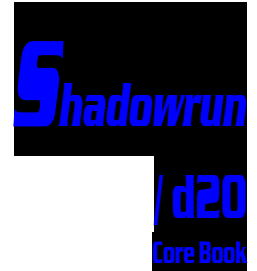




d/20



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SECTION 1.1 – CHARACTER CREATION

Step 1 – Ability Scores: Unless noted otherwise, generate ability scores by rolling 4d6 (drop the lowest) 6 times in order of the abilities (Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma).

Conversion Notes

For the most part, this document converts the material found in *Shadowrun*, but not the expansion books.

However, some material from those books may have found its way into this conversion.

If so, assume it's the work of gremlins.

occupations may be less useful, less available, or available only to off-world characters. Consult the Gamemaster with your selection.

Step 4 – Class: Select your class or classes (depending on starting experience points). Basic, Advanced, and Prestige Classes from *d20 Modern Roleplaying Game*, *d20 Future*, and the *Modern Expansions* are available, although some may have setting-specific alterations. See Section 5 – Advanced/Prestige Classes for the alterations. Section 5 – Advanced/Prestige Classes also contains new setting-specific classes.

- **Advanced Classes as Beginning Classes** – An option available for your character is to start as a member of an Advanced class instead of a member of one of the Basic Hero classes. This will allow you to start at 1st level as a 1st level Soldier or Gunslinger for example. This alternative requires some modifications as follows. Note that you cannot take levels in a Prestige class at 1st level.
 - **Prerequisites:** Advanced classes have several prerequisites required to take the class. You do not have to meet these prerequisites unless they require a specific class-based ability. For example, the Ambassador AdvC (*d20 Future* p. 16) requires the Charismatic Hero Talents of Charm and Favor as prerequisites. You would have to have these abilities before taking levels in Ambassador. Otherwise, you have the following restrictions:
 - **Base Attack Bonus:** If the AdvC has a BAB requirement, you cannot take levels in another class until you meet this requirement.
 - **Skills:** If the AdvC has skill requirements, you must devote as many skill points as possible towards fulfilling these requirements. You cannot take levels in another class until you meet the skill requirements.
 - **Feats:** If the AdvC has feat requirements, you must fill these slots as soon as possible. You cannot take levels in another class until you meet the feat requirements.
 - **Other:** If the AdvC has other requirements (such as allegiance or spellcasting), you must be able to meet these before taking levels in the class.

Step 5 – Select Skills and Feats: According to your species, occupation, and classes.

Step 6 – Determine Secondary Characteristics: Reputation, cash and/or barter goods, Sanity, appearance, etc.

Step 7 – Purchase Equipment: Purchase your armor, weapons, and other goods at this point.

Step 8 – Spells, Psionics, Other Powers: If applicable, determine your spells, psionic powers, and other similar features.

Section 1.1.1 – Species

Dwarf

A Dwarf has the following species traits.

Type: Humanoid [Dwarf].

Ability Score Modifiers: +4 Strength, -2 Dexterity, +2 Constitution. Dwarves are very strong for their size, hardier than humans are, but they are less agile than most species.

Size: Medium.

Speed: A Dwarf's base land speed is 20 ft. Dwarves can move at this speed when wearing medium or heavy armor, or when carrying a medium or

heavy load, unlike most other species.

Darkvision (Ex): Darkvision is the extraordinary ability to see with no light source at all, out to a range of 60 ft. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise – invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Saving throw bonuses (Ex): Dwarves have a +2 racial bonus on saving throws against diseases, poisons, and toxins.

Stability (Ex): Dwarves have a +4 bonus on checks to resist being knocked off their feet or moved, such as with bull rush or overrun, as long as they are standing on a surface (ground, floor, etc).

Free Language Skills: Speak native language (typically American) at [Intelligence score] ranks. Read/Write native language at [½ Intelligence score ranks].

Level Adjustment: +1 (ECL 2).

Elf

An Elf has the following species traits.

Type: Humanoid [Elf].

Ability Score Modifiers: +2 Dexterity. Elves are more agile than humans.

Size: Medium.

Speed: An Elf's base land speed is 30 ft.

Low-light vision (Ex): Elves have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Elves can see outdoors on a moonlit night as well as they can during the day.

Free Language Skills: Speak native language (typically American) at [Intelligence score] ranks. Read/Write native language at [½ Intelligence score ranks].

Level Adjustment: +1 (ECL 2).

Human

A Human has the following species traits.

Type: Humanoid [Human].

Ability Score Modifiers: None. Humans are the baseline against which other species are measured.

Size: Medium.

Speed: A Human's base land speed is 30 ft.

Bonus feat (Ex): At 1st level, human receive a bonus feat. This may be any feat available, but the character must meet all the requirements before selecting this feat. This bonus feat is already calculated into the core stats for the Basic Hero classes.

Bonus skill points (Ex): Humans receive one bonus skill point at each level of experience (x4 at character level 1). This is already figured into the classes.

Free Language Skills: Speak native language (typically American) at [Intelligence score] ranks. Read/Write native language at [½ Intelligence score ranks].

Level Adjustment: +0

Orc

An Orc has the following species traits.

Type: Humanoid [Orc].

Ability Score Modifiers: +4 Strength, +6 Constitution, -2 Intelligence. Orcs are stronger and physically tougher than humans are, but they have difficulties processing and retaining information.

Size: Medium.

Speed: An Orc's base land speed is 30 ft.

Natural armor bonus: +1.

Low-light vision (Ex): Orcs have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Orcs can see outdoors on a moonlit night as well as they can during the day.

Social Penalties (Ex): Due to appearance, reputation, and some minor genetic (and often social) deficiencies, Orcs suffer a -2 penalty to Charisma checks and Charisma-based skill checks when dealing with species other than Orcs, Trolls, and similar species.

Free Language Skills: Speak native language (typically American) at [Intelligence score] ranks. Read/Write native language at [½ Intelligence score ranks].

SECTION 1 – CHARACTERS

Level Adjustment: +1 (ECL 2).

Troll

A Troll has the following species traits.

Type: Giant.

Ability Score Modifiers: +8 Strength, +10 Constitution, -4 Intelligence.

Trolls are tremendously strong and tough, but suffer great difficulties in processing and retaining information.

Size: Large. -1 size penalty to Defense, -1 size penalty on attack rolls, -4 size penalty on Hide checks, +4 size bonus on grapple checks, lifting and carrying limits double those of Medium characters. Massive damage threshold is +10. Space and reach are 10 ft./10 ft.

Speed: A Troll's base land speed is 30 ft.

Racial Hit Dice: A Troll has 3 levels of Giant, which provide 3d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fortitude +3, Reflex +1, and Will +1.

Racial Skills: A Troll's Giant levels give it skill points equal to 6 x (2 + Int modifier). Its class skills are Listen (Wis), Spot (Wis).

Racial Feats: A Troll's Giant levels give it 2 feats.

Attacks: A troll deals 1d4 + Str modifier non-lethal damage with an unarmed attack.

Natural armor bonus: +2.

Darkvision (Ex): Darkvision is the extraordinary ability to see with no light source at all, out to a range of 60 ft. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise – invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Social Penalties (Ex): Due to appearance, reputation, and some minor genetic (and often social) deficiencies, Trolls suffer a -4 penalty to Charisma checks and Charisma-based skill checks when dealing with species other than Trolls, Orcs, and similar species.

Subdermal deposits (Ex): Trolls have an unusual number of thick subdermal deposits. This provides the troll with a damage reduction of 3/-. This stacks with like forms of damage reduction.

Free Language Skills: Speak native language (typically American) at [Intelligence score] ranks. Read/Write native language at [½ Intelligence score ranks].

Level Adjustment: +3 (ECL 6).

Vital Statistics

VITAL STATISTICS				
Race	Height	+	Weight	x
Dwarf, female	40 in.	2d6	120 lb.	2d4 lb.
Dwarf, male	42 in.	2d6	150 lb.	2d4 lb.
Elf, female	67 in.	2d6	85 lb.	2d4 lb.
Elf, male	69 in.	2d6	120 lb.	2d4 lb.
Human, female	56 in.	2d10	85 lb.	2d4 lb.
Human, male	60 in.	2d10	120 lb.	2d4 lb.
Orc, female	68 in.	2d10	210 lb.	2d6 lb.
Orc, male	69 in.	2d10	230 lb.	2d6 lb.
Troll, female	98 in.	2d10	400 lb.	2d10 lb.
Troll, male	100 in.	2d10	450 lb.	2d10 lb.

SPECIES AGES							
Race	Child	Young Adult	Adult	Middle	Old	Venerable	+
Dwarf	1–11	12–15	16–54	55–79	80–109	110+	4d6
Elf*	1–12	13–16	17–199	200–499	500–899	900+	3d%
Human	1–11	12–15	16–39	40–59	60–79	80+	3d6
Orc	1–10	11–14	15–24	25–39	40–50	51+	2d4
Troll	1–8	9–15	16–39	40–59	60–79	80+	2d6

* This is speculative. No one has scientifically verified an Elf's typical lifespan, and such a thing will not be possible for 900+ years.

SECTION 2 – SKILLS AND FEATS



SECTION 2.1 – SKILLS

Computer Use

The Computer Use skill has many of the normal functions, including the expanded uses, but when used for decking, the skill functions differently. This will be expanded on in a future document dealing with the Matrix.

Craft (chemical)

You may use Craft (chemical) to create the following toxins:

Fugu 5

- **Type:** Ingested, Injury
- **Save DC:** 15
- **Initial Damage:** 1d6 Dexterity
- **Secondary Damage:** 1d6 Dexterity
- **Purchase DC:** 9
- **Restriction:** Illegal (+4)
- **Craft DC:** 21
- **Time:** 4 hours

Fugu 6

- **Type:** Ingested, Injury
- **Save DC:** 18
- **Initial Damage:** 2d6 Dexterity
- **Secondary Damage:** 1d6 Dexterity
- **Purchase DC:** 12
- **Restriction:** Illegal (+4)
- **Craft DC:** 27
- **Time:** 8 hours

Fugu 8

- **Type:** Ingested, Injury
- **Save DC:** 21
- **Initial Damage:** 3d6 Dexterity
- **Secondary Damage:** 2d6 Dexterity
- **Purchase DC:** 15
- **Restriction:** Military (+3)
- **Craft DC:** 33
- **Time:** 16 hours

Gamma-Scopolamine

- **Type:** Injury
- **Save DC:** 20
- **Initial Damage:** Paralysis 2d6 minutes
- **Secondary Damage:** Unconscious 1d3 hours, 2d6 Wisdom
- **Purchase DC:** 18
- **Restriction:** Military (+3)
- **Craft DC:** 35
- **Time:** 24 hours

Narcojet

- **Type:** Injury
- **Save DC:** 20
- **Initial Damage:** Paralysis 2d6 minutes
- **Secondary Damage:** Unconscious 1d3 hours
- **Purchase DC:** 15
- **Restriction:** Restricted (+2)
- **Craft DC:** 31
- **Time:** 16 hours

Neuro-Stun VIII

- **Type:** Contact, Inhaled
- **Save DC:** 15
- **Initial Damage:** 3d6 hit points (non-lethal)
- **Secondary Damage:** Nausea 10d6 minutes
- **Purchase DC:** 18
- **Restriction:** Restricted (+2)
- **Craft DC:** 37
- **Time:** 24 hours

SECTION 2.2 – FEATS

Section 2.2.1 – Altered Feats**Additional Spell**

(*Modern Expansion Volume 1*)

This allows you to select a spell of any level up to one-half your magic rating without going through the mechanics of learning the spell.

Astral Tracking

(*Modern Expansion Volume 2*)

You are able to track auras and magical residue on the Astral Plane.

Prerequisites: Wisdom 11, Assensing, Astral Sight, magic rating 1.

Benefit: Whenever someone casts a spell, uses an adept ability, or magical item, it leaves a trace signature on the astral plane. You have learned to track this signature to its source. Tracking a signature requires the use of astral sight, or astral projection, and a Search skill check. The DC for this skill check is 30 – (caster level + effect level) of the effect. Spells, abilities, and items that generate short-term effects (such as wands, staves, etc) leave a signature that lasts for (1d6 + spell level) x 10 minutes. Always-on items (*ring of protection*, ability score boosting items, etc) are constantly generating a signature. Tracking a signature takes 1d6 x 10 minutes. If the time required to track the signature is longer than the duration of the signature, then despite the skill roll, the tracking fails. For example, Joe has been called in to track a magical assassin. The assassin used *fireball* (3rd level spell) and is 10th level. Joe arrives on the scene 15 minutes after the event. Since this was a short-term effect, the signature lasts for (1d6 +3) x 10) minutes, or 60 minutes in this case. Joe has 45 minutes to track the signature, and he must roll a Search check against a DC of (30 – 13) 17. Joe rolls a 19, which is successful, and rolls a 3 (x10 minutes), so it takes him 30 minutes to track the signature, leaving 15 minutes to spare.

Blood of Dragons

(*Modern Expansion Volume 1*)

You are not limited to arcane spells in your selection.

Born Spellcaster

(*Modern Expansion Volume 1*)

Benefit: For the purposes of determining spell save DCs, treat your primary ability score as if it is 2 points greater. For the purposes of determining your maximum learnable spell level, treat your primary ability score as if it is 1 point greater.

Craft Magic Item

Scribing a scroll: When using Craft Magic Item to scribe a scroll, a hermetic library provides a bonus to the Craft (writing) check that is equal to the rating of the library – the spell level.

Rapid Reload

You are able to reload crossbows more quickly than normal.

Prerequisites: Proficient with weapon.

Benefit: When using a crossbow with which you are proficient, you reduce the time required to reload the weapon by one full-round.

Special: You may select this feat multiple times; each time, you reduce the reload time by an additional full-round.

Rapid Shot

You are able to reload bows and slings more quickly than normal.

Prerequisites: Proficient with weapon.

Benefit: When using a blowgun, bow, or sling, with which you are proficient, you reduce the time required to reload the weapon by one full-round.

Special: You may select this feat multiple times; each time, you reduce the reload time by an additional full-round.

Secret Identity

(*Modern Expansion Volume 2*)

This feat remains unchanged; it is a common feat among Shadowrunners.

Spell Mastery

(*Modern Expansion Volume 1*)

This feat is obviously useless to most casters.

Section 2.2.2 – New Feats

Ability Pool [Damaged]

You develop a "pool" of false ability scores, from which your spells draw power.

Prerequisites: Hardened Spellcaster.

Benefit: You have a number of false ability score points equal to your magic rating. When you cast a spell, the ability damage comes from these false points first, then from your actual ability scores. These false points recover at your normal rate.

Assensing

You are able to use astral sight to gain information about beings and objects.

Prerequisites: Wisdom 11, Astral Sight, magic rating 1.

Benefit: When you are using astral sight, you can attempt to glean information about a creature, object, or other effect as long as it possesses an astral aura. To gain information about the subject, you must study its aura and roll a Concentration skill check. The DC and the amount of time required to gain the information is based on the type of information.

ASSESSING		
DC	Time	Information
15	One round	General state of health; presence of cyberware; general emotional state; spell school of an effect; if you have seen the aura before, you automatically recognize it.
20	Two rounds	Idea of what type of illnesses or injuries; exact emotional state; general location of cyberware; whether the subject is a more or less powerful spellcaster than you.
25	Three rounds	Exact illnesses and injuries; cause of emotional state; type of cyberware; exact spellcaster level.

Astral Projection

You are able to separate your astral form from your physical body and travel.

Prerequisites: Wisdom 11, Astral Sight, magic rating 1.

Benefit: You are able to separate your astral form from your physical body and travel through astral space. Leaving your body is a full-round action that provokes attacks of opportunity and requires a DC 15 Concentration skill check. If successful, your astral form exits your body.

- Astral Form:** Your astral form is a projection of your mind and spirit; your physical body has no bearing on your astral form. In astral space, your Intelligence provides your astral Dexterity, your Wisdom provides your astral Constitution, and your Charisma provides your astral Strength. For example, if Joe has Intelligence 15, Wisdom 13, and Charisma 17, then on the astral plane, his ability scores are Strength 17, Dexterity 15, Constitution 13, Intelligence 15, Wisdom 13, Charisma 17. All ability score bonuses and hit point modifiers are recalculated for your astral form. On the astral plane, you can see and hear normally, but you have no sense of smell or taste. You can only touch astral objects and beings. Due to the nature of the astral plane, you cannot read mundane texts, but you can glean the emotional state behind such texts. In astral form, you are incorporeal to material persons and objects. As a move action that provokes attacks of opportunity, you may manifest; that is, become visible and audible to material plane beings. You do not, however, register on machines, as you are more a psychic manifestation than anything. De-manifesting is a free action. While astral, you may pass through material objects; living creatures have a chance to detect an astral form passing through them. This requires a DC 30 Spot check. If the character is a spellcaster, adept, or similar magic user, he receives a +4 bonus. If the target is capable of astral sight, he receives a +4 bonus. In astral form, your movement is essentially perfect flight. Your top speed is equal to your Wisdom + magic rating x 1 mile per round. For example, Joe, with his Wisdom of 13, is an 8th level Mage. His movement is (13 + 8) 21 miles per round, or 12,600 mph. If you attempt to fly higher than 50 miles, you must roll a Sanity check (1d% + 100/2d% + 200). If you are reduced to 0 hit points on the astral plane, you are automatically snapped back to your body. If you are reduced to -50 or more, you are killed, and cannot be raised, resurrected, or reincarnated.
- Physical Body:** When you are astrally projecting, your physical body is helpless. For every hour of astral projection, your body suffers 1d2 points of temporary Constitution damage. At zero Constitution, your body dies as normal. Once you return to your body, lost Constitution returns at a rate of one point per minute. While astral, if your body is moved, you have to track it down. This requires a DC 20 Wisdom check and takes 1d6 hours.

Astral Sight

You have developed the ability to see into the plane of existence known as the Astral Plane.

Prerequisites: Wisdom 11+, magic rating 1.

Benefit: You have the ability to see into the Astral Plane. Expanding your vision to the Astral Plane is a move action that does not provoke attacks of opportunity. When using astral sight, you can still see the normal plane; the astral

plane appears superimposed over the mundane world. Using astral sight allows you to see anything present in the astral plane that is within your line of sight. Living creatures and magicked items and beings have glowing auras when viewed astrally. In addition, when you are using astral sight, you can physically interact with things present only in the astral plane, and these things can physically interact with you. When using astral sight, you suffer a -4 penalty to mundane tasks (driving a car, shooting a gun, etc).

Augmented Recovery [Damaged]

You recover ability score damage caused by spellcasting more quickly than normal.

Prerequisites: Constitution 15, Improved Increased Recovery.

Benefit: You recover ability score damage caused by spellcasting (only – this does not affect ability damage caused by other sources) at a rate of 1 + Constitution bonus points per hour.

Normal: Temporary ability damage returns at a rate of one point per day.

Delay Ability Damage [Damaged]

You are able to delay the ability score damage caused by casting spells.

Prerequisites: Wisdom 13.

Benefit: When you cast a spell, you do not suffer the ability score damage for a number of rounds equal to your magic rating.

Full Sacrifice [Damaged]

You are able to sacrifice an unintelligent or unaware creature and receive full access to the victim's ability scores.

Prerequisites: Knowledge (arcane lore) 8 ranks

Benefit: When you sacrifice an unintelligent or unaware creature, you receive full access to the victim's ability scores.

Normal: When you sacrifice an unintelligent or unaware creature, you can access only one-half of its ability scores.

Hardened Spellcaster [Damaged]

You suffer reduced ability score damage when casting spells.

Prerequisites: Resist Ability Damage.

Benefit: You have a "Hardness" of 1 versus ability score damage inflicted by spellcasting (only – this does not affect ability damage caused by other sources). For example, if you were to cast *arcane eye*, and suffer 4 points of ability damage, this feat would reduce the damage to 3 points. This can reduce ability damage to zero. This does not affect permanent ability drain however.

Special: You may select this feat multiple times; each time, your hardness increase by 1 point.

Hermetic Tradition

You have been trained in the hermetic tradition of magic.

Prerequisites: Intelligence 11, Knowledge (arcane lore) 5 ranks.

Benefit: You receive a +2 bonus to Knowledge (arcane lore) and Spellcraft skill checks.

Special: This feat is a requirement for the Mage Advanced Class.

Improved Ability Pool [Damaged]

You increase your pool of false ability points.

Prerequisites: Ability Pool.

Benefit: You have a number of false ability score points equal to your magic rating times 2. When you cast a spell, the ability damage comes from these false points first, then from your actual ability scores. These false points recover at your normal rate.

Improved Increased Recovery [Damaged]

You recover ability score damage caused by spellcasting more quickly than normal.

Prerequisites: Constitution 15, Increased Recovery.

Benefit: You recover ability score damage caused by spellcasting (only – this does not affect ability damage caused by other sources) at a rate of one point per hour.

Normal: Temporary ability damage returns at a rate of one point per day.

Increased Recovery [Damaged]

You recover ability score damage caused by spellcasting more quickly than normal.

Prerequisites: Constitution 15.

Benefit: You recover ability score damage caused by spellcasting (only – this does not affect ability damage caused by other sources) at a rate of 1 + Constitution bonus points per day.

Normal: Temporary ability damage returns at a rate of one point per day.

Mobile Sacrifice [Damaged]

You are able to sacrifice creatures outside of your prepared area.

Prerequisites: Quick Sacrifice.

SECTION 2 – SKILLS AND FEATS

Benefit: You may use a coup de grace to sacrifice a creature even if you are outside of your prepared location. To do this, you must be using a specially prepared weapon. Preparing this weapon takes twice as long, and costs more (adds +3 to the Wealth check DC) than preparing a location.

Quick Sacrifice [Damaged]

You are able to sacrifice a creature's life more quickly than normal.

Benefit: You may sacrifice a creature with a normal coup de grace instead of the special two full-round coup de grace.

Reduced Spell Level [Damaged]

When you cast a spell, you suffer ability score damage as if the spell is from a lower level.

Prerequisites: Wisdom 15, Spellcraft 5 ranks.

Benefit: When you take this feat, you determine all ability score damage from spellcasting as if the spell were one level lower. For example, when casting a 3rd level spell, you would suffer the ability score damage caused by a 2nd level spell.

Special: You may select this feat multiple times; each addition selection reduces the effective spell level by one. The maximum number of times you may select this feat is equal to your Wisdom bonus.

Remote Pilot

You are skilled at piloting vehicles and drones via remote control.

Prerequisites (Aircraft): Dexterity 13, Aircraft Operation, Pilot 6 ranks.

Prerequisites (Ground Vehicles): Dexterity 13, Surface Vehicle Operation, Drive 6 ranks.

Benefit: When operating an appropriate vehicle through remote control, you may substitute your Drive or Pilot skill for the Computer Use skill checks.

Normal: Normally, operating a vehicle via remote control requires Computer Use checks with a -4 penalty.

Resist Ability Damage [Damaged]

You are able to reduce the ability score damage inflicted by spell casting.

Prerequisites: Wisdom 17, Shunt Ability Damage.

Benefit: When you make a saving throw to reduce spellcasting ability score damage, you can choose instead to roll versus a DC of 20 + spell level for no damage.

Shamanic Tradition

You have been trained in the shamanic tradition of magic.

Prerequisites: Wisdom 11.

Benefit: You receive a +2 bonus to Knowledge (arcana) and Spellcraft skill checks.

Special: This feat is a requirement for the Shaman Advanced Class.

Shunt Ability Damage [Damaged]

You are able to delay the ability score damage caused by casting spells.

Prerequisites: Wisdom 15, Delay Ability Damage.

Benefit: When you cast a spell, you do not suffer the ability score damage for a number of minutes equal to your magic rating.

SECTION 3 – EQUIPMENT



The equipment in this section is, for the most part, presented in the order in which it appears in *Shadowrun*, and not in the order found in *d20 Modern Roleplaying Game*.

SECTION 3.1 – WEAPONS

Section 3.1.1 Personal Weaponry

Str: This is the minimum Strength score required to wield the weapon without penalty. For each point of Strength below this minimum, the character suffers a -1 penalty on attack rolls, in addition to any penalties imposed by a Strength penalty. The Strength required is listed for Medium/Large.

PERSONAL WEAPONRY											
Weapon	Damage	Critical	Damage Type	Range Increment	Size	Str	Weight	Purchase DC	Illegal DC	Restriction	
Simple Weapons (requires the Simple Weapons Proficiency feat)											
Light Melee Weapons											
Hand razors	1d3 ²	20	Slashing	-	T	1/1	0.1 lb.	23/25	23/25	Illegal	
Knife	1d4	19-20	Piercing	10 ft.	T	2/1	1 lb.	5	5	-	
Sap	1d6 ²	20	Bludgeoning	-	S	5/3	3 lb.	3	3	Restricted	
Spurs	1d6 ²	20	Slashing	-	T	1/1	0.5 lb.	25/26	25/26	Illegal	
Stun baton ³	1d6 ²	20	Bludgeoning	10 ft.	S	3/2	2 lb.	17	17	Military	
One-Handed Melee Weapons											
Club	1d6	20	Bludgeoning	10 ft.	M	5/3	3 lb.	3	3	-	
Archaic Melee Weapons (requires the Archaic Melee Weapons Proficiency feat)											
One-Handed Melee Weapons											
Sword	1d8	19-20	Slashing	-	M	6/3	4 lb.	15	15	Illegal	
Two-Handed Melee Weapons											
Pole arm	1d12	19-20	Slashing	-	L	13/8	10 lb.	15	18	Illegal	
Staff ³	1d8	20	Bludgeoning	-	L	9/5	6 lb.	7	7	Illegal	
Exotic Melee Weapons (each requires a specific Exotic Melee Weapon Proficiency feat)											
Light Melee Weapons											
Monofilament whip ³	3d6	19-20	Slashing	Special	L	1/1	0.5 lb.	22	25	Illegal	
Two-Handed Melee Weapons											
Katana ³	2d6	19-20	Slashing	-	L	8/4	5 lb.	18	20	Illegal	

¹ This mastercraft weapon grants a +1 bonus on attack rolls.

² This weapon does special damage. See the weapon description.

³ See the description of this weapon for special rules.

Hand razors: Hand razors allow you to deal lethal slashing damage with your unarmed attacks. The Purchase DC is for non-retractable/retractable versions.

Katana: A proficient wielder is able to use a katana one-handed.

Monofilament whip: This weapon is treated as a whip except it cannot be used to make trip attacks (The whip is treated as a melee weapon with 15-foot reach, though you don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach, including adjacent foes. Using a whip provokes an attack of opportunity, just as if you had used a ranged weapon. You can make trip attacks with a whip. If you are tripped during your own trip attempt, you can drop the whip to avoid being tripped. When using a whip, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to keep from being disarmed if the attack fails). You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a whip sized for you, even though it isn't a light weapon for you.) Unlike a standard whip, the monofilament whip deals lethal damage. Against armor with a Conversion rating of 3 or better, the whip deals half damage before the rating is applied; they are not good at cutting through hard structures. Against natural armor bonuses, increase the natural armor bonus by 50%.

If the natural attack roll when using a monofilament whip is a one (1), roll 1d%; if the result is 1-25, you suffer a critical failure. Roll 1d20 + attack bonus used in the attack; if this is sufficient to strike your Defense, then you have hit yourself with your whip and suffer normal damage.

Sap: A sap deals non-lethal damage. You may attempt to deal lethal damage with a sap, but you suffer a -4 penalty to the attack roll.

Spurs: The listed damage is for a Medium character. Spurs for different

sized characters deal different damage. The Purchase DC is for non-retractable/retractable versions.

Staff: This can be used as a two-handed weapon (adding 1½ Strength bonus) or as a double weapon (normal two-weapon fighting rules).

Stun baton: When this is turned on, a successful hit deals normal damage, plus 1d3 points of electricity damage and the target must roll a DC 15 Fortitude save or be paralyzed for 1d6 rounds. Armor adds one-half of its damage conversion (rounded down) as a bonus to this saving throw. When the baton is turned off, it deals damage as a club. The stun baton is usable 8 times before it requires a 1 hour recharge.

Section 3.1.2. – Impact Projectile Weapons

Str: This is the minimum Strength score required to handle the weapon without penalty, expressed for Medium/Large characters. Characters who do not have the required score suffer a -2 penalty to attack rolls with the weapon (assuming the character can lift the weapon) per point below the minimum required score. This applies only if the weapon is not properly braced or mounted (such as on a vehicle, or bipod/tripod). Of course, Strength isn't the only factor; a Small character will have difficulties manhandling an Assault Cannon regardless of Strength, unless he's made of 2 ½ tons of chrome, in which case, he'll probably be an opponent for the player characters.

IMPACT PROJECTILE WEAPONS												
Weapon	Damage	Critical	Type	Range Inc	RoF	Mag	Size	Str	Wt. (lb.)	Purchase DC	Illegal DC	Restriction
Weapons Proficiency Feat needed given in parenthesis												
Compound Bow (Archaic Ranged Weapons Prof.) ³	1d10	20	Piercing	120 ft.	Bow	-	L	-	3 lb	14	14	Restricted
Crossbow, light (Simple Weapons Prof.)	1d8	19-20	Piercing	80 ft.	Xbow	1 int	M	5/3	7 lb	14	14	Restricted
Crossbow, medium (Simple Weapons Prof.)	1d10	19-20	Piercing	100 ft.	Xbow	1 int	M	6/3	9 lb.	15	15	Restricted
Crossbow, heavy (Simple Weapons Prof.)	1d12	19-20	Piercing	120 ft.	Xbow	1 int	L	8/4	12 lb.	15	15	Restricted
Shuriken (Archaic Ranged Weapons Prof.)	1	20	Piercing	15 ft.	TW	-	T	1/1	0.5 lb.	5	8	Illegal

SECTION 3 – EQUIPMENT

IMPACT PROJECTILE WEAPONS

Weapon	Damage	Critical	Type	Range Inc	RoF	Mag	Size	Str	Wt. (lb.)	Purchase DC	Illegal DC	Restriction
Throwing knife (Archaic Ranged Weapons Prof.) ¹	1d4	20	Piercing	10 ft.	TW	-	T	1/1	1 lb.	4	4	Illegal

¹ This mastercraft weapon grants a +1 bonus on attack rolls.

