popular Sorts:

TRADITION AZTEQUE

Combat: Goalkeeper

Detection: Fire

Illusion: Water

Handling: Beasts

Health: Plants

Drain: Charisma

+1 Die to invoke the spirits in the jungle.

Popular Sorts:

BUDDHIST TRADITION

Combat Air

Detection: Guide

Illusion: Fire

Handling Water

Health: Earth

Drain: Charisma

+1 Die to invoke the spirits in the mountains.

Popular Sorts:

TRADITION SHAMANIC

Combat: Beasts

Detection: Water

Illusion: Air

Handling: Male

Health: Earth

Drain: Charisma

+1 Die to invoke the spirits in town or plain or forest or jungle (change to character creation).

Popular Sorts:

MAGIC OF CHAOS

Combat: Fire

Detection: Air

Illusion: Male

Handling Water

Health: Earth

Drain: Mental

+1 Die to invoke spirits in a place of knowledge (library, laboratory, observatory, etc.).

Popular Sorts:

THEURGY CHRISTIAN

Combat: Fire

Detection: Water

Illusion Earth

Handling Guide

Health: Air

Drain: Charisma

+1 Die to invoke the spirits in a place of Christian worship.

Popular Sorts:

TRADITION DRUIDIC

Combat: Beasts

Detection: Water

Illusion: Air

Handling: Earth

Health: Plants

Drain: Mental

+1 Die to invoke the spirits in a place of Druidic worship.

Popular Sorts:

HERMETIC TRADITION

Combat: Fire

Detection: Air

Illusion: Water

Handling: Earth

Health: Male

Drain: Mental

+1 Die to invoke the spirits in a sealed box.

Popular Sorts:

HINDU TRADITION

Combat: Beasts

Detection: Water

Illusion: Air

Handling: Fire

Health: Plants

Drain: Mental

+1 Die to invoke the spirits in India.

Popular Sorts:

ISLAMIC TRADITION

Combat: Goalkeeper

Detection: Earth

Illusion: Air

Handling: Fire

Health: Plants

Drain: Mental

+1 Die to invoke the spirits in a place of Islamic worship.

Popular Sorts:

TRADITION KABBALISTIC

Kabbalistic magic is a tradition based on possession.

Combat Air

Detection: Earth

Illusion: Water

Handling: Worker

Health: Fire

Drain: Mental

+1 Die to invoke the spirits in a Jewish place of worship.

Popular Sorts:

BLACK MAGIC

Combat: Fire

Detection: Water

Illusion: Air

Handling: Male

Health: Earth

Drain: Charisma

+1 Die to invoke spirits in a place of power equipment (Executive Office, National Assembly, etc.).

Popular Sorts:

TRADITION NORDIC

Combat: Goalkeeper

Detection: Water

Illusion: air

Handling: Earth

Health: Fire

Drain: Charisma

+1 Die to invoke the spirits in the mountains.

Popular Sorts:

TRACK WHEEL

Combat: Earth

Detection: Guide

Illusion: Water

Handling: Fire

Health: Air

Drain: Charisma

+1 Die to invoke spirits Tír na nOg.

Popular Sorts:

TRADITION SHINTO

Combat Air

Detection: Water

Illusion: Beasts

Handling: Male

Health: Plants

Drain: Charisma

+1 Die to invoke the spirits in a place of Shinto worship.

Popular Sorts:

TRADITIONAL WITCHCRAFT

Traditional Witchcraft is a tradition based on possession.

Combat: Earth

Detection: Water

Illusion: Air

Handling: Worker

Health: Plants

Drain: Mental

+1 Die to invoke the spirits using many objects and symbols.

Popular Sorts:

VOODOO TRADITION

Voodoo is a tradition based on possession.

Combat: Goalkeeper

Detection: Water

Illusion Guide

Handling: Worker

Health: Male

Drain: Charisma

+1 Die to invoke the spirits in order to make a zombie.

Popular Sorts:

TRADITION WICCAN

Combat: Fire

Detection: Water

Illusion: Air

Handling: Earth

Health: Plants

Drain: Mental

+1 Die to invoke spirits in a traditional place of worship.

Popular Sorts:

TRADITION WUXING

Combat: Fire

Detection: Earth

Illusion: Water

Handling Guide

Health: Plants

Drain: Mental

+1 Die to invoke the spirits in a magical place.

Popular Sorts:

TRADITION ZOROASTRIAN

Combat: Goalkeeper

Detection: Fire

Illusion: Water

Handling: Male

Health: Earth

Drain: Mental

+1 Die to invoke the spirits in a place of Zoroastrian worship.

SORCERY

POWER

The power of a spell is always equal to the Magic score caster.

It may decide to over-run a spell.

COUNTERSPELL

The counterspell increases the threshold of fate.

SCOPE

Spells are in sight but certain spells (such as indirect combat spells) require physical target. These spells reduce the number of successful 1 per part (× Magic Magic) meters beyond × Magic Magic meters. If excess successes (those required to cast the spell) fall to zero or less, the spell automatically miss the target.

LAUNCH OF FATE

1. CHOOSE THE FATE

Multiple Launch: Magic score and possible bonus is distributed among the different spells (minimum 2 per spell).

On-launch: the caster may decide to cast a spell over-using the power of his blood. He then cut (1 case of physical damage), the power of the spell is doubled and the drain is physical.

2. CHOOSE THE TARGET

View reach.

3. CHOOSE THE POWER OF FATE

The power of a spell is equal to the magic of the caster, twice the Magic if he decides to over-cast the spell.

4. START OUT

The launch of a spell is done with a test Magic / Witchcraft (Spellcasting). The threshold is generally equal to an attribute or fixed.

The magician can use reagents for more dice (maximum equal to the Witchcraft skill). The dice given by the reagents can be distributed between witchcraft and drain.

5. DETERMINING THE EFFECT

6. RESIST THE DRAIN

After launching a spell magician suffers stunning damage (which he can not resist) equal to drain the fate of the Code unless the drain Attribute. The drain code is doubled if the spell was over-launched and both mental attributes are used to reduce it.

The magician may choose to assign excess success of his spells launch test to reduce the drain (they have more then the success of the spell).

The drain of spells SRA is equal to 2 + SR5.

7. DETERMINE THE SIDE EFFECTS

No change.

CHARACTERISTICS OF SPELLS

COMBAT SPELLS

The target takes damage equal to the power of the spell plus excess successful magician when launched spell.

Direct: Armor does not reduce the damage. The fate of the successful launch threshold is equal to the target attribute. If the number of successes is greater than or equal to the attribute, the spell is successful; no effect otherwise. The target attribute is Carrure for physical spells, Charisma for mana spells.

Indirect: these spells require physical target. The basic range (line of fate equal to 1) is ($\times$ Magic Magic) meters. Beyond this distance, you add 1 to the threshold of fate for each additional fraction of Magic Magic $\times$ meters separating the magician of his target. The armor reduces damage but fate has a penetration of armor equal to Magic $\div$ 2 (round down) and base damage equal to its power. The magician must hit its target, in the case of a single target or the target must use an action Defend, in the case of an area spell (the magician must target the center of the spell).

