

WALTHER PALM PISTOL

HOLD-OUT PISTOL

STATS

DV: 2P

MODE: BF

RANGE

Close

12

Near

7

Medium

—

Far

—

Extreme

—

Extras: None

WALTHER KEEPS THE DOUBLE-BARRELED DERRINGER WITH THE CLASSIC OVER-UNDER DESIGN ALIVE.

ARES LIGHT FIRE 75

LIGHT PISTOL

STATS

DV: 2P

MODE: SA

RANGE

Close

10

Near

7

Medium

6

Far

—

Extreme

—

Extras: barrel-mounted silencer, laser sight, smartgun

*THE LIGHT FIRE SERIES IS DESIGNED
FOR SPECIAL OPERATORS.*

ARES PREDATOR VI

HEAVY PISTOL

STATS

DV: 4P

MODE: SA

RANGE

Close

9

Near

9

Medium

7

Far

—

Extreme

—

Extras: smartgun

*THE PREDATOR VI IS GENUINE
INNOVATION BUILT INTO SOME
CLASSIC STYLING.*

BROWNING ULTRA POWER

HEAVY PISTOL

STATS

DV: 3P

MODE: SA

RANGE

Close

10

Near

9

Medium

6

Far

—

Extreme

—

Extras: laser sight

**THE BROWNING IS CHEAPER THAN
THE PREDATOR AND OFFERS A
BUILT-IN TOP-MOUNTED LASER SIGHT.**

RUGER SUPER WARHAWK

HEAVY PISTOL

STATS

DV: 4P

MODE: SA

RANGE

Close

8

Near

11

Medium

8

Far

—

Extreme

—

Extras: None

*SHINY AND CHROMED AND MAKES
HOLES THE SIZE OF A TROLL'S FIST
STRAIGHT OUT OF THE BOX.*

UZI V

SUBMACHINE GUN

STATS

DV: 3P

MODE: SA/BF

RANGE

Close

8

Near

8

Medium

7

Far

—

Extreme

—

Extras: None

*A NEW DESIGN FOR A NEW WORLD.
THE LATEST MODEL UZI IS A BIG
MARKET ENTRY FOR SPINRAD GLOBAL.*

ARES DESERT STRIKE

RIFLE

STATS

DV: 5P

MODE: SA

RANGE

Close

3

Near

10

Medium

10

Far

10

Extreme

10

Extras: detachable imaging scope, shock pad

*THE DESERT STRIKE
FOR THE DESERT WARS
IS THE TAGLINE TODAY.*

DEFIANCE T-250

SHOTGUN

STATS

DV: 4P

MODE: SA

RANGE

Close

7

Near

10

Medium

6

Far

—

Extreme

—

Extras: None

A STREET HOWITZER, THIS SEMI-AUTO SHOTGUN IS AVAILABLE IN A NORMAL-LENGTH OR SHORT-BARRELED VERSION.

YAMAHA PULSAR I

TASER

STATS

DV: 4S (e)

MODE:

RANGE

Close	9
Near	9*
Medium	—
Far	—
Extreme	—

Extras: *max range, 50 meters.

THE PULSAR USES WIRELESS CAPACITORS, MEANING THAT THE PULSAR HAS INCREASED RANGE COMPARED TO OTHER WIRED TASERS.

KATANA

BLADE

STATS

DV: 4P

MODE: NA

RANGE

Close

10

Near

—

Medium

—

Far

—

Extreme

—

Extras: None

*THE ICONIC TWO-HANDED SWORD
OF THE SAMURAI IS STANDARD ISSUE
FOR TRID-SERIES SHADOWRUNNERS.*

SWORD

BLADE

STATS

DV: 3P

MODE: NA

RANGE

Close

9

Near

—

Medium

—

Far

—

Extreme

—

Extras: None

**A HEAVY BLADE ON A
ONE-HANDED GRIP THAT
COMES IN A VARIETY OF STYLES.**

KNIFE

BLADE

STATS

DV: 2P

MODE: NA

RANGE

Close

6

Near

1*

Medium

—

Far

—

Extreme

—

Extras: *max range, 20 meters.