² This weapon does special damage. See the weapon description.

³ See the description of this weapon for special rules.

Bow: This compound bow is rated for +0 Strength, allowing average Strength (10-11) characters to use it without penalty. The pulley system allows you to add your Strength bonus to damage rolls with the bow.

Crossbows: These are modern crossbows with advanced loading systems, allowing for more rapid reloads.

Shuriken: Drawing a shuriken is a free action, assuming it is in a viable location.

Throwing knife: Drawing a throwing knife is a free action, assuming it is in a viable location.

Section 3.1.3 – Firearms

Str: This is the minimum Strength score required to handle the weapon without penalty, expressed for Medium/Large characters. Characters who do not have the required score suffer a -2 penalty to attack rolls with the weapon (assuming the character can lift the weapon) per point below the minimum required score. This applies only if the weapon is not properly braced or mounted (such as on a vehicle, or bipod/tripod). Of course, Strength isn't the only factor; a Small character will have difficulties manhandling an Assault Cannon regardless of Strength, unless he's made of 2 ½ tons of chrome, in which case, he'll probably be an opponent for the player characters.

FIREARMS

Weapon	Damage	Critical	Type	Range Inc	RoF	Mag	Size	Str	Wt. (lb.)	Purchase DC	Illegal DC	Restriction
Handguns (requires the Personal Firearms Proficiency feat)												
Ares Predator (.45 autoloader)	2d8	20	Ballistic	30 ft.	S	15+1 box	M	3/2	4.5	15	13	Licensed
Ares Viper (10mm autoloader) ³	2d6 ²	20	Ballistic	20 ft.	S, 3b	30+1 box	S	3/2	4	16	16	Licensed
Beretta Model 101T (9mm autoloader)	1d10	20	Ballistic	30 ft.	S	12+1 box	S	1	2	14	14	Licensed
Browning Max Power (10mm autoloader)	2d6	20	Ballistic	30 ft.	S	10+1 box	S	3/2	4	15	15	Licensed
Colt American L36 (9mm autoloader)	1d10	20	Ballistic	25 ft.	S	11+1 box	S	1	2	14	14	Licensed
Fichetti Security 500 (9mm autoloader)	1d10	20	Ballistic	30 ft.	S	12+1 box	S	1	2	15	14	Licensed
Fichetti Security 500a (9mm autoloader) ¹	1d10	20	Ballistic	30 ft.	S	25+1 box	S	1	2.5	15	14	Licensed
Remington Roomsweeper (20-g shotgun) ³	Varies ²	20	Ballistic	10 ft.	Single	8+1 int	M	3/2	5	15	15	Licensed
Ruger Super Warhawk (.44 magnum rev)	1d10+1d4	20	Ballistic	30 ft.	S	6 cyl	M	4/2	6	14	14	Licensed
Streetline Special (.32 autoloader) ³	1d8	20	Ballistic	30 ft.	S	6+1 box	T	1	1	10	9	Licensed
Walther Palm Pistol (9mm breech-loader) ³	1d10	20	Ballistic	20 ft.	Special	2 int	T	1	0.5	12	11	Licensed

Longarms (requires the Personal Firearms Proficiency feat)

AK-97 (5.56mm assault rifle) ³	2d8	20/x3	Ballistic	70 ft.	S, A	38+1 box	L	6/3	9	16	19	Military
AK-97 SMG (5.56mm SMG)	2d8	20/x3	Ballistic	40 ft.	S, A	30+1 box	M	5/3	8	17	17	Military
AK-98 (7.62mm assault rifle)	2d10	20/x3	Ballistic	70 ft.	S, A	38+1 box	L	8/4	12	21	26	Military
Defiance T-250 (12-gauge shotgun)	Varies ²	20	Ballistic	30 ft.	S	5+1 int	L	4/2	6	15	15	Licensed
Enfield AS-7 (12-gauge shotgun)	Varies ²	20	Ballistic	30 ft.	S, 3b	10+1 box	L	5/3	8	18	18	Licensed
FN HAR (7.62mm assault rifle)	2d10	20/x3	Ballistic	90 ft.	S, A	35+1 box	L	6/3	9	19	21	Military
HK HK227 (9mm submachine gun)	1d10	20	Ballistic	50 ft.	S, A	28+1 box	L	5/3	8	19	18	Restricted
HK HK227S (9mm submachine gun) ³	1d10	20	Ballistic	40 ft.	S, 3b	28+1 box	L	6/3	9	18	21	Military
Ingram Valiant (5.56mm LMG) ³	2d8	20/x3	Ballistic	100 ft.	A	Linked	H	11/6	18	19	22	Military
Ranger Arms SM-3 (7.62mm sniper rifle) ¹³	2d10	20/x3	Ballistic	100 ft.	S	6+1 int	L	5/3	8	23	28	Restricted
Remington 750 (7.62mm hunting rifle)	2d10	20/x3	Ballistic	80 ft.	Single	5+1 int	L	4/2	6	16	16	Licensed
Remington 950 (7.62mm hunting rifle) ¹	2d10	20/x3	Ballistic	90 ft.	Single	5+1 int	L	5/3	8	17	17	Licensed
Uzi III (9mm submachine gun)	1d10	20	Ballistic	40 ft.	3b	24+1 box	L	4/2	6	16	15	Restricted

¹ This mastercraft weapon grants a +1 bonus on attack rolls.

² This weapon does special damage. See the weapon description.

³ See the description of this weapon for special rules.

Some weapons are noted as having Rating x gas vent or other recoil systems. Stock-based recoil is ignored; for gas-vent recoil, see Section 3.1.4 – Firearm Accessories.

Ares Viper: The Viper is a 10mm autoloader pistol, but it is incapable of firing standard 10mm rounds. The Viper can fire only special 10mm flechette rounds. The effects of the flechette rounds are *not* calculated into the figures on the table.

Defiance T-250: The T-250 is chambered for 3-inch shells and has a Standard Choke.

Enfield AS-7: The AS-7 is chambered for 3.5-inch shells and has a Standard Choke.

HK HK227S: The 227S mounts an integral silencer/suppressor. This weapon follows the rules for cold-loaded ammo, but does not use actual cold loads.

Ingram Valiant: This includes a recoil hip pad that is equal to a shock pad.

Ranger Arms SM-3: This weapon mounts an integral electro-optical telescopic zoom scope. Assembling or disassembling the weapon takes 1d4+1 rounds.

Remington Roomsweeper: The Roomsweeper is a 20-gauge shotgun with a pistol grip. It is about the size of a large pistol. It is chambered for 3-inch

shells, and has an Open Choke.

Streetline Special: When unloaded, this cannot be detected by MADs.

Walther Palm Pistol: This is a breech-loaded, double (over-and-under) barreled weapon. The barrels can be fired one at a time or simultaneously.

Section 3.1.4 – Firearm Accessories

FIREARM ACCESSORIES					
Object	Size	Wt.	Purchase DC	Illegal DC	Restriction
Concealable holster	-	0.5 lb.	10	9	-
Grenade launcher	S	3 lb.	20	24	Military
Laser sights	T	0.5 lb.	15	15	-
Imaging scopes					
Low-light	S	0.75 lb.	19	18	-
Magnification 1	T	0.5 lb.	15	15	-
Magnification 2	T	0.5 lb.	17	17	-
Magnification 3	T	0.5 lb.	18	18	-
Thermographic	S	0.75 lb.	19	18	-

SECTION 3 – EQUIPMENT

FIREARM ACCESSORIES					
Object	Size	Wt.	Purchase DC	Illegal DC	Restriction
Recoil Compensators					
Gas-Vent 2	D	1 lb.	15	15	-
Gas-Vent 3	D	1.5 lbs.	17	17	-
Shock pads	T	0.5 lb.	12	11	-
Gyro mount	L	13 lb.	21	21	-
Gyro mount, deluxe	L	17.5 lb.	24	24	-
Silencer	T	0.5 lb.	15	18	Military
Smart goggles	S	0.5 lb.	22	22	Restricted
Smartgun adapter	F	1 lb.	+2	+2	Restricted
Smartgun variant	-	-	+3	+3	Restricted

Concealable holster: A concealable holster increases the DC to find a weapon by visual or tactile search by +2.

Grenade launcher: This stand-alone weapon may also be mounted to most modern assault rifles. For complete statistics, see Heavy Weapons below.

Laser sights: This provides a +1 bonus on attack rolls with a ranged weapon against targets within 30 ft. as long as lighting conditions allow for it. Laser sights are not compatible with smartgun links or smart goggles.

Imaging scopes: There are a variety of imaging scopes available for weapons.

- **Low-light:** This scope allows you to see through it as if you possess the extraordinary ability of low-light vision.
- **Magnification 1-3:**
 - When using a telescopic scope, you cannot use automatic fire, or the Burst Fire, Double Tap, or Strafe feats.
 - You gain the benefits of the Dead Aim and Far Shot feats when using a telescopic scope, even if you do not have those feats or qualify for them.
 - When using a telescopic scope, you take a -10 penalty on Spot checks made to detect opponents within 30 ft.
 - Making an attack when using a telescopic scope requires a full-round action.
 - A telescopic scope provides no benefit at ranges less than 50 feet.
 - Depending on their quality, telescopic scopes provide varying equipment bonuses on attack rolls. A Magnification 1 provides a +2 bonus, a Magnification 2 provides a +4 bonus, and a Magnification 3 provides a +6 bonus.
- **Thermographic:** This scope allows you to see through it as if you possess the extraordinary ability of darkvision with a range of 120 ft.

Recoil compensators:

- **Gas-Vent 2:** When firing multiple shots, as if using Double Tap, Burst Fire, automatic fire, and so forth, you receive a +2 bonus to the attack roll. However, this attack bonus cannot exceed the penalty imposed by the fire mode.
- **Gas-Vent 3:** When firing multiple shots, as if using Double Tap, Burst Fire, automatic fire, and so forth, you receive a +3 bonus to the attack roll. However, this attack bonus cannot exceed the penalty imposed by the fire mode.

- **Shock pads:** When firing multiple shots, as if using Double Tap, Burst Fire, automatic fire, and so forth, you receive a +1 bonus to the attack roll. However, this attack bonus cannot exceed the penalty imposed by the fire mode. This bonus stacks with the bonus provided by Gas-Vent systems.
- **Gyro mount:** This uses an articulated arm to help maintain stability when using a weapon in burst or automatic mode. When firing multiple shots, as if using Burst Fire, automatic fire, and so forth, you receive a +4 bonus to the attack roll. However, this attack bonus cannot exceed the penalty imposed by the fire mode. This bonus stacks with the bonus provided by Gas-Vent systems. This does not stack with the bonus provided by shock pads. A gyro mount provides 1 point of damage conversion. Gyro mounts attempt to correct the wearer's movement – when moving, changing direction requires a Strength check, with the DC based on your speed – at walking speed, the DC is 15. A hustle is DC 20 and a run is DC 30. Putting on a gyro mount takes 1 minute, but it can be released with a standard action.
- **Gyro mount – deluxe:** This uses an articulated arm to help maintain stability when using a weapon in burst or automatic mode. When firing multiple shots, as if using Burst Fire, automatic fire, and so forth, you receive a +6 bonus to the attack roll. However, this attack bonus cannot exceed the penalty imposed by the fire mode. This bonus stacks with the bonus provided by Gas-Vent systems. This does not stack with the bonus provided by shock pads. A gyro mount provides 1 point of damage conversion. Gyro mounts attempt to correct the wearer's movement – when moving, changing direction requires a Strength check, with the DC based on your speed – at walking speed, the DC is 15. A hustle is DC 20 and a run is DC 30. Putting on a gyro mount takes 1 minute, but it can be released with a standard action.

Silencer: Noticing a shot fired by a silenced weapons requires a DC 15 Listen check. Silencers reduce the damage of a weapon. Weapons that deal up to 8 points of damage suffer no reduction; weapons that deal up to 12 points of damage suffer a -1 damage penalty. Weapons that deal more than 12 points of damage suffer a -2 damage penalty.

Smart goggles: When used with a smart weapon (either a smartgun variant or a weapon with a Smartlink adapter), these provide a +1 bonus on attack rolls.

Smartgun adapter: This is an add-on accessory, allowing a weapon to be used with smartgun systems.

Smartgun variant: This is a variant weapon with smart tech built directly into the weapon.

Section 3.1.5 – Taser Weapons

Str: This is the minimum Strength score required to handle the weapon without penalty, expressed for Medium/Large characters. Characters who do not have the required score suffer a -2 penalty to attack rolls with the weapon (assuming the character can lift the weapon) per point below the minimum required score. This applies only if the weapon is not properly braced or mounted (such as on a vehicle, or bipod/tripod). Of course, Strength isn't the only factor; a Small character will have difficulties manhandling an Assault Cannon regardless of Strength, unless he's made of 2 ½ tons of chrome, in which case, he'll probably be an opponent for the player characters.

TASER WEAPONS												
Weapon	Damage	Critical	Type	Range Inc	RoF	Mag	Size	Str	Wt.	Purchase DC	Illegal DC	Restriction
Defiance Super Shock (taser) (Simple Weapons Prof.)	1d6 ²	-	Electricity	5 ft.	Single	2 int	S	3/2	4 lb.	18	18	

¹ This mastercraft weapon grants a +1 bonus on attack rolls.

² This weapon does special damage. See the weapon description.

³ See the description of this weapon for special rules.

Defiance Super Shock: On a successful hit, one dart deals 1d6 damage and the victim must roll a DC 15 Fortitude save or be paralyzed for 1d8 rounds. Both darts can be fired simultaneously; in this case, roll one attack roll. On a successful hit, the target suffers 2d6 damage and must roll a DC 20 Fortitude save or be paralyzed for 2d8 rounds.

Section 3.1.6 – Ammunition

Ammunition has the same Restriction code as the weapon.

Handgun ammunition: A 50-round box of ammunition for the handguns described above has a Purchase DC of 10.

Longarm ammunition: A 50-round box of ammunition for the longarms described above has a Purchase DC of 50, except for the 12.7x99mm, which has a Purchase DC of 13.

Shotgun ammunition:

12-gauge ammunition has the following Purchase DC per 50-round box:

- 00-buckshot – 11

- Birdshot – 11
 - Slug – 13
- 20-gauge ammunition has the following Purchase DC per 50-round box:
- 00-buckshot – 10
 - Birdshot – 10
 - Slug – 12

AMMUNITION							
Item	Weight (lb.)						Pur DC
	10	20	30	40	50	100	
Variant Ammunition							
Assault Cannon (50)	2	4	6	8	10	20	21
Cold-Loaded	-	-	-	-	-	-	+1
Explosive	-	-	-	-	-	-	+2
Flechette	-	-	-	-	-	-	+3

SECTION 3 – EQUIPMENT

AMMUNITION							
Item	Weight (lb.)						Pur DC
	10	20	30	40	50	100	
Gel	-	-	-	-	-	-	+1
Hollow point	-	-	-	-	-	-	+0
Shotgun CS	-	-	-	-	-	-	+4
Shotgun CS Penetrator	-	-	-	-	-	-	+5
Shotgun Dragon	-	-	-	-	-	-	+4
Shotgun Riot	-	-	-	-	-	-	+1
Shotgun Slug Penetrator	-	-	-	-	-	-	+2
Tracer	-	-	-	-	-	-	+1
Other Ammunition							
Arrow (20)	1.5	3	4.5	6	7.5	15	12
Crossbow bolt (20)	1.5	3	4.5	6	7.5	15	10
Sling bullets (20)	3	6	9	12	15	30	8

Pur DC: Add this to the normal cost of the ammunition.

Assault Cannon: Assault cannons fire 20mm stable explosive rounds

that do not cause the weapon to become unreliable.

Explosive: Against targets that are not wearing armor, or do not have natural armor bonuses, explosive rounds deal +1d4 damage; against targets with natural armor bonuses, these have a -2 attack roll penalty; against targets wearing armor, increase the damage conversion by 50% before applying damage. If a character carrying explosive ammunition catches on fire, or fails a saving throw against a *fireball* or similar effect, there is a 25% chance (+5% per round if on fire) that his explosive ammo will detonate, dealing (rounds carried) x 1d3 to the character with no saving throw. Creatures within 5 ft. will suffer this damage as well, but get a DC 15 Reflex save for half damage. Explosive ammunition makes a weapon unreliable.

Flechette: Flechette rounds deal +50% damage against targets without natural armor bonuses, or that are not wearing armor. Against targets with natural armor bonuses, these suffer a -4 penalty to attack rolls and deal no additional damage. Against targets wearing armor, double the conversion value before applying damage, with no bonus damage.

Gel: One-half (round up) of the damage from a gel round is non-lethal, while the other half is lethal.

Section 3.1.7 – Explosives

Blast Inc 1, 2, 3: This is the damage dealt to targets in the listed radius. The number in parenthesis is the Reflex save DC required to reduce the damage to one-half.

EXPLOSIVES											
Weapon	Damage Type	Blast Inc 1	Blast Inc 2	Blast Inc 3	Range Inc	Size	Wt.	Purchase DC	Illegal DC	Rest	
Commercial explosive	Concussion	0-10 ft. – 3d6 (18)	11-20 ft. – 1d6 (16)	-	-	T	1 lb.	8	8	Res	
Concussion grenade	Concussion	0-10 ft. – 4d6 (19)	11-20 ft. – 2d6 (17)	21-30 ft. – 1d6 (16)	10 ft.	T	0.5 lb.	5	8	Mil	
Defensive grenade	Slashing	0-5 ft. – 4d6 (19)	6-10 ft. – 2d6 (17)	11-15 ft. – 1d6 (16)	10 ft.	T	0.5 lb.	5	8	Mil	
Gas (Neuro-Stun VII) grenade	-	Special		-	10 ft.	S	0.5 lb.	8	10	Mil	
Mini-grenade	Special	By type		-	-	T	0.25 lb.	+1	+1	Mil	
Offensive grenade	Slashing	0-10 ft. – 4d6 (19)	11-20 ft. – 2d6 (17)	21-30 ft. – 1d6 (16)	10 ft.	T	0.5 lb.	5	8	Mil	
Plastic explosive, Compound IV	Concussion	0-10 ft. – 4d6 (19)	11-20 ft. – 2d6 (17)	21-30 ft. – 1d6 (16)	-	S	1 lb.	9	9	Mil	
Plastic explosive, Compound XII	Concussion	0-10 ft. – 6d6 (21)	11-20 ft. – 3d6 (18)	21-30 ft. – 1d6 (16)	-	S	1 lb.	12	15	Mil	
Radio detonator	-	-	-	-	-	T	0.5 lb.	13	15	Res	
Timer	-	-	-	-	-	T	0.5 lb.	10	12	Res	

Commercial explosive: Commercial explosives are identical to Dynamite (*d20 Modern Roleplaying Game* page 105).

Gas (Neuro-Stun VII) grenade: To determine cloud spread and such, treat these as Tear Gas grenades (*d20 Modern Roleplaying Game* page 105).

Mini-grenade: These 40mm grenades are available in Concussion, Defensive AP, Gas (Neuro-Stun VII), Offensive AP, and Smoke. Mini-grenades have one-half the listed blast increment.

Plastic explosive, Compound IV: Compound IV Plastic Explosive follows the rules described under C4/Semtex on page 104 of *d20 Modern Roleplaying Game*.

Plastic explosive, Compound XII: Compound IV Plastic Explosive follows the rules described under C4/Semtex on page 104 of *d20 Modern Roleplaying Game*.

Section 3.1.8 – Heavy Weapons

Str: This is the minimum Strength score required to handle the weapon without penalty, expressed for Medium/Large characters. Characters who do not have the required score suffer a -2 penalty to attack rolls with the weapon (assuming the character can lift the weapon) per point below the minimum required score. This applies only if the weapon is not properly braced or mounted (such as on a vehicle, or bipod/tripod). Of course, Strength isn't the only factor; a Small character will have difficulties manhandling an Assault Cannon regardless of Strength, unless he's made of 2 ½ tons of chrome, in which case, he'll probably be an opponent for the player characters.

HEAVY WEAPONS												
Weapon	Damage	Critical	Type	Range Inc	RoF	Mag	Size	Str	Wt.	Purchase DC	Illegal DC	Restriction
<i>Each requires a specific Exotic Firearms Proficiency feat</i>												
Assault Cannon (assault cannon) ³	4d10	20/x3	Ballistic	120 ft.	Single	20+1 box	H	22/17	80 lb.	24	27	Military
Heavy MG (12.7mm HMG)	4d8	20/x4	Ballistic	110 ft.	A	Linked	H	20/15	60 lb.	23	25	Military
Grenade launcher (40mm gl)	Varies ²	-	-	70 ft.	Single	6+1 int	S	2/1	3 lb.	20	24	Military
Medium MG (7.62mm MMG)	2d10	20/x3	Ballistic	100 ft.	A	Linked	H	13/8	24 lb.	21	23	Military
Missile Launcher ³	Varies ²	-	-	150 ft.	Single	4 int	H	10/5	16 lb.	25	28	Military

¹ This mastercraft weapon grants a +1 bonus on attack rolls.

² This weapon does special damage. See the weapon description.

³ See the description of this weapon for special rules.

Assault Cannon: The damage on the table is not modified for the explosive ammunition quality. This weapon normally uses a 20-round box magazine, but Linked belted ammo may be used also.

Grenade launcher: The damage dealt by this weapon depends on the ordinance being used.

Missile launcher: Assembling or disassembling this weapon takes 3d6 rounds. Missiles fired from this do not arm until they pass 30 ft. Within 30 ft., the round will not detonate, but an impact against a creature deals 5d6 ballistic damage.

Section 3.1.8.1 – Missiles

Missiles are "smart" – they have on-board guidance systems that aid in target acquisition. When firing a missile, roll a normal ranged attack roll with an additional bonus provided by the missile. When fired in an urban area, the bonus

provided by the missile is reduced (the number in parenthesis) due to various sources of interference.

- **APM:** +9 (+4)
- **AVM:** +12 (+6)
- **HEM:** +9 (+4)

When using a missile against a vehicle, the Defense is the better of the vehicle's normal Defense or its Stealth rating.

Missiles scatter when the attack misses as with grenades and thrown objects. APM and HEM reduce the scatter distance by 2 squares, while AVM reduce the scatter distance by 3 squares.

Missiles move at 8,800 ft. per round. This translates to 1,760 squares per round on the character vehicle scale, and 176 squares per round on the chase vehicle scale. When fired, missiles are assumed to begin moving at top speed.

SECTION 3 – EQUIPMENT

MISSILES AND ROCKETS

Weapon	Damage Type	Blast Inc 1	Blast Inc 2	Blast Inc 3	Blast Inc 4	Size	Wt.	Purchase DC	Illegal DC	Rest
Anti-personnel (APM)	Slashing	0-10 ft – 10d6 (25)	11-15 ft. – 5d6 (20)	16-20 ft. – 2d6 (17)	21-25 ft. – 1d6 (16)	D	5 lb.	18	22	Military
Anti-vehicular (AVM)	-	0-5 ft. – 10d6 (25)	-	-	-	D	7 lb.	20	24	Military
High explosive (HEM)	Concussion	0-15 ft. – 10d6 (25)	16-30 ft. – 5d6 (20)	31-45 ft. – 2d6 (17)	46-60 ft. – 1d6 (16)	D	5 lb.	19	23	Military

Anti-personnel (APM/APR): These essentially large fragmentation grenades spread shrapnel across a broad area.

Anti-vehicular (AVM/AVR): When an AVM/AVR strikes a building, vehicle, or similar structure, it ignores 10 points of hardness before calculating the damage dealt to the target. If an ANM/AVR strikes a target with a hardness of less than 5, it does not detonate.

High explosive (HEM/HER): These deal concussive damage to the indicated area.

CLOTHING

Damage Conversion: Armor converts the listed rating of damage from lethal to non-lethal. It provides complete protection against non-lethal damage equal to, or less than the rating. Armor provides limited protection against energy attacks. Light armor reduces the damage from energy attack by 1 point; medium armor reduces the damage by 2 points, and heavy armor reduces the damage by 3 points. The number in parenthesis is the amount of converted non-lethal damage that is then ignored.

SECTION 3.2 – ARMOR AND

ARMOR

Armor	Type	Damage Conversion	Max Dex Bonus	Armor Penalty	Speed (30 ft.)	Wt.	Purchase DC	Illegal DC	Restriction
Ultra-Light Armor (does not require any feat)									
Armor clothing	Concealable	4/non-ballistic	+6	-1	30 ft.	2 lbs.	15	15	-
Light Armor (requires the Armor Proficiency (light) feat)									
Armor vest	Concealable	1	+6	-0	30 ft.	2 lbs.	12	12	-
Armor vest, plates	Concealable	3	+5	-1	25 ft.	4 lbs.	16	16	-
Lined coat	Concealable	4 (1)	+4	-3	25 ft.	2 lbs.	17	16	-
Armor jacket	Concealable	6 (1)	+4	-3	25 ft.	5 lbs.	17	16	-
Medium Armor (requires the Armor Proficiency (medium) feat)									
Partial heavy armor	Tactical	10 (1)	+2	-5	20 ft.	18 lbs.	26	28	Military
Heavy Armor (requires the Armor Proficiency (heavy) feat)									
Full heavy armor	Tactical	21 (3)	+0	-8	20 ft. *	26 lbs.	28	32	Military

* When you run in this armor, you move at triple your base speed, not quadruple.

Armor clothing: +2 bonus to Spot checks to notice that this is armor.

Armor jacket: +2 bonus to Spot checks to notice that this is armor.

Armor vest, plates: +3 bonus to Spot checks to notice that this is armor.

Armor vest: +2 bonus to Spot checks to notice that this is armor.

Lined coat: +2 bonus to Spot checks to notice that this is armor. Weapons of up to Medium size concealed in this coat increase the DC required to spot them by +3.

CLOTHING

Object	Size	Wt.	Purchase DC	Illegal DC
Fine clothing	Medium	3 lbs.	15	15
Ordinary clothing	Medium	2 lbs.	7	6
Très Chic clothing	Medium	3 lbs.	18	18

For creatures that are larger than Medium, increase the DC by +1 per additional Size category. For creatures that are Small, reduce the DC by one point. For creatures smaller than Small, use the listed DC.

SECTION 3.3 – SURVEILLANCE AND SECURITY

SURVEILLANCE AND SECURITY

Object	Size	Wt.	Purchase DC	Illegal DC	Restriction
Vision Enhancers					
Binoculars	S	2 lb.	10	9	-
Low-light	S	4 lb.	12	15	-
Thermographic	S	4 lb.	13	15	-
Goggles	S	0.5 lb.	19	21	-
Low-light	S	0.75 lb.	21	23	-
Thermographic	S	0.75 lb.	22	23	-
Communications					
Micro-camcorder	D	0.5 lb.	21	23	Restricted
Micro-recorder	D	0.5 lb.	18	20	Restricted
Micro-transceiver	F	0.5 lb.	21	23	Restricted

SURVEILLANCE AND SECURITY

Object	Size	Wt.	Purchase DC	Illegal DC	Restriction
Surveillance Measures					
Data codebreaker	M	5 lb.			
Rating 1			26	28	Military
Rating 2			28	30	Military
Rating 3			30	31	Military
Rating 4			31	32	Military
Rating 5			31	33	Military
Rating 6			32	33	Military
Dataline tap	D	0.25 lb.	23	25	
Laser microphone					
Rating 1			19	21	Restricted
Rating 2			22	23	Restricted
Rating 3			23	25	Restricted
Rating 4			24	25	Restricted
Rating 5			25	26	Restricted
Rating 6			25	26	Restricted
Shotgun microphone					
Rating 1	S	3.5 lb.	18	19	Restricted
Rating 2			20	22	Restricted
Rating 3			22	23	Restricted
Rating 4			23	24	Restricted
Rating 5			23	25	Restricted
Rating 6			24	25	Restricted
Signal locator	T	0.25 lb.	18	19	Restricted
Tracking signal					
Rating 1			10	12	Restricted
Rating 2			12	15	Restricted
Rating 3			14	16	Restricted
Rating 4			15	17	Restricted
Rating 5			15	18	Restricted
Voice identifier					
Rating 1	S	10 lb.	20	23	Restricted

SECTION 3 – EQUIPMENT

SURVEILLANCE AND SECURITY					
Object	Size	Wt.	Purchase DC	Illegal DC	Restriction
Rating 2			23	25	Restricted
Rating 3			24	26	Restricted
Rating 4			25	28	Restricted
Rating 5			26	28	Restricted
Rating 6			26	29	Restricted
Surveillance Countermeasures					
Bug scanner	T	1 lb.			
Rating 1			15	17	Restricted
Rating 2			18	19	Restricted
Rating 3			19	21	Restricted
Rating 4			20	22	Restricted
Rating 5			21	23	Restricted
Rating 6			22	23	Restricted
Rating 7			22	24	Restricted
Rating 8			23	24	Restricted
Rating 9			23	25	Restricted
Rating 10			23	25	Restricted
Data encryption system	S	6 lb.			
Rating 1			18	20	Military
Rating 2			20	23	Military
Rating 3			22	24	Military
Rating 4			23	25	Military
Rating 5			23	26	Military
Rating 6			24	26	Military
Rating 7			25	27	Military
Rating 8			25	28	Military
Rating 9			25	28	Military
Rating 10			26	28	Military
Dataline scanner	S	6 lb.			
Rating 1			10	12	Restricted
Rating 2			12	15	Restricted
Rating 3			14	16	Restricted
Rating 4			15	17	Restricted
Rating 5			15	18	Restricted
Rating 6			16	18	Restricted
Rating 7			17	19	Restricted
Rating 8			17	20	Restricted
Rating 9			17	20	Restricted
Rating 10			18	20	Restricted
Jammer	M	Special			
Rating 1			18	19	Military
Rating 2			20	22	Military
Rating 3			22	23	Military
Rating 4			23	24	Military
Rating 5			23	25	Military
Rating 6			24	25	Military
Rating 7			25	26	Military
Rating 8			25	26	Military
Rating 9			25	27	Military
Rating 10			26	27	Military
Rating 11			26	28	Military
Rating 12			26	28	Military
Rating 13			27	28	Military
Rating 14			27	29	Military
Rating 15			27	29	Military
Voice mask	D	0.25 lb.			Military
White noise generator	S	Special			
Rating 1			19	21	Restricted
Rating 2			22	23	Restricted
Rating 3			23	25	Restricted
Rating 4			24	25	Restricted
Rating 5			25	26	Restricted
Rating 6			25	27	Restricted
Rating 7			26	28	Restricted
Rating 8			26	28	Restricted
Rating 9			27	29	Restricted
Rating 10			27	29	Restricted
Security Devices					

SURVEILLANCE AND SECURITY					
Object	Size	Wt.	Purchase DC	Illegal DC	Restriction
High-intensity veracity examiner	M	5 lb.	31	33	Restricted
Identification scanners					
Thumbprint	F	0.1 lb.	12	12	-
Palmprint	T	0.25 lb.	14	16	-
Retinal	T	0.25 lb.	18	22	-
Maglock	T	0.5 lb.			
Rating 1			10	9	-
Rating 2			12	11	-
Rating 3			14	13	-
Rating 4			15	15	-
Rating 5			15	15	-
Rating 6			16	16	-
Rating 7			17	17	-
Rating 8			17	18	-
Rating 9			17	18	-
Rating 10			18	19	-
Rating 11			18	20	-
Rating 12			18	20	-
Rating 13			19	20	-
Rating 14			19	21	-
Rating 15			19	21	-
Panicbutton hook-up	-	-	18	18	-
Maglock passkey	S	1 lb.	31	35	Military
Restrains					
Metal	T	1 lb.	7	7	Restricted
Plastic	D	-	4	4	Restricted
Squealer	T	1 lb.	10	12	Restricted

Binoculars: Standard binoculars reduce the range penalty for Spot checks from -1 per 10 ft. to -1 per 50 ft. Using binoculars for Spot checks takes five times longer than normal. Binoculars can be enhanced with low-light or thermograph.