DETECTION SPELLS

Scope: The scope of the senses or the detection is equal to (x Magic Magic) in meters. Spells extended range multiply this distance by 10.

Assets: the threshold of the spell is equal to the target attribute (usually Charisma). The target can not resist the spell. The counterspell applies.

Liabilities: the number of dice used for Perception checks through the spell is equal to the number of successful launch of fate.

HEALTH SPELLS

The magician reduced its reserve dice the actual score increase of the target (rounded up). Thus for a total of increases of 3.1 and an increase attribute 6, the penalty will be 4 dice (3.1 rounded up).

ILLUSION SPELLS

The threshold of the spell is equal to the target attribute (usually Mind). The counterspell applies.

SPELLS HANDLING

Damage: Damage spells have a damage value equal to their power and penetration of zero armor. Armor reduces the damage.

Mental: the threshold of the spell is equal to the target attribute (usually Charisma). The counterspell applies.

Physics: the fate of the threshold is equal to the target attribute (usually Carrure). The counterspell applies.

COUNTERSPELL

PROTECTION AGAINST SPELLS

An action or an interruption, the magician performs a test of Magic / Witchcraft. It divides success on the people he sees (including him). The counterspell is kept until the magician makes another, or lose sight of its protected or falls unconscious or is projected into the astral. The success given by the counterspell increase the threshold of fate.

DISSIPATION

Dissipation test is a test in opposition Magic / Witchcraft of "sink" against power of fate / Witchcraft to the caster.

To dispel a ritual, the opposition is equal to the spell power + 3 per participant with the best skill as Spellcasting skill of the participants.

STRENGTH OF OBJECTS

The threshold spells affecting objects depending on the object type.

Object type Threshold

natural 1

Low technology manufactured 2

High-tech manufactured 3-4

Complex and high technology 5+

RITUALS

SR5 cf. p. 298.

The rituals allow better control of a spell, and thus to choose the power.

PERFORM A RITUAL

STEP 1: CHOOSE THE LEADER

STEP 2: CHOOSE THE RITUAL

STEP 3: SELECT POWER

STEP 4: ESTABLISH THE FOUNDATION

STEP 5: MAKE AN OFFERING

STEP 6: PERFORM THE RITUAL

STEP 6: SEAL THE RITUAL

Team Test Magic / Ritual Magic with a threshold equal to 2 times the power of the ritual.

FAILURE OF RITUAL

Drain equal to the success of a power test $\times$ 2/3 (rounded to nearest).

TYPES OF RITUALS

MANIKIN

The resistance of the object is added to the test threshold Seal the ritual.

His skills are equal to half the ritual of Power, rounded up (maximum 3).

WATCHMAN

His skills are equal to half the ritual of Power, rounded up (maximum 3).

CONJURATION

INVOCATION

1. CHOOSE TYPE AND MIND POWER

The power of the mind is equal to the Magic score Summoner or double the score. In the latter case, the summoner uses the power of his blood. He then cut (1 case of physical damage) and the power of the mind is doubled.

2. TRY THE INVOCATION

The invocation is done with a test Magic / Conjuration (Summoning). The threshold is equal to the power of the mind.

The mage can use reagents to launch more dice. The reagents added a number of dice equal to their amount (maximum equal to the summoning skill) and are consumed even if the invocation failed. 3. Resist the drain

The drain of an invocation is equal to the power of the mind (minimum 3) plus the margin of failure if the invocation failed.

The drain is stunning if the power of the mind is equal to the Magic Summoner, physical if it is double. In case of physical drain, both mental attributes are added to resist the drain.

The magician may choose to assign its drain excess successful invocation of the test (so they do not count in the successful invocation).

LINK

Bind a spirit self is done with a test Magic / Conspiracy (Control). The threshold is equal to the power of the mind over his success to a Power / Power ½ test (rounded up). For each additional reactive power $\times$ 25 units, the mage can add 1 die with his test (maximum equal to its jurisdiction conspiracy). The drain to link a spirit is equal to the power of the mind (minimum 3).

A spirit may be related to an object (ring, talisman, old lamp, etc.) rather than its summoner, but in this case, the first service asked the mind is bound to obey the person using the object. This requires that the bound spirit must at least two services (including one that is spent to obey the holder of the object to which it is related).

BAN

Banishment is opposite test Magic / Conspiracy (Banishment) and mind resists with a power test (+ the number of services it still has to make if the mind is bound) / Conspiracy Summoner. The drain is equal to the power of the mind. Reagents can be used as for the invocation. Each net hit the banning magician lost service in mind. When all of the mind services are lost, the spirit is banned and returns to his plan. The drain is equal to the power of the mind (minimum 2) plus the number of services it was at the beginning of the ban if the mind is bound.

Magicians have a -2 dice to banish the spirit of a type that they can not rely.

SPIRITS

ATTRIBUTES

The spirits do not possess Increase attribute. Their Magic attribute is equal to their power. Their Luck attribute is equal to half of their power (rounded up). They can use their chance to avoid taking damage.

In the astral, all minds Attributes are equal to their power.

SKILLS

A mind always has the following skills: Dodge, Observation astral and Perception, 1 plus half the power (rounded down); maximum 4.

Other skills that may have (indicated in its description) also have a score equal to 1 plus half of its power (rounded down), maximum 4.

Only free minds can have more than 4 in a jurisdiction.

INITIATIVE

Spirits are launching 2d6 to determine their physical initiative.

POWERS

The powers are those of Shadowrun 5. All spirits have access to power Specialization.

SPECIALIZATION

The mind has a specialization in a particular skill he possesses.

POWERS OPTIONAL

Optional powers are those Shadowrun 5.

All spirits possess the power Proficient optional. It increases a skill +1 (max. = Power or 4, the smallest). This optional power can be taken several times but then it applies to different skills.

CHARACTERISTICS OF SPIRITS

Esprit air

CAR	AGI	REA	MEN	CHA	INT
F-2	F+3	F+4	F	F	F

Skills: Exotic Weapon, Melee, Athletics

Spirit beast

CAR	AGI	REA	MEN	CHA	INT
F+2	F+1	F	F	F	F

Skills: Melee, Athletics

Spirit water

CAR	AGI	REA	MEN	CHA	INT
F	F+1	F+2	F	F	F

Skills: Exotic Weapon, Melee

Spirit fire

CAR	AGI	REA	MEN	CHA	INT
F	F+2	F+3	F	F	F

Skills: Exotic Weapon, Melee, Athletics

Spirit man

CAR	AGI	REA	MEN	CHA	INT
F	F	F+2	F	F	**F**

Skills: Melee, Sorcery

Spirit earth

CAR	AGI	REA	MEN	CHA	INT
F+4	F-2	F-1	F	F	F

Skills: Exotic Weapon, Melee

Spirit gardian

CAR	AGI	REA	MEN	CHA	INT
F+1	F+2	F+2	F	F	F

Skills: Exotic Weapon, Melee

Spirit guide

CAR	AGI	REA	MEN	CHA	INT
F+1	F-1	F+2	F	F	F

Compétences :

Spirit plant

CAR	AGI	REA	MEN	CHA	INT
F+3	F-1	F+2	F	F	F

Skills: Melee, Athletics

Spirit worker

CAR	AGI	REA	MEN	CHA	INT
F+1	F+1	F+1	F	F	F

Skills: Crafts, Melee

ENCHANTEMENT

ALCHEMY

See SR5, p. 307.