**A CATCH-ALL TERM FOR
A VARIETY OF DIFFERENT
DEADLY FIGHTING BLADES.**

CLUB

CLUB

STATS

DV: 3S

MODE: NA

RANGE

Close

6

Near

—

Medium

—

Far

—

Extreme

—

Extras: None

**AN AXE HANDLE, BASEBALL
BAT, CROWBAR, TIRE IRON,
WRENCH, OR EVEN A TWO-BY-FOUR
WITH A COUPLE NAILS IN IT.**

EXTENDABLE BATON

CLUB

STATS

DV: 2S

MODE: NA

RANGE

Close

5

Near

—

Medium

—

Far

—

Extreme

—

Extras: None

*CAN BE EXTENDED WITH A WRIST
FLICK OR A WIRELESS SIGNAL.*

BIKE CHAIN

CLUB

STATS

DV: 2S

MODE: NA

RANGE

Close

4

Near

—

Medium

—

Far

—

Extreme

—

Extras: None

**GO GANGS LOVE TO PULL THE OLD
EQUIPMENT OFF THEIR SCRAP BIKES
AND SMACK OTHER PEOPLE WITH IT.**

ARMOR JACKET

ARMOR

RULES

+4 DR

AVAILABLE IN MANY STYLES, IT
OFFERS GOOD PROTECTION WITHOUT
CATCHING TOO MUCH ATTENTION.

ARMOR VEST

ARMOR

RULES

+3 DR

**A FLEXIBLE-WRAP VEST
DESIGNED TO BE WORN UNDER
REGULAR CLOTHING WITHOUT
DISPLAYING ANY BULK.**

LINED COAT

ARMOR

RULES

+3 DR

THIS DUSTER HAS BEEN
CONSISTENTLY POPULAR ON THE MEAN
STREETS OF THE WORLD'S SPRAWLS
FOR THE PAST FIFTY YEARS.

SONY EMPEROR

COMMLINK

RULES

DR: 2

ATTRIBUTES (D/F)

1/1

Active Program Slots: 1

*POPULAR BECAUSE IT'S CHEAP AND
NOT THE WORST, THIS COMMLINK
WORKS WITH FEW FRILLS.*

RENRAKU SENSEI

COMMLINK

RULES

DR: 3

ATTRIBUTES (D/F)

2/0

Active Program Slots: 1

MIDDLE MANAGERS AND TEENAGERS
WITH MONEY LIKE THE SENSEI FOR
GIVING THEM A SENSE OF STATUS
WITHOUT BREAKING THE BANK.



ERIKA ELITE

COMMLINK

RULES

DR: 4

ATTRIBUTES (D/F)

2/1

Active Program Slots: 2

*THE ELEGANT DESIGN AND SMOOTH
FUNCTIONALITY MAKE THIS
COMMLINK LIVE UP TO ITS NAME.*

HERMES IKON

COMMLINK

RULES

DR: 5

ATTRIBUTES (D/F)

3/0

Active Program Slots: 2

**A COMMLINK FOR PEOPLE WHO
HAVE MONEY TO SPEND ON KEEPING
THEIR PERSONAL DATA SAFE.**

WHITE NOISE GENERATOR

RULES

DR: 3

All Perception tests to overhear a conversation within 3 meters of a white noise generator receive a negative dice pool modifier equal to the generator's rating. A white noise generator is redundant in a noisy environment (such as a nightclub or a firefight).

THIS DEVICE CREATES A FIELD OF RANDOM NOISE THAT INHIBITS AUDIO SURVEILLANCE.

FORD AMERICAR

VEHICLE

STATS

Handling (On/Off)	4/5
Acceleration	9
Speed Interval	20
Top Speed	160
Body	11
Armor	4
Pilot	1
Sensor	2
Seats	4

*NOTHING SPECIAL TO LOOK
AT, BUT IT WILL GET YOU FROM
HERE TO THERE WITH NO ONE
GIVING YOU A SECOND GLANCE.*

HARLEY-DAVIDSON SCORPION

VEHICLE

STATS

Handling (On/Off)	3/5
Acceleration	16
Speed Interval	30
Top Speed	200
Body	7
Armor	6
Pilot	1
Sensor	1
Seats	2

THE TYPICAL HEAVY-BODIED,
CHROMED ROAD HOG, WITH SOME
ARMOR AND A WHOLE LOT OF ATTITUDE.