- *Low-light:* When using low-light binoculars to make Spot checks in low-light conditions, you suffer penalties as if you possess the extraordinary ability of low-light vision.
- *Thermographic:* When using thermographic binoculars to make Spot checks, you suffer penalties as if you possess the extraordinary ability of darkvision within 120 ft.

Bug scanner: This is a dedicated sensor with a range of 30 ft. Apply the rating as a bonus to the Computer Use check to detect transmitting monitoring devices.

Data codebreaker: Apply the rating as a bonus to Computer Use checks to decrypt transmissions.

Data encryption system: DCs to decrypt information encrypted with this device are 10 + data encryption system rating.

Dataline scanner: Apply the rating of this device to Computer Use checks to detect dataline taps.

Dataline tap: This is a high-tech version of a telephone tap. Detecting a dataline tap requires a dataline scanner and a DC 25 Computer Use check.

Goggles: Standard goggles reduce the range penalty for Spot checks from -1 per 10 ft. to -1 per 25 ft. Using goggles for Spot checks takes five times longer than normal. Goggles can be enhanced with low-light or thermograph.

- *Low-light:* When using low-light goggles to make Spot checks in low-light conditions, you suffer penalties as if you possess the extraordinary ability of low-light vision.
- *Thermographic:* When using thermographic goggles to make Spot checks, you suffer penalties as if you possess the extraordinary ability of darkvision within 120 ft.

High-intensity veracity examiner: For the purposes of determining the subject's veracity, this device has a Sense Motive bonus of +16.

Identification scanners: Apply the rating of these devices as a bonus to the d20 roll to detect counterfeits. For more information on identification scanners, see Section 4 – Combat and Gamemastering.

Jammer: A jammer reduces the rating of all broadcast systems in the area by its device rating.

Laser microphone: A laser microphone has a range of (rating x 50 ft.). When using a laser microphone, you can hear a 10 ft. area around a glass window with a normal Listen check, not modified by distance.

Restrains:

- *Metal:* Hardness 10, hit points 15, Break DC 30, Escape Artist DC 35.
- *Plastic:* Hardness 0, hit points 6, Break DC 40, Escape Artist DC 50. Each failed Break or Escape Artist check deals 1 point

SECTION 3 – EQUIPMENT

on non-lethal damage to the wrists.

- **Squealer:** Hardness 10, hit points 15, Break DC 32, Escape Artist DC 35. This contains a continual-broadcast tracking signal.

Shotgun microphone: A shotgun microphone has a range of (rating x 50 ft.). The microphone must be pointed directly at the target, and can only hear sounds from a 5 ft. area. When using a shotgun microphone, you can hear the sounds in the area with a normal Listen check, not modified by distance.

Signal locator: To detect other tracking signals in the area, roll a DC 20 Computer Use check.

Tracking signal: Increase the DC of jamming attempts against this device by +5.

Voice identifier: When attempting to penetrate a voice mask with this device, roll a Computer Use check with a bonus equal to the rating of this device.

Voice mask: The DC for penetrating a voice mask is 4d6.

White noise generator: Increase the DC of Listen checks made with technological devices, including cybernetic devices, by the rating x2 of this device.

SECTION 3.4 – SURVIVAL GEAR

SURVIVAL GEAR					
Object	Size	Wt.	Purchase DC	Illegal DC	Restriction
Chemsuit	M	3 lb.	18	18	-
Respirator	T	1 lb.	15	18	-
Pressure regulator	D	0.5 lb.	13	15	-
Survival kit	S	2 lb.	10	10	-
Ration bars (10 days)	S	1 lb.	5	5	-

Respirator: This provides 4 hours of air at normal exertion levels. Against inhaled gases, it provides a +4 bonus to save and reduces the effect to one-half normal.

SECTION 3.5 – WORKING GEAR

WORKING GEAR					
Object	Size	Wt.	Purchase DC	Illegal DC	Restriction
Facility					
General	G	-	34	39	-
High-tech	G	-	38	42	-
Vehicle	G	-	36	41	-
Kit					
General	S	10 lb.	15	18	-
High-tech	S	10 lb.	19	22	-
Vehicle	S	10 lb.	18	20	-
Shop					
General	H	500 lb.	23	26	-
High-tech	H	500 lb.	27	31	-
Vehicle	H	500 lb.	26	30	-

Facility: A facility provides a +6 equipment bonus to the appropriate skill checks.

Kit: A kit provides a +1 equipment bonus to the appropriate skill checks.

Shop: A shop provides a +3 equipment bonus to the appropriate skill checks.

SECTION 3.6 – LIFESTYLE

Purchase DC: For Lifestyles, the Purchase DC is listed as Daily / Monthly / Permanent.

LIFESTYLE					
Object	Size	Wt.	Purchase DC	Illegal DC	Restriction
Coffin hotel	L	-	5 / - / -	6 / - / -	-
Lifestyles					
High	-	-	14 / 26 / 42	15 / 27 / 43	-
Hospitalized					
Intensive care	-	-	18 / - / -	19 / - / -	-
Standard	-	-	15 / - / -	16 / - / -	-
Low	-	-	6 / 18 / 34	7 / 19 / 35	-
Luxury	-	-	30 / 34 / 50	31 / 35 / 51	-
Middle	-	-	12 / 23 / 39	13 / 24 / 40	-
Squatter	-	-	2 / 10 / 18	3 / 11 / 19	-

LIFESTYLE					
Object	Size	Wt.	Purchase DC	Illegal DC	Restriction
Street	-	-	0	0	-
Music					
Disk	F	-	4	4	-
Mastoid implant	F	-	18	18	-
Playback unit	F	0.25 lb.	12	11	-
Quad speakers	D	0.25 lb.	10	9	-
Simsense					
Player unit	S	0.75 lb.	14	14	-
Program chip	F	-	7	6	-
Portable recorder	M	5 lb.	31	31	-
Video					
Disk	F	-	4	4	-
Recorder package	M	2 lb.	18	18	-
Screen	M	3 lb.	11	10	-
Transmission unit	M	5 lb.	23	24	-

Lifestyles: Your lifestyle has an impact on your ability to heal wounds.

- **High:** A high lifestyle increases your effective level by +1 for the purposes of healing. Ability damage is restored at +1 point per day (total, not per ability score).
- **Hospitalized:** A standard hospitalized lifestyle increases your effective level by +2 for the purposes of healing. Ability damage is restored at +2 points per day (total, not per ability score). Intensive care does not increase your healing, but can reduce the chance of dying.
- **Low:** A low lifestyle reduces your effective level by -1 for the purposes of healing. Ability damage heals at one-half the normal rate.
- **Luxury:** A luxury lifestyle increases your effective level by +1 for the purposes of healing. Ability damage is restored at +1 point per day (total, not per ability).
- **Middle:** A middle class lifestyle is required for normal healing.
- **Squatter:** A squatter lifestyle reduces your effective level by -2 for the purposes of healing. Ability damage heals at one-third the normal rate.
- **Street:** A street lifestyle reduces your effective level by -4 for the purposes of healing. Ability damage heals at one-fourth the normal rate.

SECTION 3.7 – ELECTRONICS

ELECTRONICS					
Object	Size	Wt.	Purchase DC	Illegal DC	Restriction
Credstick	Dim	0.25 lb.	Special	Special	
Forged certified (4)			8	8	Illegal
Forged ebony (13)			40	40	Illegal
Forged gold (10)			34	34	Illegal
Forged platinum (12)			35	35	Illegal
Forged silver (8)			31	31	Illegal
Forged standard (3)			24	24	Illegal
Legit certified			3	3	-
Legit ebony			38	38	-
Legit gold			31	31	-
Legit platinum			32	32	-
Legit silver			28	28	-
Legit standard			22	22	-
Data Display Systems					
Data unit	S	2 lb.	28	28	-
Head-set	T	1 lb.	28	30	-
Heads-up display	T	1 lb.	31	34	-
Personal Computers					
Computer memory	-	-	Special	x0.75	-
Pocket (500 Mp)	T	1 lb.	31	31	-
Printer	M	10 lb.	10	10	-
Table-top (1,000 Mp)	M	10 lb.	28	27	-
Wrist (500 Mp)	D	0.1 lb.	36	38	-
Pocket secretary	T	0.5 lb.	22	22	-
Portable Phones					
Booster pack	T	2 lb.	15	15	-
Earplug unit	F	0.1 lb.	18	19	-

SECTION 3 – EQUIPMENT

ELECTRONICS					
Object	Size	Wt.	Purchase DC	Illegal DC	Restriction
Handset unit	T	1 lb.	15	15	-
Wrist model	F	0.25 lb.	18	17	-
w/flip-up screen	F	0.25 lb.	19	19	-
Telecom (200 Mp)	L	30 lb.	24	24	-

Booster pack: This increases a phone's rating by +3 for determining range.

Credstick: The number in parenthesis for forged credsticks is the rating for use against credstick readers.

Memory: To determine the cost of memory, in Mega-pulses, multiply the Mp by 20¢ and compare to **Table 7-1: Purchase DCs** on p. 204 of *d20 Modern Roleplaying Game*.

Portable phones: For range purposes, portable phones have a device rating of 3.

SECTION 3.8 – CYBERWARE

For **Shadowrun/d20**, a variation of the cybernetics rules in *d20 Future* are used. All standard cyberware is assumed to have the anti-shock implant. Bargain basement 'ware may lack this feature.

Section 3.8.1 – Effects of Cybernetics

The number of cybernetic implants a character can have is virtually unlimited, but after a certain point, implants can have a negative impact on the character's abilities. This is tracked by the character's Essence score. A character can have implants safely as long as his total Essence score does not exceed 1 + Constitution modifier (minimum 0).

For each point of Essence above this number, the character suffers a negative level. Round fractions up. This negative level cannot be removed or negated as long as the character retains the offending implants.

For example, Joe has a Constitution score of 13 (+1). He can withstand up to 2 Essence worth of implants. If he gains 2.1 Essence points worth of implants, he suffers a constant negative level.

Whenever a character's Essence reaches a whole number (1, 2, 3, 7, etc), he must roll a Sanity check or lose 1d6 points of Sanity. No resistance applies towards this loss.

Advanced cybernetics (Alphaware and the like) have reduced Essence costs, allowing for a greater number of implants.

Section 3.8.2 – Cyberware and Size

Cyberware that is marked with an asterisk (*) has a different cost based on the size of the recipient. Listed costs are for Medium characters. For characters of different sizes, add the following to the Wealth check DC:

- Colossal: +4
- Gargantuan: +3
- Huge: +2
- Large: +1
- Small: +1
- Tiny: +2
- Diminutive: +2
- Fine: +4

In addition, the weight of Cyberware is modified by the recipient's size as follows:

- Colossal: x4
- Gargantuan: x3
- Huge: x2
- Large: x1.25
- Small: x0.75
- Tiny: x0.5
- Diminutive: x0.25
- Fine: x0.1

Section 3.8.3 – Headware

CYBERWARE - HEADWARE						
Object	Ess	Size	Wt.	Purchase DC	Illegal DC	Restrict
Communications						
Chipjack	0.2	F	-	18	17	-
Datajack	0.2	F	-	18	17	-
Radio	0.75	F	-	23	22	-
Radio receiver	0.4	F	-	20	20	-

CYBERWARE - HEADWARE						
Object	Ess	Size	Wt.	Purchase DC	Illegal DC	Restrict
Synthlink	0.2	F	-	18	18	-
Telephone	0.5	F	-	23	22	-
Ears						
Cosmetic modification*	-	-	-	18	17	-
Cyber replacement*	0.3	-	0.1 lb.	23	22	-
Damper	0.1	F	-	22	23	-
High frequency	0.2	F	-	22	23	-
Low frequency	0.2	F	-	22	23	-
Mastoid implant	0.1	F	-	18	18	-
Recorder	0.3	F	-	25	27	Res
Eyes						
Camera	0.4	F	-	23	26	-
Cosmetic modification*	-	-	-	18	17	-
Cyber replacement*	0.2	F	0.1 lb.	23	23	-
Flare compensation	0.1	F	-	20	21	-
Low-light	0.2	F	-	22	23	-
Retinal duplication	0.1	F	-	31	34	Illegal
Thermographic	0.2	F	-	22	23	-
Internals						
Cortex bomb	-	F	0.1 lb.	39	39	Illegal
Data filter	0.3	F	-	23	24	-
Data lock	0.2	F	-	18	19	-
Datasoft link	0.1	F	-	18	18	-
Display link	0.1	F	-	18	18	-
Memory	Mp/100	F	-	Special	x0.8	-

Camera: A single image requires 0.5 Mp of memory; the standard camera chip contains 30 MP of memory (60 images).

Chipjack: Chipjacks are used to access Skillsofts without necessarily uploading the Skillsoft into headware memory. Changing a chip is a move action. Regardless of Skillwire statistics, if a character is running a chip straight from the chipjack, he can run only the single chip.

Cortex bomb: A cortex bomb automatically kills the bearer, and deals 2d6 damage to a 5 ft. radius, with a DC 17 Reflex save for half damage.

Cyber-replacement – ears: A cybernetic ear can accept up to 0.6 Essence of implant with no impact on the recipient.

Cyber-replacement – eyes: A cybernetic eye can accept up to 1.5 Essence of implant with no impact on the recipient.

Damper: This provides you with a +10 bonus to save against sound-based attacks that have effects actually based on the sounds (a siren's song, for example), and provides an energy resistance of 4 versus sonic damage.

Data filter: This shunts sensory input into your headware memory, completely bypassing your normal memory. Whatever you see, hear, feel, taste, touch, and experience while this is active is shunted to your cybernetic memory; once the experience passes, you have no memory of it. If you do not have cybernetic memory, then this simply blocks the information from storage in your brain.

Data lock: This prevents you from accessing your own headware memory.

Datasoft link: This dedicated jack allows you to access Data-, Know-, and Linguasofts.

Display link: This is as if having a computer monitor in your eye, except your computer can only send information in DOS text – no images or graphics. It is prettier than basic green or amber, but not much.

Flare compensation: This does not prevent blindness or glare from sudden bright light, such as that provided by a flash-pak or a *flare* spell, but it does provide a +4 bonus to save against those effects. It eliminates vision penalties from glare, such as caused by walking on a field of snow at mid-day.

High frequency: This allows you to hear high frequency sounds. I don't have a lot of information on high frequency sounds yet, so it does do much, but it could be a cool implant.

Low frequency: This allows you to hear low frequency sounds. I don't have a lot of information on high frequency sounds yet, so it does do much, but it could be a cool implant.

Low-light: This implant provides standard low-light vision. As with any other eye implant, if only one eye possesses the capability, you suffer a -2 penalty on ranged attacks when using the implant.

Mastoid implant: This is an implanted speaker for listening to music and video in your head.

Memory: To determine the cost of headware memory, multiply the memory, in Mega-pulses, by 150 and compare to **Table 7-1: Purchase DCs** on p. 204 of *d20 Modern Roleplaying Game*.

Radio receiver: For the purposes of range and jamming, this is considered a rating 3 device.

Radio: For the purposes of range and jamming, this is considered a rating

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5 device.

Recorder: One minute of audio recording requires 0.5 Mp of memory.

Retinal duplication: Retinal duplication typically has a bonus of +4 to bypass retinal scanners.

Synthlink: This allows cybernetic control of properly equipped instruments, typically synthesizers.

Telephone: You can make telephone calls in his head if there is a viable cellular network available. For the purposes of ECM and jamming, this is considered a rating 1 device. Reception is audio only – however, you can run a datajack connection to a vid or trid screen and have A/V communications. The telephone can receive faxes, although it has only 5 Mp available for memory.

Thermographic: This provides darkvision with a range of 60 ft. As with any other eye implant, if only one eye possesses the capability, you suffer a -2 penalty on ranged attacks when using the implant.

Section 3.8.4 – Bodyware

CYBERWARE - BODYWARE						
Object	Ess	Size	Wt.	Purchase DC	Illegal DC	Restrict
Dermal plating*						
Level 1	0.5	M	3 lb.	24	24	Res
Level 2	1	M	6 lb.	27	27	Res
Level 3	0.5	M	9 lb.	31	31	Res
Filtration systems*						
Air						
Rating 1	0.1			27	27	-
Rating 2	0.2			30	30	-
Rating 3	0.3			31	31	-
Rating 4	0.4			32	32	-
Rating 5	0.5			33	33	-
Rating 6	0.6			33	33	-
Rating 7	0.7			34	34	-
Rating 8	0.8			34	34	-
Rating 9	0.9			35	35	-
Rating 10	1			35	35	-
Blood						
Rating 1	0.2			26	26	-
Rating 2	0.4			28	28	-
Rating 3	0.6			30	30	-
Rating 4	0.8			31	31	-
Rating 5	1			31	31	-
Rating 6	0.2			32	32	-
Rating 7	1.4			33	33	-
Rating 8	1.6			33	33	-
Rating 9	1.8			33	33	-
Rating 10	2			34	34	-
Ingested toxin						
Rating 1	0.2			26	26	-
Rating 2	0.4			28	28	-
Rating 3	0.6			30	30	-
Rating 4	0.8			31	31	-
Rating 5	1			31	31	-
Rating 6	0.2			32	32	-
Rating 7	1.4			33	33	-
Rating 8	1.6			33	33	-
Rating 9	1.8			33	33	-
Rating 10	2			34	34	-
Fingertip compartment*						
Hand razors*	0.1	F	0.1 lb.	23	23	Illegal
Retractable*	0.2	F	0.15 lb.	25	25	Illegal
Limbs*						
Cyber limb	1	M	10 lb.	34	34	-
Increased Strength	-	-	+2 lb.	Special	Special	Res
Built-in smartgun link	0.25	-	-	21	23	Mil
Built-in device	-	‡	‡	+4	+4	Varies
Muscle replacement*						
Level 1	1	M	+2 lb.	28	28	Res
Level 2	2	M	+4 lb.	31	31	Res
Level 3	3	M	+6 lb.	32	32	Res
Level 4	4	M	+8 lb.	33	33	Res
Skillwires*	Special	M	0.2 lb.	Special	Special	-
Smartgun link	0.5	F	-	21	21	Mil

CYBERWARE - BODYWARE						
Object	Ess	Size	Wt.	Purchase DC	Illegal DC	Restrict
Spur*	0.1	T	0.5 lb.	25	25	Illegal
Retractable*	0.3	T	0.6 lb.	26	26	Illegal
Vehicle control rig						
Level 1	2	F	-	26	26	Res
Level 2	3	F	-	32	33	Res
Level 3	5	F	-	38	39	Res
Voice modulator	0.2	T	0.25 lb.	31	31	-
Increased volume	-	-	-	26	26	-
Playback	0.2	F	0.25 lb.	31	31	-
Secondary pattern	-	-	-	31	34	Illegal
Tonal shift	-	-	-	29	29	-
Wired reflexes						
Level 1	2	F	-	32	32	Res
Level 2	3	F	-	36	36	Res
Level 3	5	F	-	39	39	Mil

Dermal plating: Level 1 plating provides a damage conversion of 2 (-); level 2 dermal plating provides a damage conversion of 5 (1), and level 3 dermal plating provides a damage conversion of 8 (2). The number in parenthesis is the amount of converted non-lethal damage that is negated. Against energy attacks, dermal plating provides a conversion of 1. If your torso is uncovered, a DC 5 Spot or Search check will note that you have dermal plating. Dermal plating interferes with slap patches – apply double the rating of the dermal plating as a bonus to save against a slap patch.

Filtration system – air: Apply the rating of the implant as a bonus to saving throws against inhaled toxins and substances.

Filtration system – blood: Apply the rating of the implant as a bonus to saving throws against contact and injury-vectored toxins and substances (including slap patches).

Filtration system – ingested toxin: Apply the rating of the implant as a bonus to saving throws against ingested toxins and substances (including beneficial substances).

Hand razors: Hand razors allow you to deal lethal slashing damage with your unarmed attacks. Extending or retracting retractable versions is a free action.

Limb – cybernetic: See below for more information on cybernetic limbs. An obvious cyberlimb inflicts a -2 penalty to Charisma and Charisma-based skill checks during inappropriate situations.

Muscle replacement: Each level of muscle replacement increases your Strength by +2 and Dexterity by +1. The maximum level is 10. Cybernetic limbs cannot have muscle replacement.

Skillwires: These are required for the use of Activesofts. When purchasing skillwires, select a maximum rating and maximum Mp capacity. The maximum rating is the total skill program rating the skillwires can run simultaneously and the maximum Mp capacity is the maximum amount of memory the skillsofts can use. Keep in mind that base attack bonus ratings are multiplied by x3 for the effective skill program rating.

For example, if you select a maximum rating of 30 and a maximum Mp capacity of 5,000, your skillwires can handle one skill that has a rating of 30 and uses 5,000 Mp or less, or (assuming you have the chipjacks or headware memory) you could simultaneously run three skills at rating 10, and 1,500 Mp use each, or any combination thereof.

If your skillwires do not match the requirement of the skillsoft, the chip simply will not operate.

A skillwire system includes a chipjack.

Skillwires have an Essence equal to the maximum rating x 0.2.

To determine the cost of skillwires, multiply the maximum Rating by the maximum Mp by 500 and compare to **Table 7-1: Purchase DCs** on p. 204 of *d20 Modern Roleplaying Game*.

See below for Skillsoft information.

Smartgun link: The smartgun link provides you with a +2 equipment bonus on attack rolls made with properly modified ranged weapons. It also allows you to eject a clip as a free action, and to keep a visual readout of your ammo count. Modifying a weapon to accept a smartgun link doubles the cost of the weapon.

Spur: Spurs deal damage based on your size. Extending or retracting a retractable spur is a free action.

Size	Damage	Size	Damage
Colossal	4d6	Small	1d4
Gargantuan	2d8	Tiny	1d3
Huge	2d6	Diminutive	1d2
Large	1d8	Fine	1
Medium	1d6		

Vehicle control rig: The bonuses provided by a VCR apply only when you are jacked into a VCR-modified vehicle. The VCR provides a bonus to Drive

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and Pilot checks, initiative, maneuverability, (vehicle) Defense, and Reflex saves (for the vehicle). In addition, if you are jacked into a vehicle that is VCR equipped, but you are not proficient with, the penalty is only -2 instead of -4.

Level	Skill	Init	Man	Defense	Reflex
1	+2	+2	+2	+1	+1
2	+3	+4	+3	+2	+2
3	+4	+6	+4	+3	+3

Voice modulator: The basic system allows you to use your voice for twice as long as normal.

The increased volume modification allows you to use your voice like a loudspeaker. You can amp your voice up to about 120 decibels (roughly equal to a rock concert near the stage or a jet engine from the runway, just below the normal human threshold for pain).

Playback allows you to access an audio record, either in headware memory or fed through a datajack, and reproduce the sound perfectly. Essentially, you act as a glorified speaker. Playback can only duplicate what is being used. For example, if are using a recording of an old LP, complete with pops and scratches, your playback will include these pops and scratches.

Secondary patterns are typically illegal. This allows you to upload a second vocal pattern, most often in an attempt to bypass a vocal recognition scanner.

The tonal shift modification allows you to alter your vocal tones, allowing for perfect bird calls, uncanny vocal impressions, and other vocal oddities.

Wired reflexes: Wired reflexes provide bonuses to Defense (dodge), initiative checks, and Reflex saves. However, wired characters tend to be jumpy, twitchy, and nervous. Whenever a character with wired reflexes is suddenly surprised, he must roll a Will save. The DC for this save is 15 + wired reflexes level. If the save fails, the character reacts without thinking. His actual action will be based in a large part on his general personality. A character prone to violence may lash out with a fist or kick, while a character more prone to defense may leap behind nearby cover. You suffer a penalty equal to wired reflexes level -1 to Charisma checks and Charisma-based skill checks.

Level	Defense	Initiative	Reflex
1	+2	+2	+2
2	+3	+4	+3
3	+4	+6	+4

Section 3.8.4.1 – Cyberlimbs

A Cyberlimb has base Strength and Dexterity ability scores equal to the racial average +2 (i.e., a human cyberlimb has a Strength score of 12, while a Troll cyberlimb has a base Strength of 20). A cyberlimb typically has a hardness of 6 and 20 hit points*. A cyberlimb can be attacked as a held object.

It is more difficult to deal damage to a character with cyberlimbs, as each limb reduces the fleshy part of the character. For every cyberlimb, you receive a +2 natural armor bonus to Defense and a damage reduction of 2/-.

*This assumes a Medium-size creature and is based on a two-inch thickness. For each size category larger, increase the effective thickness by 2 inches. For each size category smaller, decrease the effective thickness by one-half inch.

Object	Essence	Size	Wt.	Purchase DC	Illegal DC
Strength Enhancement					
+2	-	Dim	0.5 lb.	29	31
+4	-	Dim	1 lb.	31	33
+6	-	Dim	1 lb.	33	35
+8	0.2	Small	1.5 lbs.	35	37
+10	0.4	Small	1.5 lbs.	37	39
+12	0.6	Small	2 lbs.	39	41

SKILLSOFT MEMORY REQUIREMENTS IN MEGA-PULSES

Total Rating	General Skill (16)	Limited Skill (8)	Specialized Skill (4)	Total Rating	General Skill (16)	Limited Skill (8)	Specialized Skill (4)
1	16	8	4	26	416	208	104
2	32	16	8	27	432	216	108
3	48	24	12	28	448	224	112
4	64	32	16	29	464	232	116
5	80	40	20	30	480	240	120
6	96	48	24	31	496	248	124
7	112	56	28	32	512	256	128
8	128	64	32	33	528	264	132
9	144	72	36	34	544	272	136
10	160	80	40	35	560	280	140
11	176	88	44	36	576	288	144
12	192	96	48	37	592	296	148
13	208	104	52	38	608	304	152
14	224	112	56	39	624	312	156
15	240	120	60	40	640	320	160

Object	Essence	Size	Wt.	Purchase DC	Illegal DC
+14	2.4	Small	2 lbs.	41	43
+16	3	Small	3 lbs.	43	45
+18	3.6	Small	3 lbs.	45	47
+20	4.2	Small	4 lbs.	47	49

Cyberlimb, obvious: An obvious cyberlimb inflicts a -2 penalty to Charisma and Charisma-based skill checks during inappropriate situations.

Cyberlimb, synthetic: Detecting a synthetic cyberlimb by sight requires a Spot check (DC 25). Detecting a synthetic limb by touch requires a Search check (DC 20). If clothing is worn over the limb, increase all DC by 5.

Strength enhancement: It is possible to increase the Strength score of a cyberlimb; the maximum Strength a cyberlimb may have is based on the character's size. Enhanced Strength provides a bonus to detect the limb. The bonus is equal to the Strength enhancement /2.

- Fine: 4
- Diminutive: 8
- Tiny: 15
- Small: 22
- Medium-size: 30
- Large: 40
- Huge: 50
- Gargantuan: 60
- Colossal: 70

Section 3.8.4.2 – Skillsofts

Skillsofts are available in four types – *Activesofts*, *Datasofts*, *Knowsofts*, and *Linguasofts*. Activesofts require the use of Skillwires and allow the character to perform physical actions that he does not actually have the training for, such as shooting a rifle or tumbling through a crowd of mooks. Datasofts contain raw data and information. A chip with a copy of the Encyclopedia Britannica would be a Datasoft, as would a street map. A Knowsoft is similar to an Activesoft, but applies to mental skills that do not necessarily require matching or corresponding physical capability. A Linguasoft is a Knowsoft with Speak Language on it.