STEP 1: CHOOSE THE FATE

STEP 2: CHOOSE THE POWER OF FATE

Unlike spellcasting, alchemy can choose a different power of Magic the magician.

STEP 3: CHOOSE THE MASTER PIECE

STEP 4: CHOOSE THE TRIGGER

STEP 5: CREATING THE PREPARATION

Test Magic / Enchantment (Alchemy) with a threshold

equal to the power of the preparation. Each spent one drachma gives the test, within the limits of Enchant score. Excess give the potential success of the preparation.

STEP 6: RESIST THE DRAIN

ARTIFACT

See SR5, p. 310.

STEP 1: CHOOSE THE FORMULA

STEP 2: OBTAIN TELESMA

STEP 3: PREPARE THE MAGIC LODGE

STEP 4: SPEND REAGENT

STEP 5: DESIGNING THE FOCUS

STEP 6: RESIST THE DRAIN

ASTRALE OBSERVATION ARTIFACTS

Test Magic / Enchantment (artifact creation) against 2 × power of the artifact.

disenchantment

To disable a focus, it must pass a test of Magic / Enchantment (Disenchantment) against power of the artifact / enchantment (artifact creation) of the owner.

To break a focus, it must pass a test of Magic / Enchantment (Disenchantment) against power of the artifact / enchantment (artifact creation) of the enchanter.

SEPARATION

To separate preparation, students must pass a test Magic / Enchantment (Disenchantment) against (the artifact Power + 1 karma used for any fixation) / Enchantment (Alchemy) of the owner.

LEARNING SPELLS

SR5 cf. p. 301.

The learning test is Mental / <the competency>.

THE ADEPTS

DRAIN

The followers resist drain with Mental attribute or Charisma, according to their tradition. If the drain is higher than their magic, it is physical, if not stunning. The check adept same number of check Drain - drain attribute in the corresponding condition monitor.

POWERS ADEPT

The level of each power is limited by the character's Magic.

GUN IN HAND (0.5)

MYSTIC ARMOR (0.5 × LEVEL)

SR5 cf. p. 312.

This power gives a point of armor (including astral) per level. Does not count in the clutter.

IMPROVED PHYSICAL ATTRIBUTES [ATTRIBUTE] (1 × LEVEL)

SR5 cf. p. 312.

Increases a single attribute (chosen at the same time that power) of a point per level increased up to the maximum of the attribute.

INCREASE ATTRIBUTE [ATTRIBUTE] (0.25 × LEVEL)

SR5 cf. p. 312.

This power only works on a specific standard attribute and selected along this power. Maximum level: 5. In action, the follower makes a magic test / level of power. The attribute is increased by the number of successes, within the limits of the maximum increase of the attribute. The drain is equal to the increase.

BERSERKER (1)

Action is needed to activate this power. It increases all the physical attributes (Carrure, Agility and Reaction) of a point (no maximum), while the Mind and Charisma are down a (minimum 1). Defense of the character of such a decline (minimum 1) without being recalculated. The hard power for Magic minutes and is automatically activated when the fault of a mentor berserker spirit comes in.

COMBAT BLIND (0.5)

This power halves visibility malus (less rounded) for combat-related tests (melee or remote).

IMPROVED POWER [POWER] (0.5 × LEVEL)

SR5 cf. p. 312.

Each level of this power adds 1 die tests using the chosen jurisdiction. The number of dice added can not be higher than the score of the jurisdiction divided by 2 (minimum 1).

COUNTER-ATTACK (0.5)

BODY CONTROL (1 × LEVEL)

SR5 cf. p. 312.

Each level of this power adds 1 die social tests. The number of dice added cannot be greater than the Charisma score divided by 2.

CONTROL MELANIN (0.5)

Allows you to change the color of the skin and hair and hair. Each share of use of that power changes the color of a tone. Skin tones are albinos, caucasian, tanned, brown and black; those hairs are white / gray, blonde, red, brown and black. The effect lasts Magic hours.

METABOLIC CONTROL (0.5)

Action is needed to trigger the power but the outbreak is automatic when all the boxes of a condition monitor are checked. The metabolism of the character is reduced by a factor equal to the Magic (also delaying the onset of the initial effects of toxins, poisons and diseases). In this state, the character can not act normally (but can get out anytime).

VOICE CONTROL (0.25 × LEVEL)

SR5 cf. p. 312.

This power can change his voice. To deceive someone or a sensor, it must pass a test in opposition Magic / Level of power against Intuition / Perception (Ouie).

For each fraction of 3 levels in this power, the follower has a bonus dice to its social actions involving voice.

The maximum level of this power is 5.

CRITICAL HIT (0, 5 × LEVEL)

SR5 cf. p. 312.

This ability increases the damage done one with skill Melee (whatever the weapon or unarmed).

Maximum 3 levels.

COUP DEVASTATING (1)

RACE ON WALLS (0.5)

SR5 cf. p. 313.

The character can run on vertical surfaces. He must make a Magic / Athletics test. The number of successes indicates the number of meters traveled by an action.

DISCLAIMER OF ADRENALINE (0.25 × LEVEL)

SR5 cf. p. 313.

ELASTICITY (0.25 × LEVEL)

Lets get into narrow passages and twisting in all directions. Each level of this power gives an extra die to escape testing, to be free of handcuffs like taking a troll.

ANIMAL EMPATHY (0.25 × LEVEL)

Each level of this power gives an extra die to animal-related tests.

FOCUS LIVING (1)

This power can act as a focus for maintaining a power equal to its magic. The adept suffers -2 penalty for holding the exits.

HITTING DESEQUILIBRANTE (0.25 × LEVEL)

STRIKING DISTANCE (2)

This power allows a follower of "transmit" a physical attack to "bare hands" to hit a target up to a distance of magic meters.

KNOCK BASIC [ELEMENT] (0.5)

Prerequisites: fatal Hands

For an action, the selected element surrounds the hands and / or feet of the adept. The effects of the element are added to those of mortal hands.

HITTING NERVE (1)

Instead of inflicting damage, the attack reduces the agility or the reaction of 1 with excess success. If one of the two attributes is reduced to zero the target is paralyzed. Against another target a metahuman, it takes 2 successfully to 1 point reduction. This power does not work against the machines, spirits and zombies.

HITTING PENETRANTE (0.25 × LEVEL)

The follower's melee attacks reduce the armor level that power.

The maximum level of this power is 3.

GLIDE (0.5)

This power allows a fan to run to Magic meters tangible surface that would normally be unable to bear weight, such as water for example.

QUICK CURE (0.25 × LEVEL)

SR5 cf. p. 313.

NATURAL IMMUNITY (0.25 × LEVEL)

SR5 cf. p. 313.