YAMAHA RAPIER

VEHICLE

STATS

Handling (On/Off)	3/6
Acceleration	27
Speed Interval	25
Top Speed	250
Body	5
Armor	2
Pilot	1
Sensor	1
Seats	2

**A CLASSIC RACING BIKE SEEN
BENEATH THE HOOPS OF GO-GANGERS
AND CORP BRATS ALIKE.**

STEEL LYNX

COMBAT DRONE

STATS

Handling (On/Off)	3/5
Acceleration	15
Speed Interval	15
Top Speed	80
Body	10
Armor	16
Pilot	4
Sensor	4
Seats	—

*THIS IS WHAT PEOPLE MEAN WHEN
THEY REFER TO A 'KILLING MACHINE.'*

MCT-NISSAN ROTO-DRONE

FLYING DRONE

STATS

Handling (On/Off)	3
Acceleration	20
Speed Interval	30
Top Speed	160
Body	5
Armor	6
Pilot	3
Sensor	2
Seats	—

*MCT-NISSAN GOT THIS RIGHT
SO LONG AGO, THEY HAVE
NEVER CHANGED IT MUCH.*

DECRYPTION

PROGRAM

RULES

+2 dice on Crack File Action.

FILES ALL OVER THE MATRIX ARE ENCRYPTED TO KEEP YOU FROM SNOOPING INTO THEM. THIS PROGRAM HELPS BREAK THAT PROTECTION.

EXPLOIT

PROGRAM

RULES

Reduce Defense Rating
of hacking target by 2.

**HOME BURGLARS CARRY A
CROWBAR TO HELP THEM GET PAST
ENTRYWAYS THAT MIGHT OTHERWISE
STAY LOCKED. DECKERS USE THIS
PROGRAM FOR THE SAME REASON.**

OVERCLOCK

PROGRAM

RULES

Add two dice to a Matrix action.
Any action made while using this program is considered illegal, so use of this program adds to the Overwatch Score, as do the defense hits.

MANUFACTURERS DON'T PUSH THEIR MACHINES TO THE LIMIT BECAUSE THEY DON'T WANT IT TO CATCH FIRE IN YOUR HANDS. YOU HAVE NO SUCH LIMITS. SOMETIMES, A MACHINE NEEDS TO BE AMPED UP TO GET A JOB DONE.

RENRAKU KITSUNE

CYBERDECK

STATS

Rating	4
Attack	7
Sleaze	6
Programs	8

GET WHERE YOU'RE NOT SUPPOSED
TO BE...AND DO IT WITH STYLE!

ARMOR

(MANIPULATION)
SPELL

STATS

Range	T
Type	P
Duration	S
Drain Value	3
Damage	—

Roll Sorcery + Magic and add net hits to target's Defense Rating and to Body for Damage Resistance tests.

YOUR MAGIC HARDENS
THE BODY OF THE TARGET,
MAKING IT BETTER ABLE TO
ABSORB DAMAGE.

COMBAT SENSE

(DETECTION)
SPELL

STATS

Range	T
Type	M
Duration	S
Drain Value	3
Damage	—

Net hits on the Spellcasting test are added to the target's dice pool for Surprise tests as long as the spell is sustained.

TARGET GETS A HEIGHTENED AWARENESS OF POSSIBLE DANGERS AND THE ABILITY TO REACT TO THEM FASTER.



DETECT LIFE

(DETECTION)
SPELL

STATS

Range	T
Type	M
Duration	S
Drain Value	3
Damage	—

ARE THERE PEOPLE HIDING
IN THAT PILE OF RUBBLE?
OR IN THE FOREST? THIS
SPELL WILL POINT SENTIENT
BEINGS OUT FOR YOU.



FLAMESTRIKE

(COMBAT: DIRECT)

SPELL

STATS

Range	LOS
Type	P
Duration	1
Drain Value	5
Damage	P, Special (Fire)

Roll Sorcery + Magic and add net hits to target's Defense Rating and to Body for Damage Resistance tests.

A CLASSIC. WHEN YOU THINK OF HURTING PEOPLE WITH MAGIC, THE FIRST THING THAT OFTEN COMES TO MIND IS MAKING FIRE EXPLODE IN THEIR FACES.



FIREBALL

(COMBAT: INDIRECT)

SPELL

STATS

Range	LOS (A)
Type	P
Duration	1
Drain Value	6
Damage	P, Special (Fire)

Roll Sorcery + Magic and add net hits to target's Defense Rating and to Body for Damage Resistance tests.