Skillsofts are measured by their skill rating, program size, and ability rating. The program size is based on the skill rating and ability score rating, and the cost is based on the program size. Certain Skillsofts are available in limited and specialized versions (Read/Write Language, and Linguasofts are automatically considered limited, and specialized versions – dialects, may be available). These are marked with an asterisk (*).

For example, you could purchase a rating 10 Drive chip, a rating 10 Drive (cars) chip, or a rating 10 Drive (1994 Chevrolet Corvette) chip. The more specialized the chip, the less expensive it is.

To determine the program size of non-combatative chips, add together the skill rating and (ability score rating -11) and consult the following table. Programs that use an attack bonus use the attack bonus x 3 + (ability score rating -11) to determine program size. When a skillsoft is based on a feat, the minimum rating is 1. Skillsofts that duplicate feats must include, in addition to the feat being duplicated, all of the prerequisites required by the feat.

Skills and feats based on Strength, Dexterity, or Constitution automatically add +2 to the rating to determine the program size.

The cost of a Skillsoft is as follows. Note that general skillsofts are far less common than limited or specialized skillsofts when applicable.

SKILLSOFT PRICES

Skillsoft	Legal Cost	Illegal Cost
Activesoft	Mp x 100¥	Mp x 125¥
Datasoft	Mp x 100¥	Mp x 125¥
Knowsoft	Mp x 150¥	Mp x 190¥
Linguasoft	Mp x 50¥	Mp x 60¥

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SKILLSOFT MEMORY REQUIREMENTS IN MEGA-PULSES

Total Rating	General Skill (16)	Limited Skill (8)	Specialized Skill (4)	Total Rating	General Skill (16)	Limited Skill (8)	Specialized Skill (4)
16	256	128	64	41	656	328	164
17	272	136	68	42	672	336	168
18	288	144	72	43	688	344	172
19	304	152	76	44	704	352	176
20	320	160	80	45	720	360	180
21	336	168	84	46	736	368	184
22	352	176	88	47	752	376	188
23	368	184	92	48	768	384	192
24	384	192	96	49	784	392	196
25	400	200	100	50	800	400	200

Continuing the Drive chips example from above, a rating 10 Drive chip with an 11 ability score would have an Mp size of 192. This is higher than a rating 10 chip because Drive is based on Dexterity. A rating 10 Drive (cars) chip would be 96 Mp, while the rating 10 Drive (1994 Chevrolet Corvette) chip would use only 48 Mp.

If you wanted a Drive chip with a Dexterity of 19, the memory required would be as follows (10 + 2 + (19-11) = 20).

Drive – 320 MP.
 Drive (cars) – 160 Mp.
 Drive (1994 Chevrolet Corvette) – 80 Mp.

These chips would have the following costs.

Chip	Cost, no Dex	Cost, 19 Dex
Drive	19,200¥ (DC 28)	32,000¥ (DC 30)
Drive (cars)	9,600¥ (DC 26)	16,000¥ (DC 28)
Drive (1994 Chevrolet Corvette)	4,800¥ (DC 23)	8,000¥ (DC 25)

Using Skillsosofts

When a character uses an Activesoft or a Knowsoft, he is accessing the data on the chip and using it in the real world. He uses the chip's skill or attack rating, and the chip's ability score rating. If his own ability score or skill rating is higher, he is limited to what is coded on the chip. If his own skill rating or ability score rating is lower than that of the chip, he uses the chip's ratings.

If the character is using an Activesoft with an ability score rating higher than his ability score, he may suffer damage. For every round of action, he must roll a Fortitude save. The DC for this save is 10 + (chip's ability score rating – character's ability score). If this fails, the character suffers 1d2 points of damage as his body over extends its capabilities.

The Gamemaster may decide not to call for this save in some instances. Tying a knot (Use Rope) isn't going to be all that strenuous. However, escaping from a very difficult binding (Escape Artist) may tax the character's body.

Skillsosofts are available for the following skills and feats.

Activesosofts

Balance
 Climb
 *Drive
 Escape Artist
 Forgery
 Hide
 Jump
 Move Silently
 *Perform
 *Pilot
 *Ride
 Sleight-of-Hand
 Swim
 Tumble
 Use Rope

(The following feats, in chain order, are from *d20 Modern Roleplaying Game*).

- **Aircraft Operation:** This skillsosoft includes 4 ranks of Pilot (limited – class). It is automatically limited by vehicle class and can be specialized by specific vehicle. *Minimum rating* = limited 7 (56 Mp).
- **Archaic Melee Weapons Proficiency:** This skillsosoft includes only bare minimum knowledge with a base attack bonus of +0. It can be limited by weapon group and specialized by specific weapon. *Minimum rating* = 1 (16 Mp general, 8 Mp limited, 4 Mp specialized).
- **Archaic Ranged Weapons Proficiency:** This skillsosoft includes only bare minimum knowledge with a base attack bonus of +0. It can be limited by weapon group and specialized by specific weapon. *Minimum rating* = 1 (16 Mp general, 8 Mp limited, 4 MP specialized).
- **Armor Proficiency (light):** This skillsosoft includes only bare minimum knowledge and is automatically limited (light armor). It can be specialized by specific armor. *Minimum rating* = limited 1 (8 Mp).
 - **Armor Proficiency (medium):** This skillsosoft includes light armor proficiency. It can be specialized by specific armor. *Minimum rating* = limited 2 (16 Mp).
 - **Armor Proficiency (heavy):** This skillsosoft includes light and

medium armor proficiency. It can be specialized by specific armor. *Minimum rating* = limited 3 (24 Mp).

- **Brawl:** This skillsosoft includes only bare minimum knowledge with a base attack bonus of +0. It cannot be limited or specialized. *Minimum rating* = general 1 (16 Mp).
 - **Improved Brawl:** This skillsosoft includes brawl with a base attack bonus of +3. It cannot be limited or specialized. *Minimum rating* = general 10 (160 Mp).
 - **Knockout Punch:** This skillsosoft includes brawl with a base attack bonus of +3. It cannot be limited or specialized. *Minimum rating* = 10 (160 Mp).
 - **Improved Knockout Punch:** This skillsosoft includes brawl and knockout punch with a base attack bonus of +6. It cannot be limited or specialized. *Minimum rating* = general 19 (304 Mp).
 - **Streetfighting:** This skillsosoft includes brawl with a base attack bonus of +2. It cannot be limited or specialized. *Minimum rating* = general 7 (112 Mp).
- **Combat Expertise:** This skillsosoft includes only bare minimum knowledge with an Intelligence of 13. It cannot be limited or specialized. *Minimum rating* = general 3 (48 Mp).
 - **Improved Disarm:** This skillsosoft includes combat expertise with an Intelligence of 13. It cannot be limited or specialized. *Minimum rating* = general 4 (64 Mp).
 - **Improved Feint:** This skillsosoft includes combat expertise with an Intelligence of 13. It cannot be limited or specialized. *Minimum rating* = general 4 (64 Mp).
 - **Improved Trip:** This skillsosoft includes combat expertise with an Intelligence of 13. It cannot be limited or specialized. *Minimum rating* = general 4 (64 Mp).
 - **Whirlwind Attack:** This skillsosoft includes combat expertise, dodge, mobility, and spring attack with a Dexterity of 13 and an Intelligence of 13 with a base attack bonus of +4. It can be limited by weapon class or specialized by specific weapon. *Minimum rating* = general 20 (320 Mp)
- **Combat Martial Arts:** This skillsosoft includes only bare minimum knowledge with a base attack bonus of +1. It cannot be limited or specialized. *Minimum rating* = general 4 (64 Mp).
 - **Improved Combat Martial Arts:** This skillsosoft includes combat martial arts with a base attack bonus of +4. It cannot be limited or specialized. *Minimum rating* = general 13 (208 Mp).
 - **Advanced Combat Martial Arts:** This skillsosoft includes combat martial arts and improved combat martial arts with a base attack bonus of +8. It cannot be limited or specialized. *Minimum rating* = general 25 (400 Mp).
- **Defensive Martial Arts:** This skillsosoft includes only bare minimum knowledge. It cannot be limited or specialized. *Minimum rating* = general 1 (16 Mp).
 - **Combat Throw:** This skillsosoft includes defensive martial arts. It cannot be limited or specialized. *Minimum rating* = general 2 (32 Mp).
 - **Improved Combat Throw:** This skillsosoft includes defensive martial arts and combat throw with a base attack bonus of +3. It cannot be limited or specialized. *Minimum rating* = general 11 (176 Mp).
 - **Elusive Target:** This skillsosoft includes defensive martial arts with a Dexterity of 13. It cannot be limited or specialized. *Minimum rating* = general 5 (80 Mp).
 - **Unbalance Opponent:** This skillsosoft includes defensive martial arts with a base attack bonus of +6. It cannot be limited or specialized. *Minimum rating* = general 19 (304 Mp).
- **Dodge:** This skillsosoft includes only bare minimum knowledge with a Dexterity of 13. It cannot be limited or specialized. *Minimum rating* = general 5 (80 Mp).
 - **Agile Riposte:** This skillsosoft includes dodge with a Dexterity of 13. It cannot be limited or specialized. *Minimum rating* = general 6 (96 Mp).
 - **Mobility:** This skillsosoft includes dodge with a Dexterity of 13. It cannot be limited or specialized. *Minimum rating* = general 6 (96 Mp).
 - **Spring Attack:** This skillsosoft includes dodge and mobility with a Dexterity of 13 and a base attack bonus of +4. It cannot be limited or specialized. *Minimum rating* = general 18 (288 Mp).
- **Exotic Melee Weapon Proficiency:** This skillsosoft includes only bare minimum knowledge with a base attack bonus of +1. It is automatically specialized. *Minimum rating* = specialized 3 (12 Mp).

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- **Far Shot:** This skillssoft includes only bare minimum knowledge with a base attack bonus of +0. It can be limited by weapon class or specialized by specific weapon. *Minimum rating* = general 1 (16 Mp).
 - **Dead Aim:** This skillssoft includes far shot with a Wisdom of 13 and a base attack bonus of +0. It can be limited by weapon class or specialized by specific weapon. *Minimum rating* = general 3 (48 Mp).
 - **Personal Firearms Proficiency:** This skillssoft includes only bare minimum knowledge with a base attack bonus of +0. It can be limited by weapon class or specialized by specific weapon. *Minimum rating* = general 1 (16 Mp).
 - **Advanced Firearms Proficiency:** This skillssoft includes personal firearms proficiency with a base attack bonus of +0. It can be limited by weapon class or specialized by specific weapon. *Minimum rating* = general 2 (32 Mp).
 - **Burst Fire:** This skillssoft includes personal firearms proficiency, and advanced firearms proficiency with a Wisdom of 13 and a base attack bonus of +0. It can be limited by weapon class or specialized by specific weapon. *Minimum rating* = general 4 (64 Mp).
 - **Exotic Firearms Proficiency:** This skillssoft includes personal firearms proficiency and advanced firearms proficiency with a base attack bonus of +0. It is automatically limited by weapon class. It can be specialized by specific weapon. *Minimum rating* = limited 3 (24 Mp).
 - **Strafe:** This skillssoft includes personal firearms proficiency and advanced firearms proficiency with a base attack bonus of +0. It can be limited by weapon class or specialized by specific weapon. *Minimum rating* = general 3 (48 Mp).
 - **Point Blank Shot:** This skillssoft includes only bare minimum knowledge with a base attack bonus of +0. It can be limited by weapon class or specialized by specific weapon. *Minimum rating* = general 1 (16 Mp).
 - **Double Tap:** This skillssoft includes point blank shot with a Dexterity of 13 and a base attack bonus of +0. It can be limited by weapon class or specialized by specific weapon. *Minimum rating* = general 5 (80 Mp).
 - **Precise Shot:** This skillssoft includes point blank shot with a base attack bonus of +0. It can be limited by weapon class or specialized by specific weapon. *Minimum rating* = general 2 (32 Mp).
 - **Shot on the Run:** This skillssoft includes dodge, mobility, and point blank shot with a Dexterity of 13 and a base attack bonus of +0. It cannot be limited or specialized. *Minimum rating* = general 7 (112 Mp).
 - **Skip Shot:** This skillssoft includes point blank shot and precise shot with a base attack bonus of +0. It can be limited by weapon class or specialized by specific weapon. *Minimum rating* = general 3 (48 Mp).
 - **Quick Draw:** This skillssoft includes only bare minimum knowledge. It is automatically limited by weapon class and can be specialized by specific weapon. *Minimum rating* = limited 4 (32 Mp).
 - **Quick Reload:** This includes only bare minimum knowledge. It is automatically limited by weapon class and can be specialized by specific weapon. *Minimum rating* = limited 4 (32 Mp).
 - **Run:** This skillssoft includes only bare minimum knowledge. It cannot be limited or specialized. *Minimum rating* = general 1 (16 Mp).
 - **Simple Weapons Proficiency:** This skillssoft includes only bare minimum knowledge with a base attack bonus of +0. It can be limited by weapon class or specialized by specific weapon. *Minimum rating* = general 1 (16 Mp).
 - **Surface Vehicle Operation:** This skillssoft includes 4 ranks of Drive (limited – class). It is automatically limited by vehicle class and can be specialized by specific vehicle. *Minimum rating* = limited 7 (56 Mp).
 - **Surgery:** This skillssoft includes 4 ranks of Treat Injury. It cannot be limited or specialized. *Minimum rating* = general 5 (80 Mp).
 - **Track:** This skillssoft includes only bare minimum knowledge. It cannot be limited or specialized. *Minimum rating* = general 1 (16 Mp).
 - **Two-Weapon Fighting:** This skillssoft includes only bare minimum knowledge with a Dexterity of 15 and a base attack bonus of +0. It can be limited by weapon class or specialized by specific weapon. *Minimum rating* = general 6 (96 Mp).
 - **Improved Two-Weapon Fighting:** This skillssoft includes two-weapon fighting with a Dexterity of 15 and a base attack bonus of +6. It can be limited by weapon class or specialized by specific weapon. *Minimum rating* = general 24 (384 Mp).
 - **Vehicle Expert:** This skillssoft includes only bare minimum knowledge. It is automatically limited by vehicle class and can be specialized by specific vehicle. *Minimum rating* = limited 3 (24 Mp).
 - **Force Stop:** This skillssoft includes vehicle expert and 4 ranks of Drive (limited – class). It can be specialized by specific vehicle. *Minimum rating* = limited 7 (56 Mp).
 - **Vehicle Dodge:** This skillssoft includes vehicle expert and 4 ranks of Drive (limited – class) or Pilot (limited – class) with a Dexterity of 13. It can be specialized by specific vehicle. *Minimum rating* = limited 9 (72 Mp).
- (The following feats, in semi-chain order, are from *Modern Expansion Volume 1*)
- **Black Powder Firearms:** This skillssoft includes only bare minimum knowledge with a base attack bonus of +0. It can be limited by weapon class or specialized by specific weapon. *Minimum rating* = general 1 (16 Mp).
 - **Confined Fire:** This skillssoft includes advanced firearms proficiency, personal firearms proficiency, and strafe with a base attack bonus of +3. It can be limited by weapon class or specialized by specific weapon. *Minimum rating* = general 12 (192 Mp).
 - **Deflect Arrows:** This skillssoft includes combat martial arts with a Dexterity of 15 and a base attack bonus of +1. It cannot be limited or specialized. *Minimum rating* = general 6 (96 Mp).
 - **Snatch Arrows:** This skillssoft includes deflect arrows with a Dexterity of 15 and a base attack bonus of +1. It cannot be limited or specialized. *Minimum rating* = general 7 (112 Mp).
 - **Greater Two-Weapon Fighting:** This skillssoft includes two-weapon fighting and improved two-weapon fighting with a Dexterity of 19 and a base attack bonus of +11. It can be limited by weapon class or specialized by specific weapon. *Minimum rating* = general 43 (688 Mp).
 - **Hawkeye:** This skillssoft includes far shot with a Wisdom of 13 and a base attack bonus of +1. The character must personally possess 4 ranks in Spot. It can be limited by weapon class or specialized by specific weapon. *Minimum rating* = general 6 (96 Mp).
 - **Bypass Armor:** This skillssoft includes dead aim, far shot, and hawkeye, with a Dexterity of 15, a Wisdom of 13, and a base attack bonus of +10. The character must personally possess 6 ranks in Spot. It can be limited by weapon class or specialized by specific weapon. *Minimum rating* = general 40 (640 Mp).
 - **Improved Critical:** This skillssoft includes proficiency with the specific weapon and a base attack bonus of +7. It is automatically specialized. *Minimum rating* = specialized 22 (88 Mp).
 - **Improved Dodge:** This skillssoft includes dodge with a Dexterity of 13. It cannot be limited or specialized. *Minimum rating* = general 6 (96 Mp).
 - **Greater Dodge:** This skillssoft includes dodge and improved dodge with a Dexterity of 13. It cannot be limited or specialized. *Minimum rating* = general 7 (112 Mp).
 - **Supreme Dodge:** This skillssoft includes dodge, improved dodge, and greater dodge with a Dexterity of 13. It cannot be limited or specialized. *Minimum rating* = general 8 (128 Mp).
 - **Sidestep:** This skillssoft includes dodge and mobility with a Dexterity of 13. It cannot be limited or specialized. *Minimum rating* = general 7 (112 Mp).
 - **Back Off:** This skillssoft includes dodge, mobility and sidestep with a Dexterity of 13. It cannot be limited or specialized. *Minimum rating* = general 8 (128 Mp).
 - **Improved Grapple:** This skillssoft includes combat martial arts with a Dexterity of 13 and a base attack bonus of +1. It cannot be limited or specialized. *Minimum rating* = general 5 (80 Mp).
 - **Improved Precise Shot:** This skillssoft includes point blank shot and precise shot with a Dexterity of 19 and a base attack bonus of +11. It can be limited by weapon class or specialized by specific weapon. *Minimum rating* = general 41 (656 Mp).
 - **Mounted Combat:** This skillssoft includes 1 rank of Ride. It can be limited by animal class or specialized by specific animal. *Minimum rating* = general 3 (48 Mp).
 - **Mounted Archery:** This skillssoft includes mounted combat and 1 rank of Ride. It can be limited by animal class or specialized by specific animal. *Minimum rating* = general 4 (64 Mp).
 - **Ride-By Attack:** This skillssoft includes mounted combat with 1 rank in Ride. It can be limited by animal class or specialized by specific animal. *Minimum rating* = general 4 (64 Mp).
 - **Multitack:** This skillssoft includes only bare minimum knowledge with a base attack bonus of +0. It cannot be limited but it can be specialized by specific attack. *Minimum rating* = general 1 (16 Mp).
 - **Multiweapon Fighting:** This skillssoft includes only bare minimum knowledge with a Dexterity of 15 and a base attack bonus of +0. It can be limited by weapon class or specialized by specific weapon. *Minimum rating* = general 6 (96 Mp).
 - **Rapid Reload:** This skillssoft includes only bare minimum knowledge with a base attack bonus of +0. It is automatically limited by weapon class but can be specialized by specific weapon. *Minimum rating* = limited 1 (8 Mp).
 - **Rapid Shot:** This skillssoft includes point blank shot with a Dexterity of 13 and a base attack bonus of +0. It can be limited by weapon class or specialized by specific weapon. *Minimum rating* = general 5 (80 Mp).
 - **Manyshot:** This skillssoft includes point blank shot and rapid shot with a Dexterity of 17 and a base attack bonus of +6. It is automatically limited by class (bow) but can be specialized by specific weapon. *Minimum rating* = limited 27 (216 Mp).
 - **Rolling Shot:** This skillssoft includes dodge, mobility, point blank shot, and shot on the run with a Dexterity of 13 and a base attack bonus of +0. It can be limited by weapon class or specialized by specific weapon. *Minimum rating* = general 8 (128 Mp).
 - **Shield Proficiency:** This skillssoft includes only bare minimum knowledge. It cannot be limited but it can be specialized by specific shield. *Minimum rating* = general 1 (16 Mp).
 - **Improved Shield Bash:** This skillssoft includes shield proficiency with a base attack bonus of +0. It cannot be limited but it can be specialized by specific shield. *Minimum rating* = general 2 (32 Mp).
 - **Tower Shield Proficiency:** This skillssoft includes shield proficiency.

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It cannot be limited or specialized. *Minimum rating* = general 2 (32 Mp).

- **Suppressive Fire:** This skillsoft includes advanced firearms proficiency and personal firearms proficiency with a Wisdom of 13 and a base attack bonus of +0. It can be limited by weapon class or specialized by specific weapon. *Minimum rating* = general 3 (48 Mp).
- **Two-Weapon Defense:** This skillsoft includes two-weapon fighting with a Dexterity of 15 and a base attack bonus of +0. It can be limited by weapon class or specialized by specific weapon. *Minimum rating* = general 7 (112 Mp).

(The following feats are from *Ultramodern Firearms*).

- **Armed to the Teeth:** This skillsoft includes two-weapon fighting with a Dexterity of 15 and a base attack bonus of +0. It cannot be limited or specialized. *Minimum rating* = general 7 (112 Mp).
- **Hail of Bullets:** This skillsoft includes point blank shot and double tap with a Dexterity of 13 and a base attack bonus of +0. It can be limited by weapon class or specialized by specific weapon. *Minimum rating* = general 6 (96 Mp).
- **Guns Akimbo:** this skillsoft includes two-weapon fighting and shot on the run with a Dexterity of 15 and a base attack bonus of +0. It can be limited by weapon class or specialized by specific weapon. *Minimum rating* = general 13 (208 Mp).
- **Improved Autofire:** This skillsoft includes advanced firearms proficiency and personal firearms proficiency with a base attack bonus of +0. It can be limited by weapon class or specialized by specific weapon. *Minimum rating* = general 3 (48 Mp).
- **Improved Dead Aim:** This skillsoft includes far shot and dead aim with a Wisdom of 13 and a base attack bonus of +0. It can be limited by weapon class or specialized by specific weapon. *Minimum rating* = general 4 (64 Mp).

Knowsofts

*Bluff
 *Computer Use
 *Craft
 *Demolitions
 Diplomacy
 *Disable Device
 *Disguise
 *Gamble
 Gather Information
 *Handle Animal
 Intimidate
 *Knowledge
 Navigate
 *Read/Write Language
 *Repair
 Research
 Search
 *Speak Language
 Survival
 *Treat Injury

SECTION 3.9 – CYBERDECKS AND PROGRAMS

More information on cyberdecks, the Matrix and computers will be available in a future document.

CYBERDECKS AND PROGRAMS					
Object	Size	Wt.	Purchase DC	Illegal DC	Restriction
Accessories					
Hitcher jack	-	-	18	18	Licensed
Offline storage	F	0.5 lb.			Licensed
Response increase					
Level 1	-	-	29	31	Restricted
Level 2	-	-	34	36	Restricted
Level 3	-	-	37	39	Restricted
Vidscreen display	T	0.1 lb.	15	15	Licensed
Cyberdecks					
Allegiance Alpha	S	5 lb.	30	31	Licensed
Fairlight Excalibur	S	5 lb.	42	43	Licensed
Fuchi Cyber-4	S	5 lb.	35	36	Licensed
Fuchi Cyber-6	S	5 lb.	39	40	Licensed
Fuchi Cyber-7	S	5 lb.	40	41	Licensed
Radio Shack CD-100	S	5 lb.	24	25	Licensed
Sony CTY-360	S	5 lb.	34	35	Licensed

Offline storage: To determine the cost of offline storage, multiply the Mp required by 10 and compare to **Table 7-1: Purchase DCs** on p. 204 of *d20 Modern Roleplaying Game*.

SECTION 3.10 – BIOTECH

BIOTECH					
Object	Size	Wt.	Purchase DC	Illegal DC	Restriction
Doctor service					
Ability damage	-	-	15 + ranks	17 + ranks	-
Critical damage	-	-	16 + ranks	18 + ranks	-
Hit point damage	-	-	10 + ranks	12 + ranks	-
DocWagon™ contract					
Basic	-	-	23	23	-
Gold	-	-	29	29	-
Platinum	-	-	31	31	-
Medkit	S	3 lb.	12	14	-
Supplies	D	0.1 lb.	7	9	-
Paramedic service					
Critical damage	-	-	16	16	-
Slap patches					
Antidote	F	-			
Rating 1			7	10	-
Rating 2			10	12	-
Rating 3			11	14	-
Rating 4			12	15	-
Rating 5			13	15	-
Rating 6			14	16	-
Rating 7			14	17	-
Rating 8			15	17	-
Stimulant	F	-			
Rating 1			5	5	-
Rating 2			7	7	-
Rating 3			9	9	-
Rating 4			10	10	-
Rating 5			11	11	-
Rating 6			11	11	-
Tranq	F	-			
Rating 1			4	6	-
Rating 2			6	9	-
Rating 3			8	10	-
Rating 4			9	12	-
Rating 5			10	12	-
Rating 6			10	13	-
Rating 7			11	14	-
Rating 8			12	14	-
Rating 9			12	15	-
Rating 10			12	15	-
Trauma	F	-			
Rating 1			9	14	-
Rating 2			11	16	-
Rating 3			13	17	-
Rating 4			14	18	-
Rating 5			15	19	-
Rating 6			15	20	-
Stabilization unit	L	30 lb.	26	30	-
Deluxe unit	L	35 lb.	28	32	-

Doctor service: Doctor service prices are based on the attending physician's ranks in treat injury and are priced per day. Critical damage applies if the subject's hit points are at -1 or below.

DocWagon™ contract: For transmission purposes, including range and jamming, DocWagon™ bands have a device rating of 6.

Medkit: A medkit provides a +3 bonus to Treat Injury checks. The kit can devise an antitoxin in less than one minute. Roll 1d20+3 against a DC equal to the DC of the substance. If successful, the resultant substance provides a +4 bonus to the secondary saving throw.

Paramedic service: Critical damage applies if the subject's hit points are at -1 or below.

Slap patches: Applying a slap patch is a standard action that provokes attacks of opportunity. If the recipient has a natural armor bonus, apply this bonus as a bonus to save against the effects of the patch.

SECTION 3 – EQUIPMENT

- **Antidote:** If applied in the same round that a poison attacks deals damage, the poisoned character applies the patch rating as a bonus to his saving throw, and as a type of Hardness versus the ability score damage. It also provides its rating as a bonus to the secondary save. If applied after the initial damage is suffered, but before the secondary damage, the rating is applied as a saving throw bonus. Multiple patches are not cumulative.
- **Stimulant:** When applied, this negates (rating x 1d6) points of non-lethal damage for 2d6 minutes, after which, all of the negated damage, plus 1d6, returns.
- **Tranq:** When applied, the target must roll a Fortitude saving throw (DC 15 + patch rating). If this fails, the target suffers (patch rating x 1d6) non-lethal damage.
- **Trauma:** This must be applied within one round of dying. It allows the subject one last chance to stabilize with a bonus equal to the patch rating; if successful, he is placed at his death's door, and must receive medical attention within 1d6 minutes, or he will have to check for stabilization again. When a character is treated with a trauma patch, the DC to resist permanent injury increases by +5.

Stabilization unit: Applying a stabilization unit takes 1d4+1 full-round actions and provokes attacks of opportunity. A standard model causes the subject to check for stabilization every 2 hours instead of every round, while the deluxe model requires the subject to check every 6 hours instead of every round.

SECTION 3.11 – MAGICAL EQUIPMENT

MAGICAL EQUIPMENT					
Object	Size	Wt.	Purchase DC	Illegal DC	Restriction
Elemental conjuration materials	*	*	*	+3	Licensed
Fetishes	T	0.2 lb.			
Abjuration			4	4	Spell
Conjuration			4	4	Spell
Divination			2	2	Spell
Enchantment			4	4	Spell
Evocation			4	4	Spell
Illusion			3	3	Spell
Necromancy			7	7	Spell
Transmutation			4	4	Spell
Universal			3	3	Spell
Hermetic library	*	*	*	+3	Licensed
Medicine lodge materials	*	*	*	+3	Licensed
Power focus					
Rating 1	D	0.1 lb.	34	36	Licensed
Rating 2	D	0.1 lb.	36	39	Licensed
Rating 3	T	0.25 lb.	38	40	Licensed
Rating 4	T	0.25 lb.	39	41	Restricted
Rating 5	T	0.25 lb.	40	42	Military
Spell foci	T	0.25 lb.			
Improved Power - school					
Rating 1			30	32	Licensed
Rating 2			32	34	Licensed
Rating 3			33	36	Licensed
Rating 4			34	37	Restricted
Rating 5			35	38	Military
Improved Power - specific					
Rating 1			23	26	Licensed
Rating 2			26	28	Licensed
Rating 3			27	30	Licensed
Rating 4			28	31	Restricted
Rating 5			29	32	Military
Metamagic					
Total level 1			26	28	Licensed
Total level 2			28	31	Licensed
Total level 3			30	32	Licensed
Total level 4			31	33	Licensed
Total level 5			31	34	Licensed
Total level 6			32	34	Restricted
Total level 7			33	35	Restricted
Total level 8			33	36	Restricted

MAGICAL EQUIPMENT					
Object	Size	Wt.	Purchase DC	Illegal DC	Restriction
Total level 9			33	36	Restricted
Total level 10			34	36	Military
Total level 11			34	37	Military
Total level 12			34	37	Military
Total level 13			35	37	Military
Total level 14			35	38	Military
Total level 15			35	38	Military
Reduced Damage - school					
Rating 1			28	31	Licensed
Rating 2			31	33	Licensed
Rating 3			32	34	Licensed
Rating 4			33	36	Restricted
Rating 5			34	37	Military
Reduced Damage - specific					
Rating 1			26	28	Licensed
Rating 2			28	31	Licensed
Rating 3			30	32	Licensed
Rating 4			31	33	Restricted
Rating 5			32	34	Military
Spell lock	T	0.25 lb.	Special	Special	Licensed
Spirit foci					
Rating 1	D	0.1 lb.	30	32	Licensed
Rating 2	D	0.1 lb.	32	34	Licensed
Rating 3	T	0.25 lb.	33	36	Licensed
Rating 4	T	0.25 lb.	34	37	Restricted
Rating 5	T	0.25 lb.	35	38	Military

Elemental conjuration materials: This includes the cost of incense, braziers, gems, other expendable materials and the materials required to inscribed the hermetic circle. The price is based on the maximum Hit Dice of elemental that can be conjured with the circle.