JET POWER (0.25 × LEVEL)

Each level in this power adds to Carrure 2 to determine the scope and adds 1 to damage.

The maximum level of this power is 3.

LANGUAGE (0.25 × LEVEL)

This power enables a believer to learn a language after a minimum exposure - without spending Karma or test. After (10 - Magic) hours of contact with the new language in use, the adept performs Mental / Level Test. The threshold depends on the type of language (see below). If successful, the adept develops language competence at index 1 without spending Karma. Increase

jurisdiction beyond that point requires a normal expense Karma, but the time base of learning for the adept is halved.

Threshold learning

• Current (English, Cantonese, Spanish, Japanese): 1

• Uncommon (Latin, Or'zet, Sperethiel, Swahili): 2

• Obscure (Aramaic, Berber, Lapp): 3

DEADLY HANDS (0.5)

SR5 cf. p. 313.

CONTROL OF SHOTS (1)

This power adds +1 to the damage of weapons of jets (non-explosive). Improvised thrown weapons (such as playing cards, glasses and pens) make damage (Carrure ÷ 2) F (rounded up) in the hands of the adept.

PARADE OF AMMUNITION (0.25 × LEVEL)

SR5 cf. p. 313.

PASSAGE WITHOUT TRACE (1)

SR5 cf. p. 313.

IMPROVED PERCEPTION (0.5 × LEVEL)

SR5 cf. p. 313.

ASTRAL PERCEPTION (1)

SR5 cf. p. 313.

FEATHER WEIGHT (0.25 × LEVEL)

SR5 cf. p. 313.

The level of this power is added to the Carrure before calculating the distance that can be skipped. In addition, each level provides an additional die to jump tests. In case of fall damage is calculated as if the height was reduced level.

LUNGS TENFOLD (0.25 × LEVEL)

Each level of this power increases the amount of time a follower can hold his breath for 30 seconds (10 Combat Tours). In addition, each level adds a +1 dice pool modifier to Constitution or Strength Tests to determine when the follower gets tired

IMPROVED REFLEX (1.5 OR 2.5 OR 3.5)

SR5 cf. p. 314.

RESISTANCE TO PAIN (0.5 × LEVEL)

SR5 cf. p. 314.

RESISTANCE TO SPELL (0.5 × LEVEL)

SR5 cf. p. 314.

Whatever the target attribute, it is considered increased by + level against spells and magical powers.

SCULPTURE FACIAL (0.25 × LEVEL)

Each level adds a dice pool modifier +1 to all disguise test. A follower is able to keep his new face for Magic hours.

BETTER SENSE (0.25)

SR5 cf. p. 314.

MEANING OF BATTLE (1)

SR5 cf. p. 314.

Adds +1 to Defense of the follower and one dice to defense tests. Moreover, it is still entitled to a Perception check to avoid being surprised.

MEANING OF DANGER (0.25 × LEVEL)

SR5 cf. p. 314.

MAGIC SENS (0.5)

This power is equivalent to Detect Magic spell with equal power to the magic of the adept. Action is needed to use this power.

DIRECTION MEMORY EDEITIQUE (0.5)

An adept with that power has the ability to store all kinds of sensations. Apart from a perfect photographic memory, the follower can remember sounds, textures, tastes and smells, and any combination of these sensations. The adept can remember these sensory impressions at will, and will remember those and what it has stored at subsequent meetings. The adept can also practice "PhotoReading" greatly increasing their reading speed.

CARE EMPATHETIC (0.5)

The adept performs a Test Magic / 3. Each success transfers one case of physical damage from the target to own fitness instructor of the adept. The actual score increase of the target (rounded up) is subtracted from the score of Magic follower for testing.

PAIN RELIEF (1)

To use this ability (only on others), the practitioner performs a Test Magic / 2 (2), and treats a number of boxes of monitor stunning damage equal to the number of excess successes. The actual score increase of the target (rounded up) is subtracted from the score of Magic follower for testing. This energy manipulation takes 5 minutes a neat box damage, and the adept must maintain physical contact during this time. Any interruption means that any improvement is lost and the process must be repeated. The target does not benefit from successive applications of Pain as the remaining Damage stunning did not heal naturally.

LIVING (0.25)

This power allows a fan to get three hours of sleep and a good meal per day and the same energy as much as a person is recovering after eight hours of sleep and three meals.

TEMPERATURE TOLERANCE (0.25 × LEVEL)

Each level of this power adds +1 to test dice pool modifier to withstand the effects of damage and exposure to extreme temperatures (magical or otherwise).

TRIPES STEEL (0.25 × LEVEL)

This power adds a +1 dice pool modifier for the

resistance tests against ingested toxins.

SAIL (0.5 × LEVEL)

This adds to its level at the detection limit of the follower by a magical power or fate.

VOICE COMMAND (0.5)

In action, the follower gives a simple order to the target and makes a contrast test Charisma / Influence (Command) against Charisma / Influence. If successful, the target passes its next action to execute the order. If multiple targets are specified (maximum = Magic), the test is done by having the best Influence and 1 die per additional target is added to the test.

IRON WILL (0.25 × LEVEL)

Each level of this power adds +1 to the threshold tests to control or alter his mind magically (such as a power of fear).

THE ASTRAL WORLD

ATTRIBUTES ASTRAL

An astral creature has no physical body, so it has that charisma attributes, Mind, Intuition, Luck and Magic.

In the astral space, Charisma replaces the Middle, the Mental Agility Reaction and Intuition.

ASTRALE INITIATIVE

An astral creature possesses equal to 2 × initiative Intuition + 3d6.

ASTRALE DEFENSE

Astral defense is (Intuition + Dodge) ÷ 3 or (Intuition + Melee) ÷ 3 (rounded to nearest).

ASTRAL COMBAT

The astral combat is a test Mental / Melee (Astral Combat) against astral Defence.

It is possible to use a total defense action with a test Mental / Dodge or Mental / Melee (Astral Combat). Damage is based on Charisma.

It is possible to use spells mana type in the astral, not physical type spells.

TRACKING ASTRAL

Intuition Test / Observation astral (astral Tracking).

BARRIERS MANA

BYPASS BARRIERS MANA

Putting pressure on an astral barrier request an opposite test Charisma / Comment astral (Lobby) against a Power / Power ½ test.

INTERSECTIONS ASTRALES

Test with opposite Charisma / Comment astral for living creatures and Power / Power ½ for inanimate objects and barriers.

REAGENTS

The use of reagents for magical activity where they are not needed gives a dice bonus equal to drams (5 grams) spent (unless otherwise noted), within the jurisdiction of the score used.

COLLECT

Test Mental / Alchemy (Collection)

FOCUS

The banishment Focus adds power to banishment test.

SPIRITS MENTORS

SR5 cf. p. 323.

INITIATION

CARRURE PLANS

It's characters who build plans, not the players. For this, the characters will gain Planning Points (PP) and the players outline the plans.

ACQUIRE PP

Once the team has agreed on the broad outlines of the plan, they can earn Planning Points. Each character can make one and only one preparation test, with the skill of his choice, so long as he can justify it. This test is done without modifiers. Each hit earns one PP.