EVERY RUNNER FEARS THAT
TINY SPECK OF FIRE HURTLING
THEIR WAY BECAUSE THEY
KNOW THEY'RE ABOUT TO GET
ENGULFED IN FLAME!

HEAL

(HEALTH)
SPELL

STATS

Range	T
Type	P
Duration	P
Drain Value	3
Damage	—

Roll Sorcery + Magic with a threshold of (5 - Essence). Net hits heal the target at a rate of 1 box of Stun or Physical damage per net hit. Individuals can only benefit from Heal four times per day, once per wound.

SHADOWRUNNING COMES WITH BUMPS, BRUISES, AND BULLET WOUNDS, AND MAGIC IS PERHAPS THE QUICKEST AND MOST EFFECTIVE WAY TO REPAIR IT.

ICE SPEAR

(COMBAT: DIRECT)
SPELL

STATS

Range	LOS
Type	P
Duration	1
Drain Value	5
Damage	P, Special (Cold)

WHEN EVERY CORP SECURITY GOON YOU RUN INTO STARTS WEARING FLAME-RETARDANT UNDERWEAR, IT'S TIME TO THROW A CHANGE-UP AT THEM AND HIT THEM WITH THE OTHER TEMPERATURE EXTREME.

INCREASE ATTRIBUTE

(HEALTH)
SPELL

STATS

Range	T
Type	P
Duration	S
Drain Value	3
Damage	—

Target specific attribute when casting spell. Roll Sorcery + Magic (5 - Essence). Increase selected attribute by 1 point per net hit; for each net hit applied beyond the first, Drain Value of spell increases by 1. The spell cannot affect Special Attributes.

THE TOUCH OF THE
MAGE STRENGTHENS, SPEEDS,
OR ENLIGHTENS THE TARGET,
TEMPORARILY RAISING ONE OF
THEIR ATTRIBUTES.



IMPROVED INVISIBILITY

(ILLUSION)
SPELL

STATS

Range	T
Type	P
Duration	S
Drain Value	4
Damage	—

Invisibility makes the character harder to see; Spellcasting test net hits become the threshold on any tests to see the character. Improved Invisibility works against cameras and other technology as well as against living entities.

THE TARGET FADES
FROM VIEW, BECOMING
TRANSPARENT SO THAT THEY
CAN MOVE UNNOTICED.

LEVITATE

(MANIPULATION)

SPELL

STATS

Range	LOS
Type	P
Duration	S
Drain Value	6
Damage	—

Roll Sorcery + Magic; for each hit, you can levitate 50 kilos worth of material or people. Unwilling targets make a Strength + Body test, with each hit reducing effective hits by 1. Caster must maintain LOS with target; target can be moved by caster (Minor Action) at a rate of (caster's Magic rating) meters per turn.

IT MAY NOT BE EXACTLY
THE SAME AS FLIGHT, BUT
HEY, IT'S DEFYING GRAVITY,
AND IT'S A BLAST.

MANA BARRIER

(MANIPULATION)
SPELL

STATS

Range	LOS (A)
Type	M
Duration	S
Drain Value	5
Damage	—

Invisible wall allows people and non-magical objects through, blocks spirits, spells, and astrally projecting mages. Roll Sorcery + Magic; hits are the Barrier Rating of the wall. Wall is two meters by two meters, but the Increase Area effect adds up to two meters in length and width (but not depth) each time selected.

WANT A SPIRIT-FREE ROOM?
WANT A WAY TO ENFORCE YOUR
BAR'S 'NO FOCI' POLICY? THEN A
MANA BARRIER IS THE WAY TO GO.

CONFUSION

(ILLUSION)
SPELL

STATS

Range	LOS
Type	M
Duration	S
Drain Value	4
Damage	—

Roll Sorcery + Magic vs. Logic + Willpower. The target experiences a dice pool penalty equal to the net hits on the Spellcasting test on all tests besides Damage Resistance tests.

CONFUSION HITS TARGET WITH A SWIRL OF IMAGES AND EMOTIONS THAT LEAVE THEM DISORIENTED AND, WELL, CONFUSED.