Circle Rating	Semi-Permanent Purchase DC	Permanent Purchase DC	Size (diameter)
2	10	20	6 ft.
4	11	23	13 ft.
8	12	25	26 ft.
16	14	28	53 ft.
21	14	29	70 ft.
24	15	30	80 ft.

Fetishes: See Section 7 – FX Abilities for more information on fetishes.

Hermetic library: See below for the information on a hermetic library.

Medicine lodge materials: See below for the information on a medicine (Shamanic) lodge.

Power focus: See Section 7 – FX Abilities for more information on power foci.

Spell foci: See Section 7 – FX Abilities for more information on spell foci.

Spell lock: See Section 7 – FX Abilities for more information on spell locks.

Spirit foci: See Section 7 – FX Abilities for more information on spirit foci.

Hermetic library/medicine lodge notes

- **Purchase DC:** This is the Wealth check DC to purchase a Hermetic library of the listed rating.
- **Rent DC/hour:** This is the Wealth check DC to use a Hermetic library of the listed rating for one hour at most magical universities and such. When renting library use, you are more than likely going to have to pay for the highest rating of the library as opposed to the rating you need to use.
- **Size:** This is the size in cubic feet that a hardcopy library of the listed rating uses.
- **MP:** This is the amount of MegaPulses that an electronic library uses.

To upgrade an existing library, subtract the current rating from the new rating to determine the rating for the effect Wealth check DC. For example, Joe has a rating 4 library (Wealth check DC 28) and is going to upgrade to a rating 5 library. The Wealth check DC is (5 – 4 = 1) 18.

Library Rating	Purchase DC	Rent DC/hour	Size	MP
1	18	10	3	100
2	23	12	6	400

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Library Rating	Purchase DC	Rent DC/hour	Size	MP
3	25	14	9	900
4	28	15	12	1,600
5	29	15	15	2,500
6	31	16	18	3,600
7	31	16	21	4,900
8	32	16	24	6,400
9	33	17	27	8,100
10	34	18	30	10,000
11	35	18	33	12,100

Library Rating	Purchase DC	Rent DC/hour	Size	MP
12	36	18	36	14,400
13	37	19	39	16,900
14	38	19	42	19,600
15	39	19	45	22,500

SECTION 3.12 – VEHICLES

VEHICLES															
Name	Crew	Pass	Cargo	Init	Man	Top Spd	Defense	Hard	Hit Points	Size	Stealth	Purchase DC	Illegal DC	Rest	
Ground (cars)															
Chrysler-Nissan Jackrabbit	1	4	200 lb.	-1	-1	123 (12)	9	5	30	L	9	27	27	-	
Eurocar Westwind 2000	1	4	100 lb.	-2	+1	282 (28)	8	5	32	H	3	34	36	-	
Ford Americar	1	4	250 lb.	-2	-1	137 (14)	8	5	34	H	2	28	28	-	
Mitsubishi Nightsky	1	7	130 lb.	-4	-4	158 (16)	6	11	38	G	1	37	39	-	
Mitsubishi Runabout	1	4	100 lb.	-1	-1	98 (10)	9	5	30	L	12	26	26	-	
Toyota Elite	1	3	200 lb.	-2	-1	158 (16)	8	5	34	H	2	35	37	-	
Ground (bikes)															
Dodge Scoot	1	0	25 lb.	-1	+0	80 (8)	10	5	16	M	13	20	18	-	
Harley Scorpion	1	1	130 lb.	-1	+0	158 (16)	9	8	22	L	3	27	27	-	
Yamaha Rapier	1	0	90 lb.	+0	+3	260 (26)	10	5	18	M	4	26	26	-	
Ground (hovercraft)															
Chrysler-Nissan G12a	2	0	2,500 lb.	-4	-4	160 (16)	6	5	40	G	1	31	31	-	
GMC Beachcraft Patroller	2	0	1,000 lb.	-4	-4	218 (22)	6	15	44	G	1	34	36	Res	
Boats (motorboats)															
Aztech Nightrunner	1	1	500 lb.	-2	-2	100 (10)	8	5	28	H	10	30	30	-	
Nightrunner w/elec motor	1	1	500 lb.	-2	-3	60 (6)	8	5	28	H	10	30	30	-	
GMC Rivervine	1	7	400 lb.	-4	-4	158 (16)	6	15	40	G	1	33	33	-	
Samuvani Chriscraft Otter	1	1	1,500 lb.	-2	-2	60 (6)	8	5	28	H	5	28	28	-	
Boats (sailboats)															
Sendanko Marlin	1	5	350 lb.	-2	-2	40 (4)	8	5	28	H	14	27	27	-	
Aircraft (winged planes)															
Cessna C750	1	1	2,200 lb.	-4	-4	450 (45)	6	5	30	G	6	36	36	-	
EFA Variants	1	10	2,000 lb.	-4	-4	395 (40)	6	5	44	G	6	39	39	Res	
Lear Platinum	1	10	900 lb.	-4	-4	435 (43)	6	5	44	G	6	39	42	-	
Aircraft (rotor craft)															
Ares Dragon	1	3	7,000 lb.	-4	-4	340 (34)	6	5	44	G	3	39	39	-	
Federated Boeing Commuter	2	15	2,000 lb.	-4	-4	420 (42)	6	5	42	G	6	37	37	-	
Hughes Airstar	1	10	4,600 lb.	-4	-4	264 (26)	6	15	46	G	3	40	42	-	
Hughes WK 2 Stallion	1	1	3,000 lb.	-4	-4	250 (25)	6	5	44	G	3	38	38	-	
Northrup PRC 42 Wasp	1	0	160 lb.	-2	-2	170 (17)	8	5	30	H	5	36	39	Res	
Yellowjacket	1	0	115 lb.	-2	-2	170 (17)	8	5	32	H	5	37	39	Res	
Aircraft (vectored thrust)															
Federated Boeing Eagle	1	0	1,000 lb.	-4	-4	2,400 (240)	6	20	44	G	1	50	52	Mil	
Military and Restricted Issue (panzers)															
GMC Banshee	3	0	1,700 lb.	-4	-2	1,320 (132)	6	20	50	G	9	45	49	Mil	
Military and Restricted Issue (security vehicles)															
Ares Citymaster	1	16	1,100 lb.	-4	-4	160 (16)	6	20	44	G	1	39	42	Res	
Chrysler-Nissan Patrol	1	4	90 lb.	-2	-1	135 (13)	8	11	34	H	1	34	36	Res	
Military and Restricted Issue (remotes)															
Hunter drone (spotter)	0	0	50 lb.	+0	+0	120 (12)	10	5	24	M	10	28	31	Mil	
Hunter drone (surveillance)	0	0	50 lb.	+0	+0	80 (8)	10	5	20	M	10	28	31	Mil	
Patrol vehicle	0	0	50 lb.	+0	+0	92 (9)	10	10	18	M	10	26	28	Res	
Spotter drone	0	0	50 lb.	+0	+0	130 (13)	10	5	20	M	10	27	30	Res	
Surveillance drone	0	0	50 lb.	+0	+0	92 (9)	10	5	16	M	10	26	28	Res	

Chrysler-Nissan Patrol-1: When the window armor is activated, the windows have a hardness of 11.

Mitsubishi Nightsky: This includes a rating 10 Maglock.

Northrup PRC 42 Wasp: When being landed with autorotation, the Stealth of this increase to 10.

Yellowjacket: When being landed with autorotation, the Stealth of this increase to 10.

Section 3.12.1 – Vehicle Weapons

VEHICLE WEAPONS

SECTION 3 – EQUIPMENT

Weapon	Damage	Critical	Damage Type	Range Increment	RoF	Mag	Size	Wt.	Purchase DC	Illegal DC	Rest
Autocannon (30mm cannon)	3d12	20	Ballistic	110 ft.	S	10 box	H	90 lbs.	26	29	Mil
Launcher (missile)	Varies ²	-	-	150 ft.	Single	6 int	H	40 lb.	27	30	Mil
Water cannon	2d6	20	Bludgeoning	15 ft.	A	20 int	L	25 lbs.	28	30	Mil

¹ This mastercraft weapon grants a +1 bonus on attack rolls.

² This weapon does special damage. See the weapon description.

³ See the description of this weapon for special rules.

Water cannon: This weapon is targeted in the same manner as an automatic weapon. Targets that fail to save suffer non-lethal damage and must roll Strength checks (DC 10 + damage) or be knocked down. For every size category above Medium, a victim receives a +4 bonus to this check; for every size category below Medium, the victim suffers a -4 penalty to this check. If knocked down, victims cannot apply their Dexterity bonus to additional saves against the weapon damage, and the Strength check DC to get back up is increased by +5.

Section 3.12.2 – Vehicle Accessories

VEHICLE ACCESSORIES					
Object	Size	Wt.	Purchase DC	Illegal DC	Restriction
Remote control device	Special	Special	Special	+3	-
Vehicle adaptation rig	Special	Special	21	23	-

Remote control gear: To determine the cost of remote control gear, multiply the vehicle's hit points by 250 and compare to **Table 7-1: Purchase DCs** on p. 204 of *d20 Modern Roleplaying Game*.

Section 3.12.3 – Vehicle Sensors

Vehicles in *Shadowrun* have low-tech sensor systems. These follow the normal rules for sensors. The sensor rating of most vehicles is equal to the Pilot rating.

VEHICLE SENSORS					
Rtg	Range				Modes
	Short	Med	Long	Ext	
0	0-30 ft.	-	-	-	1
1	0-30 ft.	31-60 ft.	61-90 ft.	91-120 ft.	1-2
2	0-60 ft.	61-120 ft.	121-180 ft.	181-240 ft.	1-2
3	0-120 ft.	121-240 ft.	241-360 ft.	361-480 ft.	1-2
4	0-240 ft.	241-480 ft.	481-720 ft.	721-960 ft.	1-2
5	0-1,200 ft.	1,201-2,400 ft.	2,401-3,600 ft.	3,601-4,800 ft.	1-3
6	0-2,400 ft.	2,401-4,800 ft.	4,801-7,200 ft.	7,201-9,600 ft.	1-3
7	0 – 5 mi.	5.1 - 10 mi.	10.1 - 15 mi.	15.1 - 20 mi.	1-4
8	0 - 10 mi.	10.1 - 20 mi.	21.1 - 30 mi.	31.1 - 40 mi.	1-4
9	0 - 20 mi.	20.1 - 40 mi.	40.1 - 60 mi.	60.1 - 80 mi.	1-4
10	0 - 40 mi.	40.1 - 80 mi.	80.1 - 120 mi.	120.1 - 160 mi.	1-4

Section 3.12.4 – Autopilot Systems

Vehicles in *Shadowrun* have AutoNav systems with a rating equal to the indicated Pilot Rating. The AutoNav rating has the following effects.

Rating 0: This vehicle doesn't have an AutoNav system.

Rating 1: This provides a +1 bonus to Drive and Pilot checks to avoid collisions.

Rating 2: This provides a +2 bonus to Drive and Pilot checks to avoid collisions. This system is capable of self-navigation (autopilot) with a skill check bonus of +2.

Rating 3: This provides a +4 bonus to Drive and Pilot checks to avoid collisions. This system is capable of self-navigation (autopilot) with a skill check bonus of +4. This has a GPS system, and can navigate off-road if provided with an appropriate map chip (+2 Navigate bonus).

Rating 4: This provides a +6 bonus to Drive and Pilot checks to avoid collisions. This system is capable of self-navigation (autopilot) with a skill check bonus of +6. This has a GPS system, and can navigate off-road if provided with an appropriate map chip (+6 Navigate bonus). This system can also program its own routes for efficiency (+4 Navigate bonus).

When a vehicle's AutoNav system is active, the normal bonus provided to avoid collisions is applied as a penalty to the operator's skill check when he attempts hazardous maneuvers (stunts).

SECTION 4 – COMBAT/GAMEMASTERING



SECTION 4.1 – COMBAT

Section 4.1.1 – Missile Throwers

Bows, crossbows, and slings have their place in the Shadows, but there are reasons that they have fallen out of general use. One of these reasons is the inability to match the sheer amount of projectiles that a firearm can put into action in a short period.

Bows

Compound Bow: Reloading a compound bow takes 4 full round actions. Every time your Base Attack Bonus entitles you to an additional attack, you can reduce the reload time by one full round action.

Simple Bow: Reloading a simple bow takes 6 full round actions. Every time your Base Attack Bonus entitles you to an additional attack, you can reduce the reload time by one full round action.

Crossbows

Hand Crossbow: Reloading a hand crossbow takes 5 full round actions. Every time your Base Attack Bonus entitles you to an additional attack, you can reduce the reload time by one full round action.

Heavy Crossbow: Reloading a heavy crossbow takes 10 full round actions. Every time your Base Attack Bonus entitles you to an additional attack, you can reduce the reload time by one full round action.

Light Crossbow: Reloading a light crossbow takes 6 full round actions. Every time your Base Attack Bonus entitles you to an additional attack, you can reduce the reload time by one full round action.

Medium Crossbow: Reloading a medium crossbow takes 8 full round actions. Every time your Base Attack Bonus entitles you to an additional attack, you can reduce the reload time by one full round action.

Modern Versions: Modern crossbows typically have gears, pulleys and other mechanisms that allow for a more rapid reload. Reduce the reload times by 2 full round actions to a minimum of 2.

Slings

Reloading a sling takes 5 full round actions. Every time your Base Attack Bonus entitles you to an additional attack, you can reduce the reload time by one full round action.

Section 4.1.2 – Injury and Dying

Injury, dying, and death follow the normal rules. However, severe injury and death have hard consequences for the Awakened (any creature with a magic rating).

Whenever a character with a magic rating is reduced to -1 hit points or worse, there is a chance that he will lose some magical potency. Attending critically injured Awakened characters with Treat Injury is also more difficult, and can cause a loss of magical potency.

When such as character is reduced to negative hit points, roll 2d10. If the result is equal to or less than the character's magic rating, his magic rating is reduced by one point.

If a critically injured character is treated with Treat Injury, the doctor must do so as a -4 penalty. He may choose not to accept this penalty, but in such cases, the character must roll 2d10 again, checking for the loss of another point of magic rating.

When an Awakened character requires a replacement limb or organ, he must use one cloned from his own DNA. Using another DNA pattern, even that of another Awakened creature, imposes a one-point reduction on the character's magic rating. This is an automatic reduction that is negated if the character receives a part cloned from his own DNA. However, the surgical process, major invasive surgery, is the same as being reduced to negative hit points and may cause magic loss.

When an Adept loses a point of magic rating, he loses access to one point worth of Adept abilities.

SECTION 4.2 – GAMEMASTERING

Section 4.2.1 – Range and Remote Ops

In Shadowrun, electronic devices such as sensors, remote control decks, and communication gear use the Flux Rating to determine range and level of detection. The greater the flux rating, the greater the range, and the greater the chance of detection. A device's flux rating is most often equal to its device rating.

FLUX RANGE TABLE

Flux Rating	Range	Flux Rating	Range
0	820 ft.	11	19.2 mi.
1	3,100 ft.	12	20.4 mi.
2	1.2 mi.	13	21.6 mi.
3	2.4 mi.	14	22.8 mi.
4	3.6 mi.	15	24 mi.
5	5.4 mi.	16	38 mi.
6	7.2 mi.	17	40 mi.
7	9.6 mi.	18	42 mi.
8	12 mi.	19	44 mi.
9	15 mi.	20	46 mi.
10	18 mi.	21	48 mi.

Most devices can be operated at a lower flux rating, thus suffering reduced range. Increasing a device's flux rating most often requires an external modification or connection, often a vehicle's electronic engine. The engine from a Medium vehicle can increase a device's flux rating by +2, with each additional size category above Medium providing an additional +2 flux rating.

Detection tests to find devices with flux ratings receive a bonus to the check equal to the target's current flux rating-2.

A device's flux rating as listed above assumes optimal conditions. Apply the following modifiers when applicable.

FLUX RANGE MODIFIERS

Condition	Modifier
High elevation	+4
ECCM in use	- ½ transmitter rating
Electrical storm	-2
Encryption in use	-0.5
Humid air	-0.5
Urban environment	-1

High elevation: This exists whenever an uninterrupted line of sight exists between the transmitter and its receiver or target.

Electrical storm: This also covers solar flare activity.

Encryption in use: This applies only to radios and remote control decks that are operating under encryption.

Humid air: This applies when the air is particularly humid, or when there is a high level of smog. It does not stack with the electrical storm modifier.

Urban area: This applies when in heavily built-up areas, such as downtown districts, industrial parks, and any major non-residential area of a Sprawl, or when the transmitter is within one-half mile of a high-voltage power line.

Section 4.2.1.1 – Remote Operations and Drones

Riggers are able to operate drones and certain vehicles by remote control, using remote control networks. The primary difference between a drone and a remote-operated vehicle is that drones have a limited intelligence program that provides a Pilot rating. This enables a drone to act independently of its controller to a limited degree.

Operating a drone or vehicle by remote requires Computer Use checks, with a -4 penalty. This check is used in place of the appropriate Drive or Pilot checks. If the operator has the Remote Pilot feat, he may substitute his Drive or Pilot skill in place of Computer Use.

The drones presented in Section 3.12 – Vehicles have the following Pilot ratings. The Pilot rating acts as a bonus to the appropriate checks (Drive, Pilot, attacks, sensor checks, etc), and as a rough Intelligence score when acting autonomously. In general, a drone's Pilot rating will be 3x the listed number in a Shadowrun product.

DRONE PILOT RATINGS

Drone	Pilot Rating
Hunter drone (spotter)	7
Hunter drone (surveillance)	7

DRONE PILOT RATINGS	
Drone	Pilot Rating
Patrol vehicle	6
Spotter drone	6
Surveillance drone	6

All drones operate in one of two modes: primary or secondary mode. In primary mode, a drone is directly under the control of a living operator, typically a rigger. A rigger may operate only one drone is his remote control network in primary mode – this allows the character to operate the drone as if he is jacked directly into the drone, allowing him to use all VCR and other applicable bonuses. He uses the drone's sensors to view the world. When a rigger is controlling a drone in primary mode, he is "jumped in" to the drone.

In secondary mode, a drone is on its own, using its Pilot rating for checks. The rigger's bonuses do not apply to drones in secondary mode.

While a rigger is operating a drone in primary mode, he can only casually scan the world through his secondary drones, and doing so is a full-round action.

Instead of jumping into a drone, a rigger can supervise all of the drones on his remote control network. This is known as the Captain's Chair mode. In Captains' Chair mode, a rigger does not apply his VCR bonuses.

Section 4.2.1.1.1 – Remote Control Networks

To operate a remote control network, a rigger must have a remote control deck. The remote control deck (or device) has a rating. This is the number of slave ports available on the deck. The RC deck can only operate as many drones as it has slave ports (drones = rating).

A RC deck contains a subscriber list – a file that details the drones connected to the network. The subscriber list can contain information on a number of drones equal to twice the RC deck's rating, even though the deck can only control its rating in drones.

Drones on the subscriber list that are actively under the control of the RC deck are known as affiliated drones. Affiliated drones can receive input from the RC deck and transmit information between the drones, the RC deck, and any other affiliated drones.

Drones that are not being directly controlled by the RC deck are non-affiliated drones. Non-affiliated drones cannot transmit information between themselves, the RC deck, and other drones.

Affiliating or disaffiliating a drone is a move action. A drone may not act in the round in which it is being affiliated.

Section 4.2.1.1.2 – Issuing Commands

When a rigger is jacked into a RC deck, he may issue commands to drones and connected vehicles on his turn. Issuing a command is a standard action, and the rigger may issue a command to only a single drone, unless he is issuing the same command to all drones on the RC network, in which case, he may issue the command to the entire group (up to the rating of the RC deck).

If the rigger is jumped into a drone, he does not have to use a standard action to command that drone – he is directly controlling that device, but he still must use a standard action to command other drones.

When a rigger issues a command to a drone, the drone must roll a comprehension check. This is a 1d20 + Pilot rating check. The DC is based on the complexity of the command. Short, one-sentence commands, such as "circle this area", "follow that car", or "shoot anything that comes in this area" have a typical DC of 15. The more complex the command, the greater the DC.

If successful, the drone executes the command. If the check fails, the drone does nothing, and waits for further instruction. If the check is highly successful, the drone has more liberty in interpreting the command, usually to the rigger's benefit. For every 5 points by which the drone beats the DC, it has a +1 pilot for the purposes of following the command.

Section 4.2.1.1.3 – Actions

Drones in a remote control network act immediately after the controlling rigger, regardless of whether the drone is in primary or secondary mode, or whether it is affiliated or non-affiliated. Following is a short list of possible actions.

Free Actions

- *Activate/deactivate sensors:* Activating or deactivating sensors for a single drone is a free action. Activated sensors come online on the rigger's next action.
- *Activate/deactivate ECM/ECCM:* Activating or deactivating ECM or ECCM for a single drone is a free action. Active ECM comes online on the rigger's next action.
- *Arm/disarm a weapon:* A drone may have only a single weapon system armed at any given time. Ordering a drone to arm or disarm a weapon is a free action.
- *Call up status report:* As a free action, a rigger may monitor the position, heading and speed, damage report and/or current orders of a single drone.
- *Observe:* A rigger may observe through one drone as a free action. If the rigger is in Captain's Chair mode, he may do this through any drone on his subscriber list. If he is jumped into a drone, this is treated as normal for Listen and Spot checks and the rigger may observe only from the primary drone. If the rigger is jumped in, he

may observe through a secondary drone as a full-attack action.

Move Actions

- *Affiliate/disaffiliate a drone:* Adding or dropping a drone from the deck's active management is a move action.
- *Jump into a primary drone:* Taking direct control (jumping in) of a drone is a move action.
- *Observe in detail:* A rigger may observe in detail through any single drone as a move action while he is in Captain's Chair mode. If he is jumped in, he may do this only with the primary drone.
- *Perform a free action on multiple drones:* While in Captain's Chair mode, a rigger may perform the same free action on two or more drones. However, he cannot perform two or more free actions.
- *Return to Captain's Chair:* Returning to Captain's Chair mode (jumping out) is a move action.

Standard Actions

- *Attack:* A rigger may operate an armed weapon on a single drone as an attack action, following the normal rules. If the rigger is jumped in, he cannot do this with a secondary drone.
- *Issue a command:* Issuing a command to a single drone or the same command to a group of drones is a standard action.
- *Operate a drone:* When jumped into a drone, the rigger may control it following the normal rules for vehicles and the like.

Full-Attack/Full-Round Actions

- *Attack:* Making a full-attack with a single drone is a full-attack action as per the normal rules.
- *Observe through a secondary drone:* While jumped in, a rigger may observe through a secondary drone as a full-attack action.

Section 4.2.2 – Security Systems

Maglocks: Maglocks are ubiquitous in the Sixth World. Maglocks are available with a variety of identification systems, from simple keypad entry to retinal scanners.

- *Cardreader:* Bypassing cardreader systems requires a DC 25 Disable Device check, as per opening locks. Some locks may possess anti-tampering systems that increase this DC. A maglock passkey can be used to bypass the system. Roll 1d20+10 versus the rating of the maglock +10.
- *Keypad:* Bypassing keypad systems requires a DC 20 Disable Device check, as per opening locks. Some locks may possess anti-tampering systems that increase this DC.
- *Print scanner:* Bypassing print scanner systems, including retinal scanners, requires a Disable Device check, as per opening locks, with a DC equal to 25 + scanner rating. Some locks may possess anti-tampering systems that increase this DC. Synthetic prints may be used to spoof the system; in such cases, roll 1d20 + print rating against a DC of scanner rating +10. Actual fingers or hands removed from the owner have an initial rating of 8, but lose one point per hour, or one point per 3 hours if properly cared for.

Weapon detection: The most common weapons detectors are Magnetic Anomaly Detectors, or MADs. These are found in both hand-held versions and architectural versions. Hand-held MADs will detect most weapons containing metal with a 1d20+10 check vs. DC 15. Depending on the precautions taken, the DC may increase. Architectural scanners roll 1d20+15. Many MADs also have cyber-scanners built-in. These detect cyberware with a check vs. DC 15 (or higher for high-grade 'ware).

Wire: There are three basic types of wire used in security systems: barbed, concertina, and monowire. These wires have the following statistics:

- *Spot DC:* This is the DC for a Spot check to spot the wire under normal lighting conditions. Unusual lighting conditions, as well as concealing brush or others obstructions may increase the DC.
- *Hard:* This is the hardness of the wire.
- *HP:* This is the amount of damage required to break the wire.
- *Break DC:* This is the DC required when attempting to break the wire through force.
- *Damage:* This is the damage the wire deals per 5 ft. section moved through when simply grabbing the wire, walking through the wire, or running through the wire. Note that in many cases, the Gamemaster may choose to apply specific-area injuries when dealing with wire barriers.

WIRE STATISTICS							
Wire	Spot DC	Hard	HP	Break DC	Damage		
					Grab	Walk	Run
Barbed	15	10	15	30	1d2	1d4	1d6

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WIRE STATISTICS							
Wire	Spot DC	Hard	HP	Break DC	Damage		
					Grab	Walk	Run
Concertina	18	10	15	30	1d4	1d8	2d6
Monowire*	25	8	15	35	1d8	2d6	4d6

* Against armor with a Conversion rating of 3 or better, the wire deals half damage before the rating is applied; they are not good at cutting through hard structures.

Note that some individuals may use monowire for tripwires as well. These deal damage as above in addition to setting off alarms and/or traps.

SECTION 5 – ADVANCED/PRESTIGE CLASSES



SECTION 5.1 – AVAILABLE CLASSES

The following classes are

d20 RPG (N/A)

- **Acolyte** (322)
- **Battle Mind** (307)
- **Mage** (318)
- **Techie** (177): The Techie AdvC is currently unavailable. It will be made available in a future document.
- **Telepath** (305)

d20 Future (N/A)

- **Concord Administrator** (50)
- **Dimension Ranger** (41)
- **Dogfighter** (17): The Dogfighter AdvC is currently unavailable, but Ares Macrotechnology is working hard to bring it to you.
- **Helix Warrior** (26): The Helix Warrior AdvC is currently unavailable, but the United Canadian and American States government bio-research division is working hard to bring it to you.
- **Mecha Jockey** (172): The Mecha Jockey AdvC is currently unavailable, but Ares Macrotechnology is working hard to bring it to you.
- **Nuclear Nomad** (56): The Nuclear Nomad AdvC is currently unavailable, but it's bound to happen someday.
- **Purifier** (43)
- **Space Monkey** (28): The Space Monkey AdvC is currently unavailable, but Ares Macrotechnology is working hard to bring it to you.
- **Star Law Officer** (54)
- **Technosavant** (31): The Technosavant AdvC is currently unavailable. It will be made available in a future document.

Modern Expansion Volume 1 (N/A)

- **Cleric (Acolyte)**
- **Druid**
- **Sorcerer**
- **Wizard**

Modern Expansion Volume 2 (N/A)

- **Ecclesiarch**
- **Glamourist**
- **Mage**
- **Paladin (Holy Warrior)**
- **Shadowjack**: The Shadowjack AdvC is currently unavailable, but may be made available in a future document dealing with the Matrix.

The following classes are but are modified from the listed text.

d20 Modern RPG (OK)

- **Occultist** (292): Remove the Banish ability and replace with an addition to Bind Shadow Creature – "At 10th level, the Occultist can bind a Shadow creature with 8 HD or less."
- **Shadow Slayer** (290): add Blood of Dragons to the Requirements.

Modern Expansion Volume 1 (OK)

- **Barbarian**: The Barbarian AdvC may be available with Gamemaster

consultation.

- **Bard**: Add Blood of Dragons to the Requirements.
- **Fighter**: The Fighter AdvC may be available with Gamemaster consultation.
- **Monk**: Add Blood of Dragons to the Requirements.

Modern Expansion Volume 2 (OK)

- **Spellslinger**: Add Blood of Dragons to the Requirements.

SECTION 5.2 – NEW ADVANCED CLASSES

Adept

Adepts are Awakened individuals who channel their magical energies not into spells or conjurings, but rather into improving their physical and mental capabilities. Some Adepts are as tough as the most heavily armored Street Samurai, while others are as nimble and quick as a Swashbuckler. Adepts may be athletes, martial artists, Shadowrunners, bodyguards – any occupation that requires physical and mental unity.

The fastest path into this advanced class is through either the Strong Hero basic class or the Fast Hero basic class, though other paths are possible.

REQUIREMENTS

To qualify to become an Adept a character must fulfill the following criteria.

- **Skills**: Climb 6 ranks and Jump 6 ranks, or Balance 6 ranks and Tumble 6 ranks.
- **Feats**: Blood of Dragons.

CLASS INFORMATION

The following information pertains to the Adept advanced class.

The Adept

The Adept is not found in *Shadowrun*. The Adept was introduced in the *Grimoire* as the "Physical Mage".

I've included the Adept in this conversion because, at the time of the conversion, at least two of the characters are Adepts.

Hit Die: The Adept gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points: The Adept gains a number of action points equal to 6 plus one-half his character level every time he advances a level in this class.

Class Skills: The Adept's class skills (and the key ability for each) are as follows.

Balance (Dex), Climb (Str), Concentration (Con), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcane lore, current events, popular culture, streetwise) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Spot (Wis), Swim (Str), Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

The following features pertain to the Adept advanced class.

Adept Abilities: At first level, the Adept receives 6 points to spend on Adept Abilities. The abilities he may choose from are as follows:

- **Ability Boost**: Cost 1 per ability score; this allows you to temporarily boost your Strength, Dexterity, or Constitution, and must be purchased separately for each ability score. When activated (a free action), you receive a +4 enhancement bonus to the ability score. This lasts for one minute per Adept level. At the end of this period, you must resist ability damage as if having cast a 2nd level Transmutation spell (DC 17, 1d3 Constitution).
- **Astral Sight**: Cost 2; this provides the same abilities provided by the feat, Astral Sight.
- **Combat Sense**: Cost 0.5; this provides you with a +1 insight bonus to melee attack rolls and Defense.
- **Deflect Arrows**: Cost 1; you are able to deflect and catch missiles as if you have the Deflect Arrows feat.
- **Enhanced Perception**: Cost 0.5 per level; this provides you with a +2 bonus per power level to Listen, Search, and Spot checks.
- **Improved Physical Ability**: Cost 1 per level per ability score; this allows you to increase your physical ability scores, and must be

SECTION 5 – ADVANCED/PRESTIGE CLASSES

purchased separately for Strength, Dexterity, and Constitution. Each power level provides a +1 bonus to the ability score.

- **Improved Reflexes:** Cost (level 1) 2; (level 2) 3; (level 3) 5; this provides you with a bonus to initiative checks, Defense, and Reflex saves. The Defense bonus is lost anytime you would be denied your Dexterity bonus.
 - *Level 1:* +2 Initiative bonus, +1 dodge Defense bonus, +1 Reflex save bonus.
 - *Level 2:* +4 Initiative bonus, +2 dodge Defense bonus, +2 Reflex save bonus.
 - *Level 3:* +6 Initiative bonus, +4 dodge Defense bonus, +4 Reflex save bonus.
- **Improved Sense:** Cost see below; this provides you with an improved sense (each improvement must be purchased separately). You may select from the following:
 - *Darkvision:* (0.5 cost); you can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and you can function with no light at all.
 - *Direction Sense:* (0.25 cost); your sense of direction is so acute that you can determine what direction you are facing with a DC 5 Spot check. You can determine if you are above or below the local ground level with a DC 10 Spot check.
 - *Flare Compensation:* (0.25 cost); this provides a +4 bonus to save against blinding light-based attacks and negates any glare-based attack penalties. It reduces attack penalties based on bright light by half.
 - *Low-Light Vision:* (0.5 cost); you can see twice as far as normal humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. You retain the ability to distinguish color and detail under these conditions.
 - *Scent:* (0.75 cost); you gain the scent extraordinary ability.
 - *Sound Damping:* (0.25 cost); this provides a +6 bonus to save against sound-based attacks and effects (those with the [sonic] descriptor). Certain sonic attacks deal damage by affecting the body instead of target the aural capabilities; these effects are not reduced by a damper.
- **Improved Skill:** Cost 0.25 per power level per skill; this provides you with a +1 bonus per power level to one specific skill. The skill must be linked to Strength, Dexterity, or Constitution.
- **Impurity Resistance:** Cost 0.25 per level; this provides increased protection against diseases and poisons. Each power level provides a +1 bonus to the applicable saving throws.
- **Killing Hands:** Cost see below; you are able to deal increased damage with your unarmed attacks. The improvement must be purchased separately for lethal and non-lethal damage.
 - *One-step improvement:* (0.5 cost); this increases your damage by one step (1d3 to 1d4).
 - *Two step improvement:* (1 cost); this increases your damage by two steps (1d3 to 1d6).
 - *Three step improvement:* (2 cost); this increases your damage by three steps (1d3 to 1d8).
 - *Four step improvement:* (4 cost); this increases your damage by four steps (1d3 to 1d10).
- **Mystic Armor:** Cost 1 per point; your skin becomes resistant to damage. Each level of this ability provides a damage conversion of 2. This also applies to astral combat.
- **Pain Resistance:** Cost 0.5 per level; you are able to ignore 1 point per power level of non-lethal damage. Each power level also provides a +1 bonus to any saving throw required to resist pain-based effects.
- **Rapid Healing:** Cost (level / 2); you heal much more rapidly than normal. Each power level of this ability increases your healing multiplier by x1. Therefore, at level 1, you heal twice as fast; three times as fast at level 2, four times as fast at level 3, etc.
- **Spell Resistance:** Cost 4; you have an innate spell resistance. Your spell resistance is equal to 10 + Adept level.
- **Suspended State:** Cost 1; you are able to enter a meditative state, in which you are unaware of your surroundings and your metabolism slows to a crawl. When entering the state, you must declare how long you wish to remain suspended. While in the state, your metabolism slows to 1/20 normal; it takes you 20 times longer to bleed to death, air lasts 20 times longer than normal, you can go without food and drink for 20 times normal, etc. Of course, this also means that you heal 20 times slower than normal. You can apply twice your Adept level as a saving throw bonus to resist extreme temperatures. Anytime you are reduced to less than 0 hit points, you will automatically enter a suspended state that lasts until your hit points return to 0 or greater. A DC 25 Will save can resist this for one round. At 2nd, 4th, 5th, 7th, 8th, and 10th level, the Adept receives an additional point to spend on Adept abilities.

Bonus Feat: At 3rd, 6th, and 9th level, the Adept gets a bonus feat. The bonus feat must be selected from the following list and the Adept must meet all of the prerequisites for the feat to select it.

Acrobatic, Archaic Melee Weapons Proficiency, Archaic Ranged Weapons Proficiency, Armor Proficiency (archaic armor), Armor Proficiency (light), Armor

Proficiency (medium), Armor Proficiency (heavy), Brawl, Combat Expertise, Combat Martial Arts, Combat Reflexes, Defensive Martial Arts, Dodge, Exotic Melee Weapon Proficiency, Improved Damage Threshold, Improved Initiative, Iron Will, Lightning Reflexes, Personal Firearms Proficiency, Run, Toughness, Weapon Focus.

Adepts and Cyberware: For every point of Essence lost to cyberware, an Adept loses access to one point worth of Adept abilities.

Adepts and Magic Rating: An Adept's magic rating is equal to the number of points he has received to spend on Adept abilities.

ADEPT							
Level	Base Attack Bonus	Fort	Ref	Will	Class Features	Def Bonus	Rep Bonus
1	+0	+1	+1	+0	Adept abilities +6	+1	+0
2	+1	+2	+2	+0	Adept abilities +1	+2	+0
3	+2	+2	+2	+1	Bonus Feat	+2	+1
4	+3	+2	+2	+1	Adept abilities +1	+3	+1
5	+3	+3	+3	+1	Adept abilities +1	+3	+1
6	+4	+3	+3	+2	Bonus Feat	+3	+2
7	+5	+4	+4	+2	Adept abilities +1	+4	+2
8	+6	+4	+4	+2	Adept abilities +1	+4	+2
9	+6	+4	+4	+3	Bonus Feat	+5	+3
10	+7	+5	+5	+3	Adept abilities +1	+5	+3

Bruiser

[By Pyrrhus]

Bruisers, brawlers, street fighters, boxers, bullies and hooligans; these are all names that fit the Bruiser Advanced Class. It is for those characters that want to hear their enemies sob after a good beating.

The fastest path into this advanced class is through the Strong Hero basic class, though other paths are possible.

REQUIREMENTS

To qualify to become a Bruiser, a character must fulfill the following criteria.

- **Base Attack Bonus:** +3.
- **Skills:** Concentration 3 ranks or Intimidation 3 ranks.
- **Feats:** Brawl, Improved Brawl.

CLASS INFORMATION

The following information pertains to the Bruiser advanced class.

Hit Die: The Bruiser gains 1d10 hit points per level. The character's Constitution modifier applies.

Action Points: The Bruiser gains a number of action points equal to 6 plus one-half his character level every time he advances a level in this class.

Class Skills: The Bruiser's class skills (and the key ability for each) are as follows.

Balance (Dex), Bluff (Cha), Concentration (Con), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, popular culture, streetwise) (Int), Profession (Wis), Sense Motive (Wis).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

The following features pertain to the Bruiser advanced class.

Footwork (Ex): Beginning with first level, whenever a Bruiser provokes an attack of opportunity with an unarmed strike, he adds his Bruiser level to his Defense.

Expert Brawler (Ex): At 2nd level, the Bruiser adds one-half (round down) of his class level to all Brawl-inspired Fortitude save DCs (typically when forcing a Massive Damage save or knockout).

Bonus Feat: At 3rd, 6th, and 9th level, the Bruiser gets a bonus feat. The bonus feat must be selected from the following list and the Bruiser must meet all of the prerequisites for the feat to select it.

Confident, Endurance, Great Fortitude, Hardy Brawler, Improved Bull Rush, Improved Damage Threshold, Improved Feint, Improved Grapple, Improved Knockout Punch, Knockout Punch, Power Attack, Precise Strike, Streetfighter, Toughness.

Fists Like Anvils (Ex): At 4th level, the damage dealt by the Bruiser when using the Brawl feat chain is increased to 1d10.

Opportunity Strike (Ex): At 5th level, gains the ability to use the Knockout Punch feat against flanked opponents, and opponents denied their Dexterity bonus. This does not apply to Improved Knockout Punch. If the Bruiser does not have Knockout Punch, this ability provides no benefit until such times as he gains Knockout Punch.

Air Time (Ex): At 7th level, whenever the Bruiser forces a Massive Damage, while using Brawl, against a Medium or smaller creature, he can spend an action point to knock the creature back, as if initiating a bull rush. Follow the normal bull rush rules, but the Bruiser is not required to move.

King of the Ring (Ex): At 8th level, the damage dealt by the Bruiser when using the Brawl feat chain is increased to 2d6.

Follow Up (Ex): At 10th level, when a Bruiser misses with a Brawl unarmed strike, he can spend an action point to immediately gain an additional

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attack at the same modifiers as the missed attack, but with a +2 attack bonus.

BRUISER							
Level	Base Attack Bonus	Fort	Ref	Will	Class Features	Def Bonus	Rep Bonus
1	+1	+2	+0	+0	Footwork	+1	+0
2	+2	+3	+0	+0	Expert brawler	+1	+0
3	+3	+3	+1	+1	Bonus feat	+2	+0
4	+4	+4	+1	+1	Fists like anvils (1d10)	+2	+0
5	+5	+4	+1	+1	Opportunity strike	+3	+1
6	+6	+5	+2	+2	Bonus feat	+3	+1
7	+7	+5	+2	+2	Air time	+4	+1
8	+8	+6	+2	+2	King of the ring (2d6)	+4	+1
9	+9	+6	+3	+3	Bonus feat	+5	+2
10	+10	+7	+3	+3	Follow up	+5	+2

(Hermetic) Mage

One of the defining moments of the dawn of the Sixth World was the return of magic. The Astral opened its gates to humanity, and brought forth power unimaginable since the Fourth World. Magi are Awakened individuals with the knowledge and will to tap into and control the raw magical energies that permeate the world, using the scientific method. Few Magi come from the lower classes; the deprived, oppressed, and suffering. Those lifestyles tend to leave little room for arcane research (although the spiritual Shamans often come from these areas and situations). They can be found working privately as troubleshooters, consultants, and so forth, while some work for the government, Lone Star, and be sure that the corps have quite a few Magi on staff for troubleshooting.

The fastest path into this advanced class is through the Smart Hero basic class, though other paths are possible.

REQUIREMENTS

To qualify to become a Hermetic Mage, a character must fulfill the following criteria.

- **Skills:** Decipher Script 6 ranks, Knowledge (arcane lore) 6 ranks, Research 6 ranks.
- **Feats:** Blood of Dragons, Hermetic Tradition.

CLASS INFORMATION

The following information pertains to the Hermetic Mage advanced class.

Hit Die: The Mage gains 1d6 hit points per level. The character's Constitution modifier applies.

Action Points: The Mage gains a number of action points equal to 6 plus one-half his character level every time he advances a level in this class.

Class Skills: The Mage's class skills (and the key ability for each) are as follows.

Computer Use (Int), Concentration (Con), Craft (any) (Int), Decipher Script (Int), Investigate (Int), Knowledge (any) (Int), Profession (Wis), Read/Write Language (Int), Research (Int), Speak Language (Int), Spellcraft (Int).

Skill Points at Each Level: 7 + Int modifier.

CLASS FEATURES

The following features pertain to the Hermetic Mage advanced class.

Arcane Skills: The Hermetic Mage gains this as a bonus feat.

Spells: The Hermetic Mage's key characteristic is the ability to cast spells. The Hermetic Mage does not prepare his spells in advance. To cast spells, the Hermetic Mage must have 8 hours of good rest.

To learn and cast a spell, a Hermetic Mage must have an Intelligence of at least 10 + the spell's level and Spellcraft ranks equaling the spell level +3.

The Difficulty Class for saving throws to resist the effects of a Hermetic Mage's spells is 10 + the spell level + the Hermetic Mage's Int modifier.

Hermetic Magi begin at 1st level knowing a number of spells whose total levels do not exceed the Hermetic Mage's Intelligence score. For example, a Hermetic Mage with an Intelligence of 15 begins at 1st level knowing 15 levels worth of spells. 0-level spells are considered ½ -level for this purpose.

Hermetic Magi do not automatically learn new spells as they advance in level.

Hermetic Magi may specialize in a particular school of magic. Consult the *Dungeons and Dragons Player's Handbook* [3.5] for details on specialization.

Conjure elemental: At 2nd level, the Hermetic Mage learns the incantation necessary to conjure a single type of elemental. Select from air, earth, fire, or water.

Bonus feat: At 3rd, 6th, and 9th level, the Hermetic Mage gets a bonus feat. The bonus feat must be selected from the following list, and the Hermetic Mage must meet all the prerequisites of the feat to select it.

Astral Projection, Astral Sight, Assessing, Attentive, Archaic Melee Weapons Proficiency, Archaic Ranged Weapons Proficiency, Combat Expertise, Educated, Frightful Presence, Low Profile, Nimble, Studious.

Hermetic feat: At 4th, 7th, and 10th level, the Hermetic Mage gets a bonus feat. The bonus feat must be a Damaged, Item Creation, or Metamagic feat, and the Hermetic Mage must meet all the prerequisites of the feat to select

it.

Advanced conjuring (Ex): At 5th level, Hermetic Magi receive a bonus equal to one-half their class level (rounded up) to the appropriate skill checks when conjuring elementals.

Augmented conjuring (Ex): At 8th level, any elemental conjured by a Hermetic Mage receives a +4 enhancement bonus to Strength and Constitution.

(HERMETIC) MAGE

Level	Base Attack Bonus	Fort	Ref	Will	Class Features	Def Bonus	Rep Bonus
1	+0	+2	+0	+2	Arcane Skills, spells	+1	+2
2	+1	+3	+0	+3	Conjure elemental	+1	+2
3	+2	+3	+1	+3	Bonus feat	+2	+2
4	+3	+4	+1	+4	Hermetic feat	+2	+3
5	+3	+4	+1	+4	Advanced conjuring	+3	+3
6	+4	+5	+2	+5	Bonus feat	+3	+3
7	+5	+5	+2	+5	Hermetic feat	+4	+4
8	+6	+6	+2	+6	Augmented conjuring	+4	+4
9	+6	+6	+3	+6	Bonus feat	+5	+4
10	+7	+7	+3	+7	Hermetic feat	+5	+5

Shadow Hunter

The Shadow Hunter is a tracker, a stalker, a finder of lost things and people – particularly those that do not want to be found. The Shadow Hunter is familiar with all modern forensic methods of tracking a subject, but places equal faith in other methods. Shadow Hunters generally work for hire, but they are often intense individuals with passionate beliefs who make impulsive decisions about which cases – and whose money – they will take, and what jobs they are willing to accept simply because they are the right thing to do.

The fastest path into this advanced class is through the Dedicated Hero basic class, though other paths are possible.

REQUIREMENTS

To qualify to become a Shadow Hunter a character must fulfill the following criteria.

- **Base Attack Bonus:** +2.
- **Skills:** Investigate 6 ranks, Sense Motive 6 ranks, Knowledge (arcane lore) 3 ranks.
- **Feats:** Archaic Weapons Proficiency (melee or ranged) or Personal Firearms Proficiency, Track.

CLASS INFORMATION

The following information pertains to the Shadow Hunter advanced class.

Hit Die: The Shadow Hunter gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points: The Shadow Hunter gains a number of action points equal to 6 plus one-half his character level every time he advances a level in this class.

Class Skills: The Shadow Hunter's class skills (and the key ability for each) are as follows.

Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Investigate (Int), Knowledge (arcane lore, current events, popular culture, streetwise) (Int), Listen (Wis), Profession (Wis), Read/Write Language (Int), Research (Int), Search (Int), Sense Motive (Wis), Speak Language (Int), Spot (Wis), Survival (Wis).

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

The following features pertain to the Shadow Hunter advanced class.

Target Bonus (Ex): The Shadow Hunter may, as a full round action, designate an individual as a target. He spends one action point to select a target, and thereafter gains a competence bonus on certain actions involving that particular target. The Shadow Hunter does not need to know the target personally and may know him only through his actions or description ("the troll from the armored car heist" or "the dryad who held up the jewelry store" will do, as will a picture or dossier). The Shadow Hunter may not select a target while he or the target is in combat, and once he chooses a target, he must wait 24 hours before choosing another.

The Shadow Hunter gains the target bonus as a competence bonus on attacks against that particular creature, as well as when using the following skills directly against the target, or in tracking a target: Bluff, Computer Use, Gather Information, Investigate, Listen, Research, Search, Sense Motive, and Spot.

The target bonus applies to a single individual and lasts until the Shadow Hunter chooses a new target. The bonus is +1 at first level, +2 at 4th, and +3 at 7th.

Swift Track (Ex): At 2nd level, the Shadow Hunter may move at normal speed while using Track without taking the -5 penalty.

Bonus Feat: At 3rd, 6th, and 9th level, the Shadow Hunter gets a bonus feat. The bonus feat must be selected from the following list and the Shadow Hunter must meet all of the prerequisites of the feat to select it.

Armor Proficiency (archaic armor), Armor Proficiency (light), Armor Proficiency (medium), Brawl, Improved Brawl, Improved Feint, Improved

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Grapple, Improved Knockout Punch, Knockout Punch, Streetfighting.

No Trace (Ex): At 4th level, the Shadow Hunter knows how to hide his own tracks and may, at his choice, move into “No Trace” mode. All attempts to use the Track feat against the Shadow Hunter (though not allies) treat the ground as “firm” for the purposes of success. In addition, the DCs of any attempts to use Computer Use, Gather Information, Investigate, and Research on matters involving the Shadow Hunter are increased by the Shadow Hunter’s levels in this advanced class.

Play a Hunch (Su): At 5th level, the Shadow Hunter gains the supernatural ability to make a guess and be assured that it is correct. The Shadow Hunter may, as a full round action, spend an action point to determine whether an assumption, hunch, or guess is correct. The player states the assertion (“He’s left the building” or “The mayor is really a vampire”) and pays an action point. The GM secretly rolls percentile dice: there is a 70% chance, +1% per character level of getting a response on the hunch (failure indicates merely that you are unsure if this is true or not). If the roll is a success, the GM lets the player know if the hunch is true, false, both, or neither. A “both” response is possible for vague assumptions, such as “The mayor is an evil man” (this can be both true (he is human) and false (he is not evil)). An “unknown” response is for questions with no immediate answer. The GM may determine that a hunch is so obvious that it does not require a roll, or that it is so vague that there is no chance of success. In these cases, the action point is not spent (though the attempt still counts as a full round action). A hunch does not translate as legal truth, and will not stand up in a court of law. Rather, it is an obvious fact to the Shadow Hunter alone.

Detect Magical Aura (Sp): At 8th level, the Shadow Hunter gains the spell-like ability to *detect magical auras*. The Shadow Hunter may use this effect three times per day, and each use lasts for 20 minutes.

Locate Target (Su): At 10th level, the Shadow Hunter gains the supernatural ability to know where his target is, if the target is in the general vicinity (radius of 1,000 feet). This ability applies only to the target and does not reveal attitude, status, or the presence of others around the target.

SHADOW HUNTER							
Level	Base Attack Bonus	Fort	Ref	Will	Class Features	Def Bonus	Rep Bonus
1	+0	+1	+1	+1	Target bonus +1	+1	+0
2	+1	+2	+2	+2	Swift track	+2	+0
3	+2	+2	+2	+2	Bonus feat	+2	+0
4	+3	+2	+2	+2	Target bonus +2, no trace	+3	+0
5	+3	+3	+3	+3	Play a hunch	+4	+1
6	+4	+3	+3	+3	Bonus feat	+4	+1
7	+5	+4	+4	+4	Target bonus +3	+5	+1
8	+6	+4	+4	+4	<i>Detect magical aura</i>	+6	+2
9	+6	+4	+4	+4	Bonus feat	+6	+2
10	+7	+5	+5	+5	Locate target	+7	+2

Shaman

The Shaman, like the Hermetic Mage, is an Awakened individual with the will to tap into the magical energies of the Sixth World. Unlike the Hermetic Mage, the Shaman does not learn his magic from rigorous study and research; instead, his magic comes from faith and belief. The Shaman has a totem, a spirit, usually animal in nature. It is the Shaman’s faith in and bond with the totem that allows him to tap into magical energy. Shamans come from all walks of life, but are most often found in tribal cultures, and among the poor.

The fastest path into this advanced class is through the Dedicated Hero basic class, though other paths are possible.

REQUIREMENTS

To qualify to become a Shaman, a character must fulfill the following criteria.

- **Feats:** Blood of Dragons, Shamanic Tradition.
- **Special – Talent:** Empathy (Dedicated Hero Talent).
- **Special – Totem Favor:** The totem must agree to take you.

CLASS INFORMATION

The following information pertains to the Shaman advanced class.

Hit Die: The Shaman gains 1d6 hit points per level. The character’s Constitution modifier applies.

Action Points: The Shaman gains a number of action points equal to 6 plus one-half his character level every time he advances a level in this class.

Class Skills: The Shaman’s class skills (and the key ability for each) are as follows.

Concentration (Con), Craft (structural, visual art, writing) (Int), Jump (Str), Knowledge (arcane lore, art, behavioral sciences, current events, history, popular culture, theology and philosophy) (Int), Listen (Wis), Perform (dance, sing) (Cha), Profession (Wis), Read/Write Language (Int), Research (Int), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), Spot (Wis).

Totem Class Skills: Shamans have additional class skills based on their totem.

- *Bear:* Climb (Str), Treat Injury (Wis).
- *Buffalo:* Handle Animal (Cha), Treat Injury (Wis).

- *Cat:* Balance (Dex), Climb (Str).
- *Coyote:* Bluff (Cha), Disguise (Cha).
- *Dog:* Investigate (Int), Survival (Wis).
- *Dolphin:* Sense Motive (Wis), Swim (Str).
- *Eagle:* Spot (Wis), Survival (Wis)
- *Gator:* Intimidate (Cha), Swim (Str).
- *Lion:* Hide (Dex), Jump (Str).
- *Mouse:* Gather Information (Cha), Knowledge (streetwise) (Int).
- *Owl:* Gather Information (Cha), Investigate (Int).
- *Raccoon:* Hide (Dex), Move Silently (Dex).
- *Rat:* Hide (Dex), Move Silently (Dex).
- *Raven:* Diplomacy (Cha), Disguise (Cha).
- *Shark:* Survival (Wis), Swim (Str).
- *Snake:* Gather Information (Cha), Knowledge (any) (Int).
- *Wolf:* Spot (Wis), Survival (Wis).

Skill Points at Each Level: 7 + Int modifier.

CLASS FEATURES

The following features pertain to the Shaman advanced class.

Arcane Skills: The Shaman gains this as a bonus feat.

Spells: The Shaman’s key characteristic is the ability to cast spells. The Shaman does not prepare his spells in advance. To cast spells, the Shaman must have 8 hours of good rest.

To learn and cast a spell, a Shaman must have a Wisdom of at least 10 + the spell’s level and Spellcraft ranks equaling the spell level +3.

The Difficulty Class for saving throws to resist the effects of a Shaman’s spells is 10 + the spell level + the Shaman’s Wis modifier.

Shamans begin at 1st level knowing a number of spells whose total levels do not exceed the Shaman’s Wisdom score. For example, a Shaman with a Wisdom of 15 begins at 1st level knowing 15 levels worth of spells. 0-level spells are considered ½ -level for this purpose. They do not automatically learn new spells as they advance in level.

Summon Nature Spirit (Sp): At 2nd level, the Shaman learns how to summon nature spirits. For more details, consult Section 7 – FX Abilities.

Bonus Feat: At 3rd, 6th, and 9th level, the Shaman gets a bonus feat. The bonus feat must be selected from the following list and the Shaman must meet all of the prerequisites for the feat to select it.

Astral Projection, Astral Sight, Assessing, Attentive, Archaic Melee Weapons Proficiency, Archaic Ranged Weapons Proficiency, Combat Expertise, Educated, Frightful Presence, Low Profile, Nimble, Renown, Studios.

Totem bonus (Ex): At 4th level, the Shaman increases the bonus provided by his totem by +1. For example, a Rat Shaman would cast Divination and Illusion spells at +3 caster levels with a +3 bonus to save when resisting ability damage, and a +5 bonus to summoning checks when summoning city spirits. At 8th level, he receives an additional +1 bonus.

Totem Aspect (Ex): At 5th level, the Shaman gains the ability to adopt an aspect of his totem once per day. This may be a skill bonus, an extraordinary ability, or an ability score bonus. This lasts for one minute. At 8th level, a Shaman may use this ability twice per day.

Shapechange (Su): At 10th level, the Shaman gains the ability to change into his totem form once per day. This is identical to the *shapechange* spell.

SHAMAN							
Level	Base Attack Bonus	Fort	Ref	Will	Class Features	Def Bonus	Rep Bonus
1	+0	+2	+0	+2	Arcane Skills, spells	+1	+0
2	+1	+3	+0	+3	Summon nature spirit	+1	+0
3	+2	+3	+1	+3	Bonus feat	+2	+0
4	+3	+4	+1	+4	Totem bonus +1	+2	+0
5	+3	+4	+1	+4	Totem aspect 1/day	+3	+1
6	+4	+5	+2	+5	Bonus feat	+3	+1
7	+5	+5	+2	+5	Totem aspect 2/day	+4	+1
8	+6	+6	+2	+6	Totem bonus +2	+4	+2
9	+6	+6	+3	+6	Bonus feat	+5	+2
10	+7	+7	+3	+7	Shapechange	+5	+2

Street Samurai

Street Samurai: the name conjures images of honorable warriors clad in chrome armor, armed with the latest in weaponry. The Street Samurai is a professional warrior; a mercenary who runs the shadows for the highest bidder. He lives by a code of honor. The Street Samurai is not a gang member, or a street punk, willing to stab anyone in the back for a buck. His word is his bond and his contract. If he says he will do something, he does it and woe to those that stand in his path. He sports cyber-spurs and dermal plating instead of a katana and o-yori, but he is as deadly as his namesake and twice as fast.

Most Street Samurai are independent contractors, but many corps have Street Samurai on retainer; some even sponsor beginning Street Samurai, financing cybernetic implants and high-tech equipment; These sponsored samurai owe their services to the corp, as if it were a shogun. Some Street Samurai do it for the thrill, the adrenaline rush that comes with sneaking into Aztechnology and escaping by the skin of their teeth. Others do it in order to make a lot of money in a short time, in order to retire early and live a life of

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comfort. Either way, it is not a boring existence.

The fastest path into this advanced class is through the Strong Hero basic class, though other paths are possible.

REQUIREMENTS

To qualify to become a Street Samurai, a character must fulfill the following criteria.

- **Base Attack Bonus:** +3.
- **Skills:** Knowledge (streetwise) 6 ranks, Profession 6 ranks.
- **Feats:** Advanced Firearms Proficiency, Personal Firearms Proficiency.
- **Cyberware:** The character must have at least 2 full Essence points of cyberware, including at least one Bodyware implant.

CLASS INFORMATION

The following information pertains to the Street Samurai advanced class.

Hit Die: The Street Samurai gains 1d10 hit points per level. The character's Constitution modifier applies.

Action Points: The Street Samurai gains a number of action points equal to 6 plus one-half his character level every time he advances a level in this class.

Class Skills: The Street Samurai's class skills (and the key ability for each) are as follows.

Bluff (Cha), Climb (Str), Computer Use (Int), Craft (electronic, mechanical, structural) (Int), Demolitions (Int), Diplomacy (Cha), Drive (Dex), Hide (Dex), Intimidate (Cha), Knowledge (business, current events, popular culture, streetwise, tactics, technology) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Read/Write Language (Int), Search (Int), Speak Language (Int), Spot (Wis), Survival (Wis).

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

The following features pertain to the Street Samurai advanced class.

Weapon Focus: The Street Samurai gain this as a bonus feat.

Toughness: The Street Samurai gains this as a bonus feat.

Bonus Feat: At 3rd, 6th, and 9th level, the Street Samurai gets a bonus feat. The bonus feat must be selected from the following list and the Street Samurai must meet all of the prerequisites for the feat to select it.

Advanced Combat Martial Arts, Archaic Melee Weapons Proficiency, Archaic Ranged Weapons Proficiency, Armor Proficiency (archaic), Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Burst Fire, Combat Expertise, Combat Martial Arts, Exotic Firearms Proficiency, Exotic Melee Weapons Proficiency, Improved Damage Threshold, Improved Initiative, Lightning Reflexes, Quick Draw, Renown, Toughness, Weapon Focus, Windfall.

Weapon Specialization: The Street Samurai gains this as a bonus feat.

Cyber Connections (Ex): At 5th level, the Street Samurai has made certain connections with cyberneticists and the like, so that he is able to get implants cheaper than normal. Add the Street Samurai's Reputation bonus as a circumstance bonus to Wealth checks when purchasing cybernetics.

Expert in Your Field (Ex): At 7th level, the Street Samurai is considered a professional warrior, such that his reputation precedes him in his dealings with others. The Street Samurai gains a circumstance bonus equal to his Reputation bonus when making skill checks that are directly involved with the Bluff, Diplomacy and Intimidation skills.

Greater Weapon Specialization: The Street Samurai gains this as a bonus feat.

Combat Instinct (Ex): At 10th level, the Street Samurai has honed combat abilities to a point that he is not considered flat-footed in a surprise round. In a surprise round, he can draw a weapon, or, if he has a weapon already drawn, he can make an attack at a target within range.

STREET SAMURAI							
Level	Base Attack Bonus	Fort	Ref	Will	Class Features	Def Bonus	Rep Bonus
1	+1	+2	+2	+0	Weapon Focus	+1	+0
2	+2	+3	+3	+0	Toughness	+1	+0
3	+3	+3	+3	+1	Bonus feat	+2	+1
4	+4	+4	+4	+1	Weapon Specialization	+2	+1
5	+5	+4	+4	+1	Cyber connections	+3	+1
6	+6	+5	+5	+2	Bonus feat	+3	+2
7	+7	+5	+5	+2	Expert in your field	+4	+2
8	+8	+6	+6	+2	Greater Weapon Specialization	+4	+2
9	+9	+6	+6	+3	Bonus feat	+5	+3
10	+10	+7	+7	+3	Combat instinct	+5	+3

Street Warrior

The Street Warrior knows that the city plays by its own rules and that those rules have little to do with what's proper and respectable. He lacks the training of the Martial Artist, or the organization of the Soldier. He survives by his wits, his strength, and sometimes by the skin of his teeth. A Street Warrior can be a local

gang member or a participant in a civilian vigilance committee, but regardless, he owes his loyalty to his community and his comrades.

The fastest path into this advanced class is through the Strong Hero basic class, though other paths are possible.

REQUIREMENTS

To qualify to become a Street Warrior, a character must fulfill the following criteria.

- **Base Attack Bonus:** +3.
- **Skills:** Knowledge (streetwise) 6 ranks.
- **Feats:** Brawl, Streetfighting.
- **Other:** Before, or upon taking the Street Warrior advanced class, the Street Warrior must have an allegiance to some urban area or group.

CLASS INFORMATION

The following information pertains to the Street Warrior advanced class.

Hit Die: The Street Warrior gains 1d10 hit points per level. The character's Constitution modifier applies.

Action Points: The Street Warrior gains a number of action points equal to 6 plus one-half his character level every time he advances a level in this class.

Class Skills: The Street Warrior's class skills (and the key ability for each) are as follows.

Bluff (Cha), Diplomacy (Cha), Disable Device (Int), Drive (Dex), Gamble (Wis), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Investigate (Int), Jump (Str), Knowledge (popular culture, streetwise, tactics) (Int), Move Silently (Dex), Profession (Wis), Sense Motive (Wis), Spot (Wis), Survival (Wis).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

The following features pertain to the Street Warrior advanced class.

Urban Survival (Ex): At first level, the Street Warrior gains a +4 competence bonus on Survival checks in urban areas, which includes the ability to follow tracks, hunt feral animals, find (or lose) individuals in the sprawl, find safe places to crash, and avoid hazards peculiar to a city environment.

Improved Weapons (Ex): At 2nd level, the Street Warrior becomes an expert at using improvised weapons. The Street Warrior does not take a -4 penalty on attack rolls when wielding an improvised weapon.

Bonus Feat: At 3rd, 6th, and 9th level, the Street Warrior gets a bonus feat. The bonus feat must be selected from the following list and the Street Warrior must meet all of the prerequisites for the feat to select it.

Advanced Firearms Proficiency, Armor Proficiency (light), Combat Throw, Defensive Martial Arts, Elusive Target, Knockout Punch, Improved Brawl, Improved Combat Throw, Improved Feint, Improved Knockout Punch, Personal Firearms Proficiency, Weapon Focus, Unbalance Opponent.

Street Cred (Ex): At 4th level, the Street Warrior adds his Reputation bonus to Charisma-based skill checks in his home location, or in situations involving others of his chosen allegiance(s). These skills include Bluff, Diplomacy, Gather Information, and Intimidate.

Improved Streetfighting (Ex): The extra damage provided by the Streetfighting feat increases to 1d4+2.

Weapon Specialization: The Street Warrior gains this as a bonus feat.

Improved Weapon Damage (Ex): At 8th level, the Street Warrior's attacks with improvised weapons deal more damage. He treats an improvised weapon as one size category larger than it is for the purpose of determining the damage it deals.

Advanced Streetfighting (Ex): The extra damage provided by the Streetfighting feat increases to 1d4+4.

STREET WARRIOR							
Level	Base Attack Bonus	Fort	Ref	Will	Class Features	Def Bonus	Rep Bonus
1	+1	+2	+0	+0	Urban survival	+1	+1
2	+2	+3	+0	+0	Improved weapons	+1	+1
3	+3	+3	+1	+1	Bonus feat	+2	+1
4	+4	+4	+1	+1	Street cred	+2	+2
5	+5	+4	+1	+1	Improved streetfighting	+3	+2
6	+6	+5	+2	+2	Bonus feat	+3	+2
7	+7	+5	+2	+2	Weapon Specialization	+4	+3
8	+8	+6	+2	+2	Improved weapon damage	+4	+3
9	+9	+6	+3	+3	Bonus feat	+5	+3
10	+10	+7	+3	+3	Advanced streetfighting	+5	+4

Swashbuckler

Not all would-be warriors embrace armor as protection. Instead, some rely on their wits, grace, and quickness to provide them with sufficient protection. The best example of this is the cinematic hero of pirate vids and the modern swashbuckler embraces the ideals of those legendary warriors. While lacking the

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versatility and depth of knowledge of the Archaic Weapons Master, the Swashbuckler has the detailed knowledge of a particular weapon that he always keeps by his side.

The fastest path into this advanced class is through the Fast Hero basic class, though other paths are possible.

REQUIREMENTS

To qualify to become a Swashbuckler, a character must fulfill the following criteria.

- **Base Attack Bonus:** +2.
- **Skills:** Balance 6 ranks, Tumble 6 ranks.
- **Feats:** Weapon Finesse.

CLASS INFORMATION

The following information pertains to the Swashbuckler advanced class.

Hit Die: The Swashbuckler gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points: The Swashbuckler gains a number of action points equal to 6 plus one-half his character level every time he advances a level in this class.

Class Skills: The Swashbuckler's class skills (and the key ability for each) are as follows.

Balance (Dex), Climb (Str), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (current events, history, popular culture) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Pilot (Dex), Profession (Wis), Sleight-of-Hand (Dex), Swim (Str), Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

CLASS FEATURES

The following features pertain to the Swashbuckler advanced class.

Weapon Focus: At first level, the Swashbuckler gains the Weapon Focus feat for a weapon with which he has Weapon Finesse (any qualifying weapon).

Quick Weapon Draw (Ex): At 2nd level, the Swashbuckler gains the ability to draw his weapon as a free action. This applies only to the weapons for which the Swashbuckler has Weapon Focus.

Bonus Feat: At 3rd, 6th, and 9th level, the Swashbuckler gets a bonus feat. The bonus feat must be selected from the following list and the Swashbuckler must meet all of the prerequisites for the feat to select it.

Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Exotic Melee Weapon Proficiency, Greater Weapon Focus, Improved Damage Threshold, Improved Disarm, Improved Trip, Mobility, Spring Attack, Whirlwind Attack.

Weapon Specialization: The Swashbuckler gains this as a bonus feat.

Find the Mark (Ex): The Swashbuckler increases his threat range by one when using any weapon with which he has Weapon Focus. A weapon that would threaten a critical on a 20 now does so on a 19 – 20, and one which threatens on a 19 – 20 would now do so on an 18 – 20. This ability works with other abilities that increase threat ranges.

Greater Weapon Specialization: The Swashbuckler gains this as a bonus feat.

Deflect Arrows: At 8th level, the Swashbuckler gains the Deflect Arrows feat, but only when wielding a melee weapon with which he has Greater Weapon Focus.

Touché (Ex): At 10th level, the Swashbuckler is so adept at using his chosen weapon (with which he has Greater Weapon Specialization) that attacks with that weapon can deal additional damage. With a successful attack with this weapon, before damage is rolled, he can spend one action point to deal +3d6 points of damage. This damage is not double by the effects of critical hits.

SWASHBUCKLER							
Level	Base Attack Bonus	Fort	Ref	Will	Class Features	Def Bonus	Rep Bonus
1	+0	+1	+2	+0	Weapon Focus	+1	+0
2	+1	+2	+3	+0	Quick weapon draw	+2	+0
3	+2	+2	+3	+1	Bonus feat	+2	+0
4	+3	+2	+4	+1	Weapon Specialization	+3	+0
5	+3	+3	+4	+1	Find the mark	+4	+1
6	+4	+3	+5	+2	Bonus feat	+4	+1
7	+5	+4	+5	+2	Greater Weapon Specialization	+5	+1
8	+6	+4	+6	+2	Deflect Arrows	+6	+1
9	+6	+4	+6	+3	Bonus feat	+6	+2
10	+7	+5	+7	+3	Touché	+7	+2

SECTION 6 – FRIENDS AND FOES



SECTION 6.1 – DRAGONS

Section 6.1.1 – Dragon Breath Weapons and Abilities

Dragons have varying breath weapons, regardless of type of color. These breath weapons deal the normal damage for the dragon type, but may be one of several forms as follows.

DRAGON BREATH WEAPONS	
Type	Notes
Line of acid	Damage by age category
Line of electricity	Damage by age category
Cone of acid	Damage by age category
Cone of fire	Damage by age category
Cone of cold	Damage by age category
Cone of sleep gas	Will save or fall asleep for 1d6 rounds + 1 round per age category
Cone of repulsion gas	Will save or move away for 1d6 rounds + 1 round per age category
Cone of slow gas	Fortitude save or <i>slowed</i> (as <i>slow</i> spell) for 1d6 rounds + 1 round per age category
Cone of weakening gas	Fortitude save or take 1 point of temporary Strength damage per age category
Cone of paralysis gas	Fortitude save or paralyzed for 1d6 rounds + 1 round per age category

In addition, dragons more often than not show special extraordinary, spell-like, supernatural, and psi-like abilities that vary by individual.

Section 6.1.2 – Eastern Dragons

Eastern Dragons are statistically identical to Red Dragons, except for the following:

- **Fire subtype:** Eastern Dragons do not typically have a subtype, although individual specimens may be exceptions.
- **Immunity to fire:** This is not a standard ability for Eastern Dragons.
- **Vulnerability to cold:** Eastern Dragons suffer no unusual damage from cold.
- **Locate object:** This is not a standard ability for Eastern Dragons.
- **Suggestion:** This is not a standard ability for Eastern Dragons.
- **Find the path:** This is not a standard ability for Eastern Dragons.
- **Discern location:** This is not a standard ability for Eastern Dragons.

Section 6.1.3 – Feathered Serpents

Feathered Serpents are statistically identical to Silver Dragons, except for the following:

- **Cold subtype:** Feathered Serpents do not have a subtype.
- **Alternate form:** This is not a standard ability for Feathered Serpents.
- **Immunity to acid and cold:** This is not a standard ability for Feathered Serpents.
- **Cloudwalking:** This is not a standard ability for Feathered Serpents.
- **Vulnerability to fire:** Feathered Serpents suffer no unusual damage from fire.
- **Feather fall:** This is not a standard ability for Feathered Serpents.
- **Fog cloud:** This is not a standard ability for Feathered Serpents.
- **Control winds:** This is not a standard ability for Feathered Serpents.
- **Control weather:** This is not a standard ability for Feathered Serpents.
- **Reverse gravity:** This is not a standard ability for Feathered Serpents.

Feathered Serpents rarely have a breath weapon, but many have either a poisonous sting attack with their tail, or a poisonous bite attacks. A Feathered Serpent's poison has the following statistics:

FEATHERED SERPENT POISON			
Age	Fortitude DC	Initial Damage	Secondary Damage
Wyrmling	14	1d2 Con	1d2 Con
Very young	17	1d4 Con	1d4 Con
Young	18	1d6 Con	1d6 Con
Juvenile	21	1d8 Con	1d8 Con
Young adult	23	1d10 Con	1d10 Con
Adult	26	2d6 Con	2d6 Con
Mature adult	27	2d8 Con	2d8 Con
Old	30	3d6 Con	3d6 Con
Very old	31	2d10 Con	2d10 Con
Ancient	34	2d12 Con	2d12 Con
Wyrms	37	5d6 Con	5d6 Con
Great wyrm	40	6d6 Con	6d6 Con

Section 6.1.4 – Western Dragons

Western Dragons are statistically identical to Gold Dragons, except for the following:

- **Fire subtype:** Western Dragons do not typically have a subtype, although individual specimens may be exceptions.
- **Alternate form:** This is not a standard ability for Western Dragons.
- **Immunity to fire:** This is not a standard ability for Western Dragons.
- **Vulnerability to cold:** Western Dragons suffer no unusual damage from cold.
- **Water breathing:** This is not a standard ability for Western Dragons.
- **Bless:** This is not a standard ability for Western Dragons.
- **Luck bonus:** This is not a standard ability for Western Dragons.
- **Geas/quest:** This is not a standard ability for Western Dragons.
- **Detect gems:** This is not a standard ability for Western Dragons.
- **Sunburst:** This is not a standard ability for Western Dragons.
- **Foresight:** This is not a standard ability for Western Dragons.

Section 6.1.5 – Great Dragons

Great Dragons are particularly large and powerful versions of the Dragons. This is represented statistically as a template.

CREATING A GREAT DRAGON

"Great Dragon" is a inherent template that can be applied to any Dragon at birth (hereafter referred to as the base creature). A Great Dragon uses the base creature's statistics and abilities except as noted here.

Size and Type: Although Great Dragons are often larger than normal examples of their species, they are not typically in a larger size category. Size remains unchanged as does type.

Hit Dice: Hit Dice remain unchanged, but Great Dragons have the maximum hit points per Hit Die.

Massive Damage: Same as the base creature.

Speed: Same as the base creature.

Defense: Increase the base creature's natural armor bonus by +5.

Damage Conversion: Same as the base creature.

Base Attack: A Great Dragon retains all the attacks of the base creature.

Full Attack: A Great Dragon fighting without weapons uses its natural weapons.

Damage: Great Dragons deal damage as if they are one size category larger.

Special Attacks: Same as the base creature.

Special Qualities: Same as the base creature.

Saves: Same as the base creature.

Abilities: Increase from the base creature as follows: Strength +10, Dexterity +2, Constitution +10, Intelligence +6, Wisdom +6, Charisma +6.

Skills: Same as the base creature.

SECTION 6 – FRIENDS AND FOES

Feats: Same as the base creature.
Occupation: Same as the base creature.
Environment: Same as the base creature.
Organization: Same as the base creature.
Challenge Rating: +2
Treasure: Same as the base creature.
Allegiances: Same as the base creature.
Advancement: Same as the base creature.
Level Adjustment: +2

SECTION 6.2 – NATURE SPIRITS

Section 6.2.1 – Abilities

Common to all Nature Spirits

Nature Spirits are, in a way, modified Elementals with the Spirit subtype.

Spirit subtype: All Nature Spirits share the following abilities.

Darkvision (Ex): Darkvision is the extraordinary ability to see with no light source at all, out to a range of 60 ft. (or more in some cases). Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise – invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Incorporeal (Su): Nature Spirits lack physical bodies. They are insubstantial and cannot be touched by non-magical matter or energy. Likewise, they cannot manipulate objects or exert physical force on objects. However, incorporeal beings have a tangible presence that sometimes seems like a physical attack against a corporeal creature.

Incorporeal creatures are present on the same plane as the characters, and characters have some chance to affect them.

Incorporeal creatures can be harmed only by other incorporeal creatures, by magic weapons, or by spells, spell-like effects, or supernatural effects. They are immune to all non-magical attack forms. They are not burned by normal fires, affected by natural cold, or harmed by mundane acids.

Even when struck by magic or magic weapons, an incorporeal creature has a 50% chance to ignore any damage from a corporeal source – except for a force effect or damage dealt by a *ghost touch* weapon.

Incorporeal creatures are immune to critical hits, extra damage from being favored enemies, and from sneak attacks. They move in any direction (including

up or down) at will. They do not need to walk on the ground. They can pass through solid objects at will, although they cannot see when their eyes are within solid matter.

Incorporeal creatures hiding inside solid objects get a +2 circumstance bonus on Listen checks, because solid objects carry sound well. Pinpointing an opponent from inside a solid object uses the same rules as pinpointing invisible opponents.

Incorporeal creatures are inaudible unless they decide to make noise.

The physical attacks of incorporeal creatures ignore material armor, even magic armor, unless it is made of force (such as *mage armor* or *bracers of armor*) or has the *ghost touch* ability. Note that while incorporeal, Nature Spirits cannot physically attack corporeal beings with their slam attacks.

Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Corporeal creatures cannot trip or grapple incorporeal creatures. Incorporeal creatures have no weight and do not set off traps that are triggered by weight. Incorporeal creatures do not leave footprints, have no scent, and make no noise unless they manifest, and even then, they only make noise intentionally.

Low-light Vision (Ex): Nature Spirits have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Nature Spirits can see outdoors on a moonlit night as well as they can during the day.

Materialization (Su): Every Nature Spirit has this ability. When on the material plane, a Nature Spirit can materialize, becoming solid. This allows the Nature Spirit to interact with the material world normally. Materialized Nature Spirits are subject to normal attacks, but they have a damage reduction of 5/magic. Materializing is a free action, as is dematerializing.

Section 6.2.2 – Spirit Statistics

All Nature Spirits have the following statistics.

Action Points: -

Occupation: -

Organization: Solitary.

Treasure: -

Allegiances: -

Advancement: -

Level Adjustment: -

Spirits of Man		
Small Spirit of Man	Medium Spirit of Man	Large Spirit of Man
Small Elemental [Earth, Incorporeal, Spirit] Hit Dice: 2d8+2+3 (14 hp) Mas: - Initiative: +1 (+1 Dex) Speed: 30 ft. (6 squares) Defense: 13 (+1 size, +1 Dex, +1 deflection), touch 13, flat-footed 12 Damage Conversion: - Base Attack/Grapple: +1/+3 Attack: Slam +1 melee (1d4) Full Attack: Slam +1 melee (1d4) Space/Reach: 5 ft./5 ft. Special Attacks: Spirit abilities Special Qualities: Elemental traits, spirit abilities, spirit traits Saves: Fort +4, Ref +1, Will +0 Abilities: Str 10, Dex 13 ⁺¹ , Con 12 ⁺¹ , Int 5 ⁻³ , Wis 10, Cha 11 Skills: Listen [3] +3, Spot [2] +2. Feats: Toughness. Environment: Building, field, urban. Challenge Rating: 1	Medium Elemental [Earth, Incorporeal, Spirit] Hit Dice: 4d8+12+3 (33 hp) Mas: - Initiative: +2 (+2 Dex) Speed: 30 ft. (6 squares) Defense: 13 (+2 Dex, +1 deflection), touch 13, flat-footed 11 Damage Conversion: - Base Attack/Grapple: +3/+4 Attack: Slam +5 melee (1d6+1) Full Attack: Slam +5 melee (1d6+1) Space/Reach: 5 ft./5 ft. Special Attacks: Spirit abilities Special Qualities: Elemental traits, spirit abilities, spirit traits Saves: Fort +7, Ref +3, Will +1 Abilities: Str 12 ⁺¹ , Dex 15 ⁺² , Con 16 ⁺³ , Int 5 ⁻³ , Wis 10, Cha 11 Skills: Listen [4] +4, Spot [3] +3. Feats: Toughness, Weapon Focus (slam). Environment: Building, field, urban. Challenge Rating: 3	Large Elemental [Earth, Incorporeal, Spirit] Hit Dice: 8d8+32+3 (71 hp) Mas: - Initiative: +3 (+3 Dex) Speed: 30 ft. (6 squares) Defense: 13 (-1 size, +3 Dex, +1 deflection), touch 13, flat-footed 10 Damage Conversion: - Base Attack/Grapple: +6/+12 Attack: Slam +8 melee (1d8+3) Full Attack: Slam +8 melee (1d8+3) Space/Reach: 10 ft./10 ft. Special Attacks: Spirit abilities Special Qualities: Elemental traits, spirit abilities, spirit traits Saves: Fort +10, Ref +5, Will +2 Abilities: Str 14 ⁺² , Dex 17 ⁺³ , Con 18 ⁺⁴ , Int 7 ⁻² , Wis 10, Cha 11 Skills: Listen [6] +8, Spot [5] +7. Feats: Alertness, Toughness, Weapon Focus (slam). Environment: Building, field, urban. Challenge Rating: 5
Huge Spirit of Man	Greater Spirit of Man	Elder Spirit of Man
Huge Elemental [Incorporeal, Spirit] Hit Dice: 16d8+64+3 (139 hp) Mas: - Initiative: +4 (+4 Dex) Speed: 40 ft. (8 squares) Defense: 13 (-2 size, +4 Dex, +1 deflection), touch 13, flat-footed 9 Damage Conversion: - Base Attack/Grapple: +12/+23 Attack: Slam +14 melee (2d6+4) Full Attack: Slam +14 melee (2d6+4) Space/Reach: 15 ft./15 ft. Special Attacks: Spirit abilities	Huge Elemental [Incorporeal, Spirit] Hit Dice: 21d8+84+3 (181 hp) Mas: - Initiative: +4 (+4 Dex) Speed: 40 ft. (8 squares) Defense: 13 (-2 size, +4 Dex, +1 deflection), touch 13, flat-footed 9 Damage Conversion: - Base Attack/Grapple: +16/+28 Attack: Slam +19 melee (2d6+6) Full Attack: Slam +19 melee (2d6+6) Space/Reach: 15 ft./15 ft. Special Attacks: Spirit abilities	Huge Elemental [Incorporeal, Spirit] Hit Dice: 24d8+9+3 (207 hp) Mas: - Initiative: +4 (+4 Dex) Speed: 40 ft. (8 squares) Defense: 13 (-2 size, +4 Dex, +1 deflection), touch 13, flat-footed 9 Damage Conversion: - Base Attack/Grapple: +17/+30 Attack: Slam +21 melee (2d6+7) Full Attack: Slam +21 melee (2d6+7) Space/Reach: 15 ft./15 ft. Special Attacks: Spirit abilities

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<p>Special Qualities: Elemental traits, spirit abilities, spirit traits Saves: Fort +14, Ref +9, Will +5 Abilities: Str 16⁺³, Dex 19⁺⁴, Con 18⁺⁴, Int 7², Wis 10, Cha 11 Skills: Listen [10] +12, Spot [9] +11. Feats: Alertness, Combat Reflexes, Dodge, Power Attack, Toughness, Weapon Focus (slam). Environment: Building, field, urban. Challenge Rating: 7</p>	<p>Special Qualities: Elemental traits, spirit abilities, spirit traits Saves: Fort +16, Ref +10, Will +6 Abilities: Str 18⁺⁴, Dex 19⁺⁴, Con 18⁺⁴, Int 7², Wis 10, Cha 11 Skills: Listen [12] +14, Spot [12] +14. Feats: Alertness, Cleave, Combat Reflexes, Dodge, Great Cleave, Power Attack, Toughness, Weapon Focus (slam). Environment: Building, field, urban. Challenge Rating: 9</p>	<p>Special Qualities: Elemental traits, spirit abilities, spirit traits Saves: Fort +18, Ref +12, Will +8 Abilities: Str 20⁺⁵, Dex 19⁺⁴, Con 18⁺⁴, Int 7², Wis 10, Cha 11 Skills: Listen [14] +16, Spot [13] +15. Feats: Alertness, Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Bull Rush, Power Attack, Toughness, Weapon Focus (slam). Environment: Building, field, urban. Challenge Rating: 11</p>
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– City Spirit of Man Special Qualities

In addition to the abilities common to all spirits and Spirits of Man, City Spirits have the following abilities.

Confusion (Sp): A City Spirit is able to use *confusion* at will, with a caster level equal to one-half its Hit Dice. The save DC is 10 + ½ HD + Cha modifier.

Fear (Sp): A City Spirit is able to use *fear* at will, with a caster level equal to one-half its Hit Dice. The save DC is 10 + ½ HD + Cha modifier.

Locate object (Sp): A City Spirit is able to use *locate object* at will, with a caster level equal to one-half its Hit Dice. The save DC is 10 + ½ HD + Cha modifier. If the object is not in the City Spirit's domain, it cannot find the object.

– Field Spirit of Man Special Qualities

In addition to the abilities common to all spirits and Spirits of Man, Field Spirits

have the following abilities.

Locate object (Sp): A Field Spirit is able to use *locate object* at will, with a caster level equal to one-half its Hit Dice. The save DC is 10 + ½ HD + Cha modifier. If the object is not in the Field Spirit's domain, it cannot find the object.

– Hearth Spirit of Man Special Qualities

In addition to the abilities common to all spirits and Spirits of Man, Hearth Spirits have the following abilities.

Confusion (Sp): A Hearth Spirit is able to use *confusion* at will, with a caster level equal to one-half its Hit Dice. The save DC is 10 + ½ HD + Cha modifier.

Locate object (Sp): A Hearth Spirit is able to use *locate object* at will, with a caster level equal to one-half its Hit Dice. The save DC is 10 + ½ HD + Cha modifier. If the object is not in the Hearth Spirit's domain, it cannot find the object.

Spirits of the Land

Small Spirit of Land	Medium Spirit of Land	Large Spirit of Land
<p>Small Elemental [Earth, Incorporeal, Spirit] Hit Dice: 2d8+2 (11 hp) Mas: - Initiative: -1 (-1 Dex) Speed: 20 ft. (4 squares) Defense: 11 (+1 size, -1 Dex, +1 deflection), touch 11, flat-footed 11 Damage Conversion: - Base Attack/Grapple: +1/-2 Attack: Slam +3 melee (1d4+1) Full Attack: Slam +3 melee (1d4+1) Space/Reach: 5 ft./5 ft. Special Attacks: Spirit abilities Special Qualities: Elemental traits, spirit abilities, spirit traits Saves: Fort +4, Ref -1, Will +0 Abilities: Str 13⁺¹, Dex 8⁻¹, Con 13⁺¹, Int 4⁻³, Wis 11, Cha 10 Skills: Listen [3] +3, Spot [2] +2. Feats: Power Attack. Environment: Desert, forest, mountains, prairie. Challenge Rating: 1</p>	<p>Medium Elemental [Earth, Incorporeal, Spirit] Hit Dice: 4d8+12 (30 hp) Mas: - Initiative: -1 (-1 Dex) Speed: 20 ft. (4 squares) Defense: 10 (-1 Dex, +1 deflection), touch 10, flat-footed 10 Damage Conversion: - Base Attack/Grapple: +3/+6 Attack: Slam +6 melee (1d6+4) Full Attack: Slam +6 melee (1d6+4) Space/Reach: 5 ft./5 ft. Special Attacks: Spirit abilities Special Qualities: Elemental traits, spirit abilities, spirit traits Saves: Fort +7, Ref +0, Will +1 Abilities: Str 17⁺³, Dex 8⁻¹, Con 17⁺³, Int 4⁻³, Wis 11, Cha 10 Skills: Listen [4] +4, Spot [3] +3. Feats: Cleave, Power Attack. Environment: Desert, forest, mountains, prairie. Challenge Rating: 3</p>	<p>Large Elemental [Earth, Incorporeal, Spirit] Hit Dice: 8d8+32 (68 hp) Mas: - Initiative: -1 (-1 Dex) Speed: 20 ft. (4 squares) Defense: 9 (-1 size, -1 Dex, +1 deflection), touch 9, flat-footed 9 Damage Conversion: - Base Attack/Grapple: +6/+15 Attack: Slam +10 melee (1d8+7) Full Attack: Slam +10 melee (1d8+7) Space/Reach: 10 ft./10 ft. Special Attacks: Spirit abilities Special Qualities: Elemental traits, spirit abilities, spirit traits Saves: Fort +10, Ref +1, Will +2 Abilities: Str 21⁺⁵, Dex 8⁻¹, Con 19⁺⁴, Int 6⁻², Wis 11, Cha 10 Skills: Listen [6] +6, Spot [5] +5. Feats: Cleave, Great Cleave, Power Attack. Environment: Desert, forest, mountains, prairie. Challenge Rating: 5</p>
Huge Spirit of Land	Greater Spirit of Land	Elder Spirit of Land
<p>Huge Elemental [Earth, Incorporeal, Spirit] Hit Dice: 16d8+80 (152 hp) Mas: - Initiative: -1 (-1 Dex) Speed: 10 ft. (2 squares) Defense: 8 (-2 size, -1 Dex, +1 deflection), touch 8, flat-footed 8 Damage Conversion: - Base Attack/Grapple: +12/+27 Attack: Slam +17 melee (2d6+10) Full Attack: Slam +17 melee (2d6+10) Space/Reach: 15 ft./15 ft. Special Attacks: Spirit abilities Special Qualities: Elemental traits, spirit abilities, spirit traits Saves: Fort +15, Ref +4, Will +5 Abilities: Str 25⁺⁷, Dex 8⁻¹, Con 21⁺⁵, Int 6⁻², Wis 11, Cha 10 Skills: Listen [10] +10, Spot [9] +9. Feats: Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Improved Sunder, Power Attack. Environment: Desert, forest, mountains, prairie. Challenge Rating: 7</p>	<p>Huge Elemental [Earth, Incorporeal, Spirit] Hit Dice: 21d8+105 (202 hp) Mas: - Initiative: -1 (-1 Dex) Speed: 10 ft. (2 squares) Defense: 8 (-2 size, -1 Dex, +1 deflection), touch 8, flat-footed 8 Damage Conversion: - Base Attack/Grapple: +16/+32 Attack: Slam +22 melee (2d6+12) Full Attack: Slam +22 melee (2d6+12) Space/Reach: 15 ft./15 ft. Special Attacks: Spirit abilities Special Qualities: Elemental traits, spirit abilities, spirit traits Saves: Fort +17, Ref +5, Will +6 Abilities: Str 27⁺⁸, Dex 8⁻¹, Con 21⁺⁵, Int 6⁻², Wis 11, Cha 10 Skills: Listen [12] +14, Spot [12] +14. Feats: Alertness, Cleave, Crush, Great Cleave, Improved Bull Rush, Improved Overrun, Improved Sunder, Power Attack. Environment: Desert, forest, mountains, prairie. Challenge Rating: 9</p>	<p>Huge Elemental [Earth, Incorporeal, Spirit] Hit Dice: 24d8+120 (228 hp) Mas: - Initiative: -1 (-1 Dex) Speed: 10 ft. (2 squares) Defense: 8 (-2 size, -1 Dex, +1 deflection), touch 8, flat-footed 8 Damage Conversion: - Base Attack/Grapple: +17/+34 Attack: Slam +24 melee (2d6+13) Full Attack: Slam +24 melee (2d6+13) Space/Reach: 15 ft./15 ft. Special Attacks: Spirit abilities Special Qualities: Elemental traits, spirit abilities, spirit traits Saves: Fort +19, Ref +7, Will +8 Abilities: Str 29⁺⁹, Dex 8⁻¹, Con 21⁺⁵, Int 6⁻², Wis 11, Cha 10 Skills: Listen [14] +16, Spot [13] +15. Feats: Alertness, Cleave, Crush, Great Cleave, Improved Bull Rush, Improved Overrun, Improved Sunder, Large and In Charge, Power Attack. Environment: Desert, forest, mountains, prairie. Challenge Rating: 11</p>

SECTION 6 – FRIENDS AND FOES

– Desert Spirit of the Land Special Qualities

In addition to the abilities common to all spirits and Spirits of the Land, Desert Spirits have the following abilities.

Confusion (Sp): A Desert Spirit is able to use *confusion* at will, with a caster level equal to one-half its Hit Dice. The save DC is 10 + ½ HD + Cha modifier.

Locate object (Sp): A Desert Spirit is able to use *locate object* at will, with a caster level equal to one-half its Hit Dice. The save DC is 10 + ½ HD + Cha modifier. If the object is not in the Desert Spirit's domain, it cannot find the object.

– Forest Spirit of the Land Special Qualities

In addition to the abilities common to all spirits and Spirits of the Land, Forest Spirits have the following abilities.

Confusion (Sp): A Forest Spirit is able to use *confusion* at will, with a caster level equal to one-half its Hit Dice. The save DC is 10 + ½ HD + Cha modifier.

Fear (Sp): A Forest Spirit is able to use *fear* at will, with a caster level equal to one-half its Hit Dice. The save DC is 10 + ½ HD + Cha modifier.

– Mountain Spirit of the Land Special Qualities

In addition to the abilities common to all spirits and Spirits of the Land, Mountain Spirits have the following abilities.

Locate object (Sp): A Mountain Spirit is able to use *locate object* at will, with a caster level equal to one-half its Hit Dice. The save DC is 10 + ½ HD + Cha modifier. If the object is not in the Mountain Spirit's domain, it cannot find the object.

– Prairie Spirit of the Land Special Qualities

In addition to the abilities common to all spirits and Spirits of the Land, Prairie Spirits have the following abilities.

Locate object (Sp): A Prairie Spirit is able to use *locate object* at will, with a caster level equal to one-half its Hit Dice. The save DC is 10 + ½ HD + Cha modifier. If the object is not in the Prairie Spirit's domain, it cannot find the object.

Spirits of the Sky

Small Spirit of Sky	Medium Spirit of Sky	Large Spirit of Sky
<p>Small Elemental [Air, Incorporeal, Spirit] Hit Dice: 2d8 (9 hp) Mas: - Initiative: +3 (+3 Dex) Speed: fly 100 ft. (20 squares) (perfect) Defense: 15 (+1 size, +3 Dex, +1 deflection), touch 15, flat-footed 12 Damage Conversion: - Base Attack/Grapple: +1/-3 Attack: Slam +5 melee (1d4) Full Attack: Slam +5 melee (1d4) Space/Reach: 5 ft./5 ft. Special Attacks: Spirit abilities Special Qualities: Elemental traits, spirit abilities, spirit traits Saves: Fort +0, Ref +6, Will +0 Abilities: Str 10, Dex 17⁺³, Con 10, Int 4⁻³, Wis 11, Cha 10 Skills: Listen [3] +3, Spot [2] +8. Feats: Fly-by Attack^B, Weapon Finesse. Environment: Outdoors. Challenge Rating: 1</p>	<p>Medium Elemental [Air, Incorporeal, Spirit] Hit Dice: 4d8+8 (26 hp) Mas: - Initiative: +9 (+5 Dex, Improved Initiative) Speed: fly 100 ft. (20 squares) (perfect) Defense: 16 (+5 Dex, +1 deflection), touch 16, flat-footed 11 Damage Conversion: - Base Attack/Grapple: +3/+4 Attack: Slam +8 melee (1d6+1) Full Attack: Slam +8 melee (1d6+1) Space/Reach: 5 ft./5 ft. Special Attacks: Spirit abilities Special Qualities: Elemental traits, spirit abilities, spirit traits Saves: Fort +3, Ref +9, Will +1 Abilities: Str 12⁺¹, Dex 21⁺⁵, Con 14⁺², Int 4⁻³, Wis 11, Cha 10 Skills: Listen [4] +4, Spot [3] +9. Feats: Fly-by Attack^B, Improved Initiative, Weapon Finesse. Environment: Outdoors. Challenge Rating: 3</p>	<p>Large Elemental [Air, Incorporeal, Spirit] Hit Dice: 8d8+24 (60 hp) Mas: - Initiative: +11 (+7 Dex, Improved Initiative) Speed: fly 100 ft. (20 squares) (perfect) Defense: 17 (-1 size, +7 Dex, +1 deflection), touch 17, flat-footed 10 Damage Conversion: - Base Attack/Grapple: +6/+12 Attack: Slam +12 melee (1d8+3) Full Attack: Slam +12 melee (1d8+3) Space/Reach: 10 ft./10 ft. Special Attacks: Spirit abilities Special Qualities: Elemental traits, spirit abilities, spirit traits Saves: Fort +5, Ref +13, Will +2 Abilities: Str 14⁺², Dex 25⁺⁷, Con 16⁺³, Int 4⁻³, Wis 11, Cha 10 Skills: Listen [6] +6, Spot [5] +11. Feats: Dodge, Fly-by Attack^B, Improved Initiative, Weapon Finesse. Environment: Outdoors. Challenge Rating: 5</p>
Huge Spirit of Sky	Greater Spirit of Sky	Elder Spirit of Sky
<p>Huge Elemental [Air, Incorporeal, Spirit] Hit Dice: 16d8+64 (136 hp) Mas: - Initiative: +12 (+8 Dex, Improved Initiative) Speed: fly 100 ft. (20 squares) (perfect) Defense: 17 (-2 size, +8 Dex, +1 deflection), touch 17, flat-footed 9 Damage Conversion: - Base Attack/Grapple: +12/+24 Attack: Slam +18 melee (2d6+6) Full Attack: Slam +18 melee (2d6+6) Space/Reach: 15 ft./15 ft. Special Attacks: Spirit abilities Special Qualities: Elemental traits, spirit abilities, spirit traits Saves: Fort +9, Ref +18, Will +5 Abilities: Str 18⁺⁴, Dex 29⁺⁸, Con 18⁺⁴, Int 6⁻², Wis 11, Cha 10 Skills: Listen [10] +10, Spot [9] +15. Feats: Combat Reflexes, Dodge, Fly-by Attack^B, Improved Initiative, Mobility, Spring Attack, Weapon Finesse. Environment: Outdoors. Challenge Rating: 7</p>	<p>Huge Elemental [Air, Incorporeal, Spirit] Hit Dice: 21d8+84 (178 hp) Mas: - Initiative: +14 (+8 Dex, Improved Initiative) Speed: fly 100 ft. (20 squares) (perfect) Defense: 19 (-2 size, +10 Dex, +1 deflection), touch 19, flat-footed 9 Damage Conversion: - Base Attack/Grapple: +16/+29 Attack: Slam +24 melee (2d6+7) Full Attack: Slam +24 melee (2d6+7) Space/Reach: 15 ft./15 ft. Special Attacks: Spirit abilities Special Qualities: Elemental traits, spirit abilities, spirit traits Saves: Fort +10, Ref +22, Will +8 Abilities: Str 20⁺⁵, Dex 31⁺¹⁰, Con 18⁺⁴, Int 6⁻², Wis 11, Cha 10 Skills: Listen [12] +14, Spot [12] +20. Feats: Alertness, Combat Reflexes, Dodge, Fly-by Attack^B, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse. Environment: Outdoors. Challenge Rating: 9</p>	<p>Huge Elemental [Air, Incorporeal, Spirit] Hit Dice: 24d8+96 (204 hp) Mas: - Initiative: +15 (+11 Dex, Improved Initiative) Speed: fly 100 ft. (20 squares) (perfect) Defense: 20 (-2 size, +11 Dex, +1 deflection), touch 20, flat-footed 9 Damage Conversion: - Base Attack/Grapple: +17/+31 Attack: Slam +26 melee (2d6+9) Full Attack: Slam +26 melee (2d6+9) Space/Reach: 15 ft./15 ft. Special Attacks: Spirit abilities Special Qualities: Elemental traits, spirit abilities, spirit traits Saves: Fort +12, Ref +25, Will +10 Abilities: Str 22⁺⁶, Dex 33⁺¹¹, Con 18⁺⁴, Int 6⁻², Wis 11, Cha 10 Skills: Listen [14] +16, Spot [13] +21. Feats: Alertness, Combat Reflexes, Dodge, Fly-by Attack^B, Improved Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse. Environment: Outdoors. Challenge Rating: 11</p>

– Spirit of the Sky Special Qualities (all)

Skills: Spirits of the Sky receive a +6 species bonus to Spot checks.

– Mist Spirit of the Sky Special Qualities

In addition to the abilities common to all spirits and Spirits of the Sky, Mist Spirits

have the following abilities.

Concealment (Ex): A Mist Spirit is able to become *invisible* at will.

Confusion (Sp): A Mist Spirit is able to use *confusion* at will, with a caster level equal to one-half its Hit Dice. The save DC is 10 + ½ HD + Cha modifier.

– Storm Spirit of the Sky Special Qualities

In addition to the abilities common to all spirits and Spirits of the Sky, Storm

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Spirits have the following abilities.

Confusion (Sp): A Storm Spirit is able to use *confusion* at will, with a caster level equal to one-half its Hit Dice. The save DC is 10 + ½ HD + Cha modifier.

Fear (Sp): A Storm Spirit is able to use *fear* at will, with a caster level equal to one-half its Hit Dice. The save DC is 10 + ½ HD + Cha modifier.

Lightning bolt (Sp): A Storm Spirit is able to use *lightning bolt* at will, with a caster level equal to one-half its Hit Dice. The save DC is 10 + ½ HD + Cha modifier.

– Wind Spirit of the Sky Special

Qualities

In addition to the abilities common to all spirits and Spirits of the Sky, Wind Spirits have the following abilities.

Confusion (Sp): A Wind Spirit is able to use *confusion* at will, with a caster level equal to one-half its Hit Dice. The save DC is 10 + ½ HD + Cha modifier.

Locate object (Sp): A Wind Spirit is able to use *locate object* at will, with a caster level equal to one-half its Hit Dice. The save DC is 10 + ½ HD + Cha modifier. If the object is not in the Wind Spirit's domain, it cannot find the object.

Spirits of the Waters		
Small Spirit of Water	Medium Spirit of Water	Large Spirit of Water
<p>Small Elemental [Incorporeal, Spirit, Water] Hit Dice: 2d8+2 (11 hp) Mas: - Initiative: +0 Speed: 20 ft. (4 squares); swim 90 ft. Defense: 12 (+1 size, +1 deflection), touch 12, flat-footed 12 Damage Conversion: - Base Attack/Grapple: +1/-3 Attack: Slam +1 melee (1d4) Full Attack: Slam +1 melee (1d4) Space/Reach: 5 ft./5 ft. Special Attacks: Spirit abilities Special Qualities: Elemental traits, spirit abilities, spirit traits Saves: Fort +4, Ref +0, Will +0 Abilities: Str 10, Dex 11, Con 12⁺¹, Int 4⁻³, Wis 11, Cha 10 Skills: Listen [3] +3, Spot [2] +2. Feats: Power Attack. Environment: Lake, river, sea, swamp. Challenge Rating: 1</p>	<p>Medium Elemental [Incorporeal, Spirit, Water] Hit Dice: 4d8+12 (30 hp) Mas: - Initiative: +1 (+1 Dex) Speed: 20 ft. (4 squares); swim 90 ft. Defense: 12 (+1 Dex, +1 deflection), touch 12, flat-footed 11 Damage Conversion: - Base Attack/Grapple: +3/+4 Attack: Slam +4 melee (1d6+1) Full Attack: Slam +4 melee (1d6+1) Space/Reach: 5 ft./5 ft. Special Attacks: Spirit abilities Special Qualities: Elemental traits, spirit abilities, spirit traits Saves: Fort +7, Ref +2, Will +1 Abilities: Str 12⁺¹, Dex 13⁺¹, Con 16⁺³, Int 4⁻³, Wis 11, Cha 10 Skills: Listen [4] +4, Spot [3] +3. Feats: Cleave, Power Attack. Environment: Lake, river, sea, swamp. Challenge Rating: 3</p>	<p>Large Elemental [Incorporeal, Spirit, Water] Hit Dice: 8d8+32 (68 hp) Mas: - Initiative: +2 (+2 Dex) Speed: 20 ft. (4 squares); swim 90 ft. Defense: 12 (-1 size, +2 Dex, +1 deflection), touch 12, flat-footed 10 Damage Conversion: - Base Attack/Grapple: +6/+13 Attack: Slam +8 melee (1d8+4) Full Attack: Slam +8 melee (1d8+4) Space/Reach: 10 ft./10 ft. Special Attacks: Spirit abilities Special Qualities: Elemental traits, spirit abilities, spirit traits Saves: Fort +10, Ref +4, Will +2 Abilities: Str 16⁺³, Dex 15⁺², Con 18⁺⁴, Int 6⁻², Wis 11, Cha 10 Skills: Listen [6] +6, Spot [5] +5. Feats: Cleave, Great Cleave, Power Attack. Environment: Lake, river, sea, swamp. Challenge Rating: 5</p>
Huge Spirit of Water	Greater Spirit of Water	Elder Spirit of Water
<p>Huge Elemental [Incorporeal, Spirit, Water] Hit Dice: 16d8+80 (152 hp) Mas: - Initiative: +4 (+4 Dex) Speed: 20 ft. (4 squares); swim 90 ft. Defense: 13 (-2 size, +4 Dex, +1 deflection), touch 13, flat-footed 9 Damage Conversion: - Base Attack/Grapple: +12/+25 Attack: Slam +15 melee (2d6+7) Full Attack: Slam +15 melee (2d6+7) Space/Reach: 15 ft./15 ft. Special Attacks: Spirit abilities Special Qualities: Elemental traits, spirit abilities, spirit traits Saves: Fort +15, Ref +9, Will +5 Abilities: Str 20⁺⁵, Dex 18⁺⁴, Con 21⁺⁵, Int 6⁻², Wis 11, Cha 10 Skills: Listen [10] +10, Spot [9] +9. Feats: Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Knockdown, Power Attack. Environment: Lake, river, sea, swamp. Challenge Rating: 7</p>	<p>Huge Elemental [Incorporeal, Spirit, Water] Hit Dice: 21d8+105 (199 hp) Mas: - Initiative: +5 (+5 Dex) Speed: 20 ft. (4 squares); swim 90 ft. Defense: 14 (-2 size, +5 Dex, +1 deflection), touch 14, flat-footed 9 Damage Conversion: - Base Attack/Grapple: +17/+31 Attack: Slam +22 melee (2d6+9) Full Attack: Slam +22 melee (2d6+9) Space/Reach: 15 ft./15 ft. Special Attacks: Spirit abilities Special Qualities: Elemental traits, spirit abilities, spirit traits Saves: Fort +17, Ref +11, Will +6 Abilities: Str 22⁺⁶, Dex 20⁺⁵, Con 21⁺⁵, Int 6⁻², Wis 11, Cha 10 Skills: Listen [12] +12, Spot [12] +12. Feats: Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Knockdown, Power Attack, Weapon Focus (slam). Environment: Lake, river, sea, swamp. Challenge Rating: 9</p>	<p>Huge Elemental [Incorporeal, Spirit, Water] Hit Dice: 24d8+120 (228 hp) Mas: - Initiative: +6 (+6 Dex) Speed: 20 ft. (4 squares); swim 90 ft. Defense: 15 (-2 size, +6 Dex, +1 deflection), touch 15, flat-footed 9 Damage Conversion: - Base Attack/Grapple: +17/+32 Attack: Slam +22 melee (2d6+10) Full Attack: Slam +22 melee (2d6+10) Space/Reach: 15 ft./15 ft. Special Attacks: Spirit abilities Special Qualities: Elemental traits, spirit abilities, spirit traits Saves: Fort +19, Ref +16, Will +8 Abilities: Str 24⁺⁷, Dex 22⁺⁵, Con 21⁺⁵, Int 6⁻², Wis 11, Cha 10 Skills: Listen [14] +14, Spot [13] +13. Feats: Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Knockdown, Lightning Reflexes, Power Attack, Weapon Focus (slam). Environment: Lake, river, sea, swamp. Challenge Rating: 11</p>

– Spirit of the Water Special

Qualities (all)

Skills: Spirits of the Water receive a +8 species bonus on any Swim check to perform some special action or avoid a hazard. They can always choose to take 10 on a Swim check, even if distracted or endangered. They can use the run action while swimming, provided movement is in a straight line.

– Lake Spirit of the Water Special

Qualities

In addition to the abilities common to all spirits and Spirits of the Waters, Lake Spirits have the following abilities.

Fear (Sp): A Lake Spirit is able to use *fear* at will, with a caster level equal to one-half its Hit Dice. The save DC is 10 + ½ HD + Cha modifier.

Locate object (Sp): A Lake Spirit is able to use *locate object* at will, with

a caster level equal to one-half its Hit Dice. The save DC is 10 + ½ HD + Cha modifier. If the object is not in the Lake Spirit's domain, it cannot find the object.

– River Spirit of the Water Special

Qualities

In addition to the abilities common to all spirits and Spirits of the Waters, River Spirits have the following abilities.

Fear (Sp): A River Spirit is able to use *fear* at will, with a caster level equal to one-half its Hit Dice. The save DC is 10 + ½ HD + Cha modifier.

Locate object (Sp): A River Spirit is able to use *locate object* at will, with a caster level equal to one-half its Hit Dice. The save DC is 10 + ½ HD + Cha modifier. If the object is not in the River Spirit's domain, it cannot find the object.

– Sea Spirit of the Water Special

Qualities

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In addition to the abilities common to all spirits and Spirits of the Waters, Sea Spirits have the following abilities.

Confusion (Sp): A Sea Spirit is able to use *confusion* at will, with a caster level equal to one-half its Hit Dice. The save DC is $10 + \frac{1}{2} \text{ HD} + \text{Cha}$ modifier.

Fear (Sp): A Sea Spirit is able to use *fear* at will, with a caster level equal to one-half its Hit Dice. The save DC is $10 + \frac{1}{2} \text{ HD} + \text{Cha}$ modifier.

Locate object (Sp): A Sea Spirit is able to use *locate object* at will, with a caster level equal to one-half its Hit Dice. The save DC is $10 + \frac{1}{2} \text{ HD} + \text{Cha}$ modifier. If the object is not in the Sea Spirit's domain, it cannot find the object.

– Swamp Spirit of the Water

Special Qualities

In addition to the abilities common to all spirits and Spirits of the Waters, Swamp Spirits have the following abilities.

Confusion (Sp): A Swamp Spirit is able to use *confusion* at will, with a caster level equal to one-half its Hit Dice. The save DC is $10 + \frac{1}{2} \text{ HD} + \text{Cha}$ modifier.

Entangle (Sp): A Swamp Spirit is able to use *entangle* at will, with a caster level equal to one-half its Hit Dice. The save DC is $10 + \frac{1}{2} \text{ HD} + \text{Cha}$ modifier.

Fear (Sp): A Swamp Spirit is able to use *fear* at will, with a caster level equal to one-half its Hit Dice. The save DC is $10 + \frac{1}{2} \text{ HD} + \text{Cha}$ modifier.

Locate object (Sp): A Swamp Spirit is able to use *locate object* at will, with a caster level equal to one-half its Hit Dice. The save DC is $10 + \frac{1}{2} \text{ HD} + \text{Cha}$ modifier. If the object is not in the Swamp Spirit's domain, it cannot find the object.

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SECTION 7.1 – MAGIC

In *Shadowrun/d20*, there are two basic magical traditions – *Hermetic*, and *Shamanic*. The Hermetic tradition teaches magic through study, research, and other scholarly methods, and most often resembles the magic of legendary wizards like Merlin. Hermetic practitioners are most commonly known as Magi (singular – Mage). The Shamanic tradition teaches magic through prayer, faith, and devotion to higher powers and the natural world. In *Shadowrun/d20*, this is specifically tied to totems – idolized representations of spiritual beings. Shamanic practitioners are commonly called Shamans.

Ultimately, both traditions use the same basic rules for casting spells, although the trappings are different for each tradition. A spellcasting character's tradition determines the method by which he learns new spells.

Magic Rating
A character's magic rating is equal to his total spellcaster levels.

Section 7.1.1 – Hermetic Tradition

There are two ways that Magi can learn new spells – copy a spell from a source, or research a spell.

1. **Copy a spell from a source:** If a Mage has access to another Mage's *grimoire* (this may be an actual book, a collection of scrolls, an electronic file, etc), he can attempt to learn a spell scribed in the grimoire. Individual Magi tend to write in unique codes, so the Mage must first decipher the spell. This requires a Decipher Script check. The DC for this check is 15 + spell level + author's caster level. Once the spell is deciphered, the Mage may attempt to learn the spell. This requires a Spellcraft check with a DC of 15 + spell level. Deciphering and learning a spell takes a number of man-hours equal to ((1d4 + spell level) x 8). Copying a spell from a source in this manner does not require a hermetic library, but such a library can make the process easier. If the Mage is using a hermetic library to copy a spell, he gains a bonus on his Decipher Script and Spellcraft checks equal to the rating of the library – the spell level. For example, Joe is using a rating 7 library to learn *fireball* from a dead enemy's grimoire. Joe receives a (7 – 3) +4 bonus to both his Decipher Script and Spellcraft checks.
2. **Research:** The second method for learning spells is to research the spells individually. To research a spell, a Mage must have access to a hermetic library. The rating of the library must be equal to the spell level being researched +1. For example, if Joe is trying to research a *fireball* spell (3rd level), he must have access to a rating 4 hermetic library. Developing or researching a new spell requires a Research check (DC 20 + spell level). The Mage receives a bonus to this check that is equal to the rating of the library – the minimum library level. For example, if Joe is using a rating 8 library to learn his *fireball* spell (minimum library rating 4), he receives a +4 bonus to his Research check. Once the details of the new spell are successfully researched, the spell must be learned. This requires a Spellcraft check with a DC 15 + spell level. The process of researching and learning a spell takes a number of man-hours equal to ((1d6 + spell level) x 8).

Section 7.1.2 – Shamanic Tradition

Section 7.1.2.1 – Medicine/Shamanic Lodge

To learn new spells, a Shaman must have access to a shamanic lodge. The shamanic lodge is similar to a hermetic library, and is used in a similar fashion. The lodge follows the rules of the hermetic library, except that a lodge may only be used by shamans of the totem to which the lodge is devoted, and a lodge takes (rating) days to build. A lodge must be at least 10 feet by 10 feet, and in an environment appropriate to the totem. Once the shamanic lodge is built, the Shaman must spend an action point to activate it. A shamanic lodge is constantly astrally active. Against astral creatures and objects, the lodge has a hardness equal to its rating and hit points equal to its rating x 10.

To learn shamanic spells, the Shaman must meditate and commune, spending time in the lodge (1d2 + spell level days). At the end of this period, roll a Spellcraft check, modified by Charisma instead of Intelligence, with a DC 15 + spell level. If successful, the totem has been kind and provided the knowledge of the spell. If the check fails, the Shaman cannot attempt to learn that particular spell again until he gains additional ranks in Spellcraft. The rating of the lodge is the highest level of spell that can be learned there.

Section 7.1.2.2 – Totem

Shamans follow Totems; entities and ideas that provide the shaman with power. Each totem provides various modifiers to the shaman's abilities as noted below. Note that a shaman does not select a totem; the totem selects the shaman. The following totems are found on pages 163 – 166 of *Shadowrun 3rd Edition*.

Totemic Metagame Note: Unlike a Mage, a Shaman doesn't just decide to learn to be a Shaman. A Mage can study and research, and seek tutelage until he meets the requirements for the Mage advanced class. On the other hand, becoming a Shaman requires a deep spirituality and connection with the totem to be. In Metagame terms, the totem of your choice is absolutely subject to the approval of the Gamemaster, based on the manner in which you have played your would-be Shaman.

For example, if you have avoided combat, and portrayed a stealthy, shadowy character, and you decide to select Wolf as your totem, well, it's not going to happen. The Gamemaster will either tell you out of game "No. Wolf is not appropriate. The way your play your character indicates that Rat would be the appropriate totem for you", or he will deal with it in game, for example "You are on your way to the Alpine forest in an attempt to commune with Wolf, to receive his blessing, when, out of the corner of your eye, you notice a large rat. It suddenly occurs to you that you have been seeing a lot of rats lately, far more than usual. Perhaps this is a sign of some sort."

– Bear

Environment: Forest.

Advantage: The Shaman casts Healing spells at +2 levels, with a +2 save bonus to reduce the ability score damage. He has a +4 bonus to checks to summon nature spirits.

Disadvantage: *berserker rage* – whenever a bear shaman is required to make a Massive Damage save, if successful, he must roll a DC 15 Will save or fly into a berserker rage, attacking the nearest living creature, be it friend or foe, with his most powerful weapons (mundane or magical) for 1d6 rounds.

Totem Aspects: Strength +16; Dexterity +2; Constitution +8; +5 natural armor bonus, Claws (1d8); Improved Grab; Low-Light Vision; Scent; Climb +5.

– Buffalo

Environment: Plains.

Advantage: The Shaman casts Healing spells at +2 levels, with a +2 save bonus to reduce the ability score damage. He has a +4 bonus to checks to summon prairie spirits.

Disadvantage: The Shaman casts Illusion spells at -2 caster levels, and suffers a -2 penalty on saves to reduce the ability damage.

Totem Aspect: Strength +8; Constitution +6; +4 natural armor bonus.

– Cat

Environment: Urban.

Advantage: The Shaman casts Illusion spells at +2 levels, with a +2 save bonus to reduce the ability score damage. He has a +4 bonus to checks to summon city spirits.

Disadvantage: *cleanliness* – if dirty or unkempt, a cat shaman suffers a -2 circumstance penalty to Intelligence, Wisdom, and Charisma-based skill checks and to Will saves.

- *cat's play* – cat shamans, like their totem, prefer to play around with victims initially. When casting a damaging spell, a cat shaman must roll a DC 20 Will save. If this fails, the shaman casts the spell at the minimum power possible. Once the shaman is wounded, this restriction no longer applies (until healed of course).

Totem Aspect: Dexterity +4; Claws (1d2); Low-Light Vision; Climb +8 (Dexterity if desired); Hide/Move Silently +4.

– Coyote

Environment: Land.

Advantage: None.

Disadvantage: None.

Totem Aspect: Strength +4; Dexterity +4; Constitution +4; +1 natural armor bonus; Bite (1d6 + ½ Strength); Scent (+4 bonus to track); Jump +2.

– Dog

Environment: Urban.

Advantage: The Shaman casts Divination spells at +2 levels, with a +2 save bonus to reduce the ability score damage. He has a +4 bonus to checks to summon field and hearth spirits.

Disadvantage: *single-track mind* – a dog shaman is a single-minded individual. Unlike other characters, in combat, every round, the shaman's course of action must be declared. If, during the course of the round, the shaman needs to perform a different action, he must roll a DC 20 Will save to do so. Outside of combat, the shaman must roll the Will save whenever he attempts to alter a

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course of action he has set for himself.

Totem Aspect: Strength +4; Dexterity +4; Constitution +4; +1 natural armor bonus; Bite (1d6 + ½ Strength); Scent (+4 bonus to track); Jump +2.

– Dolphin

Environment: On/in/near the sea.

Advantage: The Shaman casts Divination spells at +2 levels, with a +2 save bonus