They can also spend nuyen on disposable equipment (disguises, smoke grenades, weapons, fake SIN, etc.). The details of the equipment does not matter but it should be in relation to the skills used to earn PP or else very generic (fake SIN, etc.). For every 1000 nuyen spent, give 1 PP (this can be adapted according to the relative wealth of different groups). The money spent is lost forever.

The time spent on preparing the team is at the discretion of the GM.

Total PP is the sum of all earned and PP is common to the team. It symbolizes all the skills used and only those skills can justify spending PP.

SPEND PP

The team may decide to play through an action rather than spending PP. Only actions related to skills that have been used to acquire PP may spend PP. Thus, if the team did not use skill to earn PP and there is an action, it will have to play by the traditional rules, not by spending PP.

If a device has a rating, you have to spend its rating in PP. For example, using a disposable SIN to pass a check requires a fake SIN Rating 4, you must then spend 4 PP.

PP expenditure must be justified by the team, and the GM has the last word, as always. Other PP expenses are detailed in the table below.

The PP can be spent as follows:

- Pass an Obstruction: 1
- Minor obstacle (one NPC or local system): 0
- Moderate barrier (NPC team or a global system): +1
- Major obstacle (authorities, NPC elite team or a particularly tough system): +2
- Obstacle that could trigger bloodshed: +1
- The PCs erase the traces that would allow authorities to trace them up or Sponsor: +1
- Defy all probabilities (eg, escape from a hallway under the fire of elite troops): 5

When there is no longer enough PP to spend or that players do not want to spend, the action is managed conventionally.

RECOVER PP

Achieve a goal (known or unknown characters) can recover the PP (within the limits of those spent). GM to decide.

helps and hindrances

NPC

GRUNTS

SR5 cf. p. 380.

MONITOR CONDITION

There is only one condition monitor, it is equal to the greater of the physical and stunning condition monitor.

EQUIPMENT

Use the equipment listed in SR5.

EXAMPLES OF GRUNTS

PROFESSIONALISM 0: THUGS AND BRAINLESS

SR5 cf. p. 383.

GRUNTS

CAR	AGI	REA	CHA	MEN	INT	AUG
3	3	3	2	2	2	2

Initiative: 6 + 1D6

Condition Monitor: 8

Armor: 0

Skills: Influence 2, Melee 2

LIEUTENANT

CAR	AGI	REA	CHA	MEN	INT	AUG
4	4	3	3	3	3	2

Initiative: 6 + 1D6

Condition Monitor: 9

Armor: 0

Skills: Handguns 2 Influence (Intimidation) 3, Melee 3, Perception 2, Athletics 2

PROFESSIONALISM 1: GANGERS WASTES AND STREET

SR5 cf. p. 384.

GRUNTS

CAR	AGI	REA	CHA	MEN	INT	AUG
4	4	3	3	2	2	2

Initiative: 6 + 1D6

Condition Monitor: 9

Armor: 0

Skills: Handguns 2 Label (Street) 2 (2) Influence 2, Melee 2, Perception 2, Athletics 2

LIEUTENANT

CAR	AGI	REA	CHA	MEN	INT	AUG
4	4	4	4	4	4	3(2,7)

Initiative: 8 + 1D6

Condition Monitor: 10

Armor: 0

Skills: Handguns (Semi-Automatic) 2 (2) Label (Street) 3 (2) Influence (Intimidation) 3 (2) Melee (Cyberimplants) 3 (2), Perception 2, Athletics 2

PROFESSIONALISM 2: SECURITY
CORPORATIST

SR5 cf. p. 384.

GRUNTS

CAR	AGI	REA	CHA	MEN	INT	AUG
4	3	4	3	3	3	2

Initiative: 8 + 1D6

Condition Monitor: 9

Armor: 6

Skills: Handguns 3 Label 2 Melee (Blunt Weapon) 2, Perception 2, Athletics 3

Knowledge Skills: Local Crime 2 Policing 3

LIEUTENANT

CAR	AGI	REA	CHA	MEN	INT	MAG
4	3	4	4	4	4	3

Initiative: 8 + 1D6

Condition Monitor: 10

Armor: 6

Trait: Wizard

Skills: Handguns 2 Conspiracy 2 Influence (Leadership) 2 (2) Melee (Astral Combat) 2 (2) Observation astral 3, Perception 2, Sorcery 3, Athletics 2

PROFESSIONALISM 3: POLICE PATROL

SR5 cf. p. 385.

GRUNTS

CAR	AGI	REA	CHA	MEN	INT	AUG
4	4	4	3	3	3	2

Initiative: 8 + 1D6

Condition Monitor: 9

Armor: 6

Skills: Handguns 3, Melee 3, Perception 2, Athletics 3

LIEUTENANT

CAR	AGI	REA	CHA	MEN	INT	AUG
4	4	4(6)	4	4	4	4(3,1)

Initiative: 8 + 1D6

Condition Monitor: 10

Armor: 6

Skills: Handguns 4 Infiltration 2 Influence (Leadership) 3 (2), Melee 4, Perception 3, Athletics 2

Knowledge Skills: Policing 4

PROFESSIONALISM 4: GANG OF ORGANIZED CRIME

SR5 cf. p. 385.

GRUNTS

CAR	AGI	REA	CHA	MEN	INT	AUG
4	5	4	3	4	4	2

Initiative: 8 + 1D6

Condition Monitor: 9

Armor: 5

Skills: Handguns 4, Melee 4, Perception 2, Athletics 2

Trait: Hard to Kill

LIEUTENANT

CAR	AGI	REA	CHA	MEN	INT	MAG
3	3	4	5	5	5	5

Initiative: 8 + 1D6

Condition Monitor: 12

Armor: 6

Skills: Handguns 2 Compilation 4 Influence (Leadership) 2 (2), Computer Science (Cybercombat) 4 Software 4, Melee 4, Perception 3 Hacking 4 4 Resonance

Traits: Natural Reinforcement, Technomancer

PROFESSIONALISM 5: SAFETY CORPORATIST ELITE

SR5 cf. p. 386.

GRUNTS

CAR	AGI	REA	CHA	MEN	INT	AUG
5(7)	5(7)	5(7)	4	4	4	6(1,9)

Initiative: 1d6 + 10 (14 + 3D6)

Condition Monitor: 10

Armor: 9

Skills: Shoulder Arms 5, 5 handguns, Label (Corporations) 4 (2) Infiltration 4, Melee 5, Perception 4, Athletics 4

LIEUTENANT

CAR	AGI	REA	CHA	MEN	INT	AUG
5(7)	6(8)	5(7)	5	5	5	6(1,3)

Initiative: 12 + 1D6

Condition Monitor: 12

Armor: 9

Skills: Shoulder Arms 5 Handguns 5, 4 Electronic Label (Corporations) 4 (2), Explosives 4 Infiltration 4 Influence (Leadership) 2 (2), 5 Computer, Software 4 4 Melee Perception 3 Hacking 5, Athletics 4

PROFESSIONALISM 6: SPECIAL FORCES

SR5 cf. p. 386.

GRUNTS

CAR	AGI	REA	CHA	MEN	INT	AUG
6(8)	6(8)	5(8)	4	5	5	6(2,3)

Initiative: 1d6 + 10 (16 + 4D6)

Condition Monitor: 11

Armor: 9

Skills: Shoulder Arms 5 (1 × 6) Handguns 5 (1 × 6) Explosives 4 Infiltration 4, Melee 5, Perception 4, Athletics 4 (3)

LIEUTENANT

CAR	AGI	REA	CHA	MEN	INT	MAG
6(8)	6(8)	5(8)	5	5	5	9

Initiative: 1d6 + 10 (16 + 4D6)

Condition Monitor: 12

Armor: 9

Skills: Shoulder Arms 5 (1 × 6) Handguns 5 (1 × 6) (+2), Explosives 4 Infiltration 4, Melee 5, Perception 4, Athletics 4 (+2)

Traits: Adept initiation Grade: 2

Adept Powers: Enhanced Agility 2 Carrure 2 improved, improved skill (Handguns) 2, improved skill (Athletics) 2, 3 improved Reflexes

CONTACTS

REPUTATION AND NETWORKS

Each character has a reputation score (0 = default, 5, maximum) in different networks.

Description	network
Corporations	Ares, Lone Star, etc.
Gangs	Ancients, Cutters, etc.
Leisure	Cooks, players, musicians, etc.
Magic	Magicians, followers, shamans, etc.
Peoples	media, journalists, fans, etc.
Shadowrunners	shadows, Johnson

Underworld policies | mafia, Yakuza, Vory, etc.

Religious | Catholic Church, Druid Circles, etc.

Researchers | science, geeks, nerds, journals, etc.

Sport | Athletes, fans, etc.

inspiration Eclipse Phase

CREATURES

POWERS

SR5 cf. p. 396

The paracréatures use their powers with equal power to their Magic. They then undergo a dizzying drain equal to Magic reduced their Charisma. Perpetual powers do not generate drain.

They can double this power, but then undergo a physical drain equal to Magic 2 × reduced by the sum of their two mental attributes. It is not possible to double the power of perpetual power.

They can use the success of their power activation test to reduce the drain.

N = Magic ÷ 2 (round up, maximum 5 exceptions).

ACCIDENT

Test Magic / N with the target's response to threshold.

NATURAL WEAPON

Duration: Perpetual

ARMOR

Duration: Perpetual

Divide the score 2 Armor.

ENHANCED ARMOR

Duration: Perpetual

If the base value of the weapon damage is not greater than or equal to the value of the enhanced armor, the attack does no damage to the creature, whatever the success of the attacker.

Divide the score 2 Armor.

COLLAGE

Test Carrure / Athletics with Magic paracréature to threshold.

COMPULSION

Test Magic / N with the Mind of the target line.

CONFUSION

Test Magic / N with the Mind of the target line.

WEATHER CONTROL

Test Magic / N.

ESSENCE DRAIN

Test. Drain a point of Essence requires extensive testing Magic / N with the threshold increase of the target (minimum 1 if the victim does not score increase) and duration 1 minute. If the creature is disrupted or interrupted before the end of this test, the Essence is not drained. The Lost Essence is a penalty for Magic testing of the target. If a victim loses that much of his score Essence of Magic or her free Increase (cf. Increase (AUG) p. 11), the higher of the two, she dies.

WEAKNESSES

SR5 cf. p. 403.

LOSS OF ESSENCE

This power is replaced by Lost Magic, below.

LOSS OF MAGIC

Some creatures, especially when Infected, do not have their own magic; they exist only in stealing the Magic or the free Increase to other living beings (and conscious). In addition, they are slowly losing the magic they fly, to the rhythm of a point of Magic lunar month.

If the Magic of the creature is reduced to 0, the clock is ticking. She will die a very unpleasant death in the (+ Carrure Mental) days unless it can feed and return of Magic. Such a creature is hungry predator in search of prey to survive, and is extraordinarily dangerous.

Some powers of Infected by HMHVV accelerate the loss of magic. Any power that is not automatic, and therefore requires the use of an action to do so; pulls its forces in the Magic Infected creature. Each use of such power accelerates the loss of magic than a week.

COMMON CREATURES

HORSE

CAR	AGI	REA	CHA	MEN	CHC	AUG
8	5	5	3	2	2	5

Initiative: 10 + 1D6

Displacement: × 3 / × 10/6 +

Condition monitor F / E: 13/6

Armor: 0

Skills: Melee 2, Perception 3, Athletics (Racing) 4 (+2)

Powers: Natural Weapon (Clogs: VD (CAR + 1) F, Melee 1)

DOG

CAR	AGI	REA	CHA	MEN	CHC	AUG
4	3	4	3	3	3	5

Initiative: 8 + 1D6

Displacement: 2 × / × 8 / + 4

Condition monitor F / E: 9/8

Armor: 0

Skills: Outdoor (Tracking) 4 (2) Melee (Crocs) 3 (2), Perception (Smell) 3 (2), Persuasion (Intimidation) 2 (2) Athletics (Racing) 3 (+2)

Powers: Natural Weapons (Fangs / Claws: VD (CAR + 1) F) increased Senses (Nose, Ear)

FELIN GRAND

CAR	AGI	REA	CHA	MEN	CHC	AUG
6	5	4	3	3	3	5

Initiative: 8 + 2D6

Displacement: 2 × / × 6 / + 4

Condition monitor F / E: 11/8

Armor: 0

Skills: Outdoor (Tracking) 3 (2) Infiltration 4, Melee 4, Perception 3, Athletics (Racing) 3 (2)

Powers: Natural Weapons (Fangs / Claws: VD (CAR + 3) F, PA -1)

WOLF

CAR	AGI	REA	CHA	MEN	CHC	AUG
6	3	5	3	3	3	5

Initiative: 10 + 2D6

Displacement: 2 × / × 8 / + 4

Condition monitor F / E: 11/8

Armor: 0

Skills: Outdoor (Tracking) 4 (2) Infiltration 3 Melee 4, Perception (Smell) 3 (2) Athletics (Racing) 3 (2)

Powers: Natural Weapons (Fangs / Claws: VD (CAR + 2), PA -1) increased Senses (Nose, Ear)

SHARK

CAR	AGI	REA	CHA	MEN	CHC	AUG
5	4	5	1	3	2	5

Initiative: 10 + 1D6

Displacement: × 3 / × 8 / + 4

Condition monitor F / E: 10/6

Armor: 1

Skills: Melee 5, Perception (Smell) 4 (2) Athletics (Swimming) 5 (+5) (+ 2)

Powers: Natural Weapons (Fangs: VD (CAR + 2) F, PA -2), Armor 1

PARACREATURES

BARGHEST

CAR	AGI	REA	CHA	MEN	CHC	MAG
7	5	6	4	4	4	5

Initiative: 12 + 2D6

Displacement: 2 × / × 6 / + 4

Condition monitor F / E: 12/10

Armour: 2

Skills: Outdoor (Tracking) 4 (2), Melee 5, Perception (Sonar) 3 (2), Persuasion (Intimidation) 4 (2) Athletics (Racing) 4 (+2)

Powers: Natural Weapons (Fangs: VD (CAR + 2) F, PA -1) Armor 2 Immunity (Howl Barghest), paralyzing howl, Nature dual Fear increased Senses (Nose, Ear, Sonar)

BASIL

CAR	AGI	REA	CHA	MEN	CHC	MAG
7	3	3	3	3	1	4

Initiative: 6 + 1D6

Displacement: × 1 / × 5 / + 1

Condition monitor F / E: 12/8

Armor: 4

Skills: Infiltration 2 Melee 4, Perception 3, Athletics (Swimming) 4 (+2)

Powers: Natural Weapons (Fangs: VD (CAR + 8) F, PA -1) Armor 4 Petrifaction

DOG HELL

CAR	AGI	REA	CHA	MEN	CHC	MAG
6	4	5	4	4	3	5

Initiative: 10 + 3D6

Displacement: 2 × / × 6 / + 4

Condition monitor F / E: 11/10

Armor: 1

Skills: Exotic Ranged Weapon 3 Outdoor (Tracking) 4 (2) Infiltration 3, Melee 3, 2 Perception, Persuasion (Intimidation) 2 (2) Athletics (Racing) 3 (2)

Powers: Natural Weapons (Fangs: VD (CAR + 1) F, PA -1) Armor 1 Elemental Attack (Fire), Immunity (Fire), Nature dual Fear increased Senses (Nose, Ear, Night Vision)

COCATRIX

CAR	AGI	REA	CHA	MEN	CHC	MAG
4	5	4	2	3	1	4

Initiative: 8 + 1D6

Displacement: 2 × / × 8 / + 3

Condition monitor F / E: 9/7

Armor: 1

Skills: Infiltration 3 Melee 4, Perception 2, Athletics (Racing) 4 (+2)

Powers: Natural Weapons (Claws: VD (CAR) F, PA -1) Armor 1 Immunity (his own touch), paralyzing touch (Tail)

GOULE

Attributes are those of a ghoul end of an average human.

CAR	AGI	REA	CHA	MEN	CHC	MAG

7	3	5	2	2	3	1

Initiative: 10 + 1D6

Displacement: like the original metatype

Condition monitor F / E: 12/6

Armor: 1

Skills: Infiltration 4, Melee 4, Observation astral 3, Perception 3, Athletics (Racing) 2 (2)

Powers: Natural Weapons (Claws: VD (CAR + 1) F, PA -1) Armor 1, Consciousness, Nature dual, increased Senses (Nose, Ear)

Weaknesses: Allergy (Sunlight, Moderate) Food Requirement (Chair metahuman) reduced Sens (Blind)

RAT DEVIL

CAR	AGI	REA	CHA	MEN	CHC	MAG
2	5	5	4	3	2	4

Initiative: 10 + 1D6

Displacement: × 1 / × 2 / + 1

Condition monitor F / E: 7/9

Armor: 0

Skills: Outdoor (Tracking) 3 (2) Infiltration 4, Melee 3, Perception 3, Athletics (Escalade) 3 (2)

Powers: Natural Weapons (Fangs: VD (CAR + 1) F, Melee -1), animal control (ordinary Rats), Concealment (Personal only), Immunity (toxins)

Weaknesses: Allergy (Sunlight, Moderate)

SASQUATCH

CAR	AGI	REA	CHA	MEN	CHC	MAG
8	3	4	3	4	4	4

Initiative: 8 + 1D6

Displacement: 2 × / 4 × / + 2

Condition monitor F / E: 13/9

Armor: 0

Skills: Craft 4 animals Crees (professional knowledge) 5, Infiltration 5, Observation astral 4, Perception 4, Athletics 3

Powers: Consciousness, Imitation, Nature dual

Notes: Sasquatchs have Extends +1. Some may have the Adepts traits, Magician or Mystic Adept.

VAMPIRE

CAR	AGI	REA	CHA	MEN	CHC	MAG
4	3	5	5	3	3	2D6

Initiative: 10 + 2D6

Displacement: × 3 / × 5 / + 3

Condition monitor F / E: 9/10

Armor: 0

Skills: Infiltration 4, Melee 3, Observation astral 3, Perception 3, Athletics (Racing) 3 (2)

Powers: Natural Weapons (Fangs: VD (CAR + 1) F, AP -1, -1 Melee) Consciousness Drain Essence, misty shape, Immunity (age, pathogens, toxins), Infection, Nature dual, Regeneration, heightened senses (Nose, Ear, thermographic Vision)

Weaknesses: Allergy (Wood Grave) Allergy (Sunlight, Grave) Food Requirement (Blood metahuman) Loss of magic, induces sleep (air Lack (Magic) minutes)

Notes: Some vampires can be Adept Magician or Mystic Adept. They always have a Magic attribute, whether or not magically assets, leaving Magic is equal to the lowest index between 6 and 2D6.

Vampires can only consume blood and suffer nausea in the hour following the absorption of other stuff. They have a lower than humans and have a buoyancy modifier -4 dice all tests related to swimming.

The damage received following their Allergy to Sunlight can heal by regeneration, even when they cease to be exposed. The magical and normal care, however, remain effective.

DRACOFORMES

Common Skills: exotic Ranged 5 (4 × 6), Melee 5 (4 × 6) Conspiracy 5 (4 × 6), 10, Observation astral 5 (6 × 6), Perception 5 (4 × 6) Witchcraft 5 (6 × 6), Athletics (Race, Vol) 5 (4 × 6).

Common powers: Natural Weapons (Fangs / Claws: VD (CAR + 2) F, PA -4), reinforced Mystic Armor (Charisma) Reinforced Armor (Carrure) Elemental Attack (usually fire) Consciousness, Draconic, Nature dual, heightened senses (Hearing broad spectrum Smell, Night vision, thermographic Vision)

Individual powers: Compulsion, animal control, influence, Fear, Saliva corrosive, harmful Breath, Venom.

Notes: All dragons have the trait Magician and know most of the spells. They also have a Melee +2.

WESTERN DRAGON

CAR	AGI	REA	CHA	MEN	CHC	MAG
30	7	8	8	8	6	10

Initiative: 16 + 2D6

Displacement: 2 × / × 4 / + 4 (× 3 / × 7 / + 5 vol)

Condition monitor F / E: 35/18

Armor (physical / mystical) 9R / 9R

ORIENTAL DRAGON

CAR	AGI	REA	CHA	MEN	CHC	MAG
25	8	8	9	9	6	10

Initiative: 16 + 2D6

Displacement: 2 × / × 4 / + 4 (× 3 / × 7 / + 6 vol)

Condition monitor F / E: 30/20

Armor (physical / mystical) 9R / 5R

FEATHERED SERPE?T

CAR	AGI	REA	CHA	MEN	CHC	MAG
20	9	10	9	9	6	10

Initiative: 20 + 3D6

Displacement: × 3 / × 5 / + 5 (× 4 / × 8 / + 7 vol)

Condition monitor F / E: 25/20

Armor (physical / mystical): 8R / 5R

TOXINS, DRUGS AND BTL

SR5 cf. p. 409.

USE OF TOXINS

Test: Carrure + Mind + index of any system or protective equipment / 2.

TEST ADDICTION

Psychological: Mental Charisma + / 2

Physiological: Mental + Carrure / 2

STREET GEAR

This chapter lists the differences Shadowrun 5. Equipment that is not listed is the same.

Everything that relates to the limits SR5 system to ignore.

"Index divided by 2" means that for index 1-2, 3-4 and 5-6 SR5 see their values increase to 1, 2 and 3 respectively SRA and different cost and availability are those of SR5 indices.

If the odd and even give the same bonus levels, the odd level cannot be bought.

For example, the increase in bone density in SRA provides the following bonus

• Level 1: +1 Armor, Damage CAR

• Level 2: +1 Armor, Damage CAR + 1

• Level 3: 2 Armor, Damage CAR + 2

• Level 4: Armor +2, +3 Damage CAR

Dermal armor SRA gives:

• Level 2: Armor +1

• Level 4: Armor +2

• Level 6: Armor +3

Odd levels (1, 3 and 5) dermal armor is not available.

The devices being tested (autocrocheteur, maglock, etc.) generally dice index for the test (not a bonus) with equal competence index divided by 2.

WEAPONS AND ACCESSORIES

The weapons have the same characteristics as those of Shadowrun 5. Accuracy is deleted. Melee weapons deal damage dependent Carrure the attacker instead of the Force. PA applies only if the target is wearing armor or the door an affected area.

Monofilament whip action to prepare the weapon. Wireless, an automatic action to prepare the weapon

Arc: A character whose Carrure is less than the index of the arc undergoes a -1 modifier dice per point of difference on his attack test.

Palm Pistol Walther: Mode DC / SA

Smartgun: With one smartlink system, smartgun gives +1 die in shooting tests, two dice if smartlink is increased

Laser sighting: +1 die in shooting tests

PROTECTIONS

The degree of protection armor is the SR5 divided by 2 (rounded up). It is subtracted from the damage inflicted. This new index is used for armor modifications.

The shields do not suffer the penalty of bad hand, increase the Defense +1 and +2 dice to give parade of actions.

If the damage inflicted is lower than the index of protective armor, the damage is stunning.

Clothing Armor Availability Price

Reinforced clothing N (max. 5) 2 N × 150

Combination chameleon: -4 dice to Perception tests (View) to detect the user of the combination. No wireless bonus.

CHANGES ARMOR

Thermal Mitigation: gives a penalty equal to its index divided by 2 to Perception checks against thermographic vision and thermal sensors. No wireless bonus.

Chemical protection: the index of chemical protection reduces VD vector toxins attacks Contact

Electrical protection: Armor gives index points against electrical damage

Fire protection: provides index points Armor against fire damage

Thermal protection: Armor gives index points against the cold damage

ELECTRONIC

Indices and commlinks cyberdecks are those of SR5.

RA Assistance (datasofts, mapsofts, shopsofts, smartlink, etc.): +1 dice to the associated test

Tutorsofts: dice pool equal to index equal competence index divided by 2

Software expertise: equal competence index divided by 2

IMPROVEMENTS IN VISION

Visual Amplification: index divided by 2 is added to the test

Smartlink System: cf. assistance programs of RA (+1 dice on attack tests)

IMPROVEMENTS HEARING

Hearing Amplification: index divided by 2 is added to the test

Spatial recognition: +2 dice bonus to Perception tests to locate the source of a sound.

EQUIPMENT INTRUSION

Autocrocheteur: dice index for the test (not a bonus) with equal competence index divided by 2

Card Copier: Test opposite index copier dice with equal competence index divided by 2 against index maglock dice with equal competence index divided by 2.

CHEMICALS

Spray glue: Test opposite 5/3 against Carrure / Athletics

BIOTECH

Medikit: gives a bonus equal to its index divided by 2 or can care alone in patients with a test using index medikit dice with equal competence index divided by 2.

Tranqpatch: we resist with a test Carrure / 2.

Trauma patch: stabilization test with Carrure / 3.

AUGMENTATIONS

The sum of the indices SR5 increases Essence of a character cannot be greater than the increase of the character attribute. The bonus increases do not exceed the maximum increase of a character (usually two, see Table of attributes metatypes, p. 12).

SR5 cf. p. 454.

ATTRIBUTES

Increases Force or improving the Constitution Carrure increase unless otherwise stated.

CYBERWARE

HEADWARE

Amplifier taste: index divided by 2 is a dice bonus testing.

Olfactory Amplifier: index divided by 2 is a dice bonus testing.

Vehicle Control Wiring: + dice index for flight tests, the index reduces the penalty for driving tests.

Voice Changer: index divided by 2 is a dice bonus testing

Ultrasonic sensor: index divided by 2 is a dice bonus tests.

Skilljack: skills 1 + (index divided by 2).

AURICULOWARE

Selective Noise Filter: index divided by 2 is a dice bonus testing.

SOMATOWARE

Increased reaction: Wireless, Reaction bonus may exceed the normal limit of two.

Dermal Armor: Armor equal to the level divided by 2.

Wiring skills: 1 + (index divided by 2) used as an index of competence.

Smuggling compartment concealment -5

Digital compartment concealment -5.

Reinforced frame: suppression of Constitution bonus to resist damage.

Wired Reflexes: Wireless, Reaction bonus may exceed the normal limit of two.

Muscle substitutes: Replace the Force by Carrure.

Move-by-wire system by level, Reaction +1, +1 die to dodge tests, 1d6 + the initiative. Wiring skills at his level one. Species: 2/3/5 Nuyens: 150 000/300 000/500 000. Available: 12R / 18R / 25P.

BIOWARE

BIOWARE STANDARD

Increased bone density: Armor gives equal level divided by 2 and a bonus to unarmed damage equal to the level of the increase minus 1. The damage is physical.

• Level 1: +1 Armor, Damage CAR

• Level 2: +1 Armor, Damage CAR + 1

• Level 3: 2 Armor, Damage CAR + 2

• Level 4: Armor +2, +3 Damage CAR

Immune optimized: index divided by 2 is a dice bonus testing.

Extractor toxins: index divided by 2 is a dice bonus testing.

Tracheal filter: index divided by 2 is a dice bonus testing.

Suprathyroïdienne gland: Increases Agility, Reaction Carrure and 1 point, but the lives of levels cost 25% more.

Orthoderme: armor equal to the index divided by 2.

Pheromones optimized: the index is a bonus to social tests.

Adrenaline pump: the index is added to the Carrure attributes, Agility, Reaction and Mental. The stunning backlash damage is reduced by Mind.

Synthécarde: the index is a bonus to Athletics tests.

BIOWARE CULTURE

Filter analgesic: Increases Mental +1, Perception tests suffer a -2 dice.

Fixer reflexes: +1 dice for tests related to competence. Species: 0.2. Cost 20,000 yen.

VEHICLES

The screen is not changed and reduces damage to the vehicle.

INDEX

CHARACTER SHEET

See http://www.archaos-jdr.fr/shadowrun-alternatif/