STUNBOLT

(COMBAT: DIRECT)
SPELL

STATS

Range	LOS
Type	M
Duration	1
Drain Value	3
Damage	S

SOMETIMES YOU TAKE A LITTLE OFF THE HEATER TO CATCH THE OTHER GUY OFF-BALANCE. THIS SPELL CHANNELS MANA IN A WAY THAT HURTS, BUT ONLY TO STUN.

STUNBALL

(COMBAT: INDIRECT)
SPELL

STATS

Range	LOS (A)
Type	M
Duration	I
Drain Value	4
Damage	S

SOMETIMES YOU NEED TO KNOCK OUT A WHOLE ROOM FULL OF POTENTIAL SPEED BUMPS. THIS SPELL IS EXACTLY HOW YOU DO IT.

ERIKA HOFFMAN

HUMAN FEMALE GOVERNMENT OPERATIVE

Erika Hoffman has been working for the UCAS government since before she could walk; her politician parents groomed her for political success from birth.

ATTRIBUTES

B	A	R	S	W	L	I	C	EDG	ESS
2	3	3	2	4	3	3	6	4	6

INITIATIVE SCORE: 6 + 1D6

DEFENSE RATING: 4

CONDITION MONITOR: 10

SKILLS: Close Combat 5, Firearms 5, Influence 10, Perception 5

GEAR: Armor clothing, commlink, Yamaha Pulsar I taser

Hook: Hoffman has access to resources and needs help. What more do you need?

'IT'S AN INSANE WORLD, SO KEEP IT ON THE OTHER SIDE OF YOUR LIMO.'

RAGERS

DWARF GANGERS

Gang members are fiercely loyal to each other and fight in groups, pulling fallen comrades out of trouble if need be. They also respect strength when used correctly.

ATTRIBUTES

B	A	R	S	W	L	I	C	EDG	ESS
4	2	2	5	3	2	2	2	1	6

INITIATIVE SCORE: 4 + 1D6

DEFENSE RATING: 4

CONDITION MONITOR: 10

SKILLS: Close Combat 5, Perception 4, Firearms 5

GEAR: Gang Leather (+1 DR), Sony Emperor commlink (DR 2), Club, Defiance T-250 shotgun

Hook: Forces of chaos who roam the streets and are ready for a fight at all times.

'RRRAAAAARRRRRGGGGGHHHHHHH!'

BIG BEN

RAGERS LEADER / MALE ORK GANGER

Ben Jones grew up tough. He was Big Ben by the time he was ten. He came to join the Ragers because half his family was already in, and he made his way up the ranks fast.

ATTRIBUTES

B	A	R	S	W	L	I	C	EDG	ESS
7	4	4	6	3	3	3	4	2	6

INITIATIVE SCORE: 7 + 1D6

DEFENSE RATING: 7

CONDITION MONITOR: 13

SKILLS: Close Combat 10, Firearms 8, Influence 8, Perception 7

GEAR: Gang Leather (+1 DR), Erika Elite commlink (DR 4), Bike Chain, Defiance T-250 shotgun

Hook: Big Ben balances chaos with prudence, never taking a fight he'll definitely lose.

*'IF YOU'RE NOT PISSED OFF AT
THE WORLD, THEN YOU'RE NOT
RRAARRGGHH!'*

RUSTED STILETTOS

ORK GANGERS

The twisted Rusted Stilettos have spent too much time near Glow City, site of a nuclear reactor meltdown. The ones who've survived are terrifyingly deformed, and deadly.

ATTRIBUTES

B	A	R	S	W	L	I	C	EDG	ESS
5	2	2	5	2	2	2	2	1	6

INITIATIVE SCORE: 4 + 1D6

DEFENSE RATING: 7

CONDITION MONITOR: 11

SKILLS: Close Combat 5, Firearms 5, Influence 5, Perception 4

GEAR: Gang Leather (+1 DR), Sony Emperor commlink (DR 2), Knife, Browning Ultra Power heavy pistol

Hook: Twisted and mutated, this gang serves a dragon, making them inscrutable to mere mortals.

'BEAUTY ISN'T REAL. WE ARE.'

THE CLAW

RUSTED STILETTOS LEADER/ MALE TROLL GANGER

A twisted troll who gained a name from the mutation of his right hand into something resembling a crab's claw. He uses it as a weapon, but the visual is what's terrifying.

ATTRIBUTES

B	A	R	S	W	L	I	C	EDG	ESS	M
7	3	3	6	2	2	2	2	4	2	6

INITIATIVE SCORE: 5 + 1D6

DEFENSE RATING: 8

CONDITION MONITOR: 14

SKILLS: Close Combat 9, Firearms 6, Influence 8, Perception 5

GEAR: Gang Leather (+1 DR),
Sony Emperor commlink (DR 2)
Claw (DV 4P, AR 8)

Hook: The Claw is a dragon-worshipping fanatic, making him dangerous and unpredictable.

*'YOUR FACE COULD BE FIXED.
MY CLAW IS READY. LET'S OPERATE.'*

ANCIENTS

GO-GANG / ELF GANGERS

Vicious elves who use the speed of their racing bikes to strike with viper-like speed and lethality. They all rock the neon green encircled A on their jackets.

ATTRIBUTES

B	A	R	S	W	L	I	C	EDG	ESS
2	4	3	2	2	2	2	3	—	6

INITIATIVE SCORE: 5 + 1D6

DEFENSE RATING: 3

CONDITION MONITOR: 9

SKILLS: Close Combat 5, Firearms 5, Influence 5, Perception 4, Piloting 7

GEAR: Gang leather (+1 DR),
Sony Emperor commlink (DR 2),
Yamaha Rapier motorcycle (DR 3), Katana, Uzi V

Hook: Fiercely territorial, the Ancients cause trouble for any intruders and trespassers.

*'OUR BLOOD GIVES US PRIDE.
YOURS WILL BRING YOU SHAME.'*

GREEN PHOENIX

ANCIENTS LEADER / MALE ELF GANG LEADER

Focused and powerful, Green Phoenix teaches his people how to look beyond short-term conflicts to get big scores. But he still likes busting heads.

ATTRIBUTES

B	A	R	S	W	L	I	C	EDG	ESS
4	7	6	3	3	2	4	7	3	6

INITIATIVE SCORE: 10 + 1D6

DEFENSE RATING: 5

CONDITION MONITOR: 10

SKILLS: Close Combat 13, Firearms 11, Influence 14, Perception 9, Piloting 14

GEAR: Gang Leather (+1 Defense Rating), commlink (DR 5), Yamaha Rapier motorcycle (DR 5), Katana, Uzi V

Hook: Proud and ambitious, Green Phoenix is always building toward his gang's future.

*'THE SHARPNESS OF ELVEN STEEL
IS UNRIVALED. AS YOU'LL SEE.'*

SPIKES

GO-GANG / TROLL GANGERS

Big-muscled brutes on big loud hogs, the Spikes are all trolls and all heavily muscled with plenty of tattoos. They are like an all-troll version of the Hell's Angels.

ATTRIBUTES

B	A	R	S	W	L	I	C	EDG	ESS
6	2	2	7	1	1	2	2	1	6

INITIATIVE SCORE: 4 + 1D6

DEFENSE RATING: 7

CONDITION MONITOR: 13

SKILLS: Close Combat 5, Firearms 5, Influence 5, Perception 4, Piloting 5

GEAR: Leather (+1 DR), Sony Emperor commlink (DR 2), HD Scorpion bike (DR 3), Bike Chain, Defiance T-250 Shotgun

Hook: Large and angry, Spikes are always looking for new victims, especially elves.

'GO AHEAD, DRAW A WEAPON. MY JACKET NEEDS MORE METAL.'

TORQUE

SPIKES LEADER / MALE TROLL GANG LEADER

As a gang leader, he hates elves and really hates the Ancients, which means he has a special loathing for Green Phoenix.

ATTRIBUTES

B	A	R	S	W	L	I	C	EDG	ESS
5	6	5	8	4	2	4	3	2	1.7

INITIATIVE SCORE: 9 + 1D6

DEFENSE RATING: 7

CONDITION MONITOR: 13

SKILLS: Close Combat 5, Firearms 5, Influence 5, Perception 4, Piloting 5

GEAR: Gang Leather (+1 Defense Rating), commlink (DR 2), Harley-Davidson Scorpion motorcycle (DR 3), Bike chain, Defiance T-250

Hook: He became a leader because he knows how to make deals to get what he wants.

*'LOOK, JUST SHUT UP AND
HELP ME FIND AN ELF TO PUNCH.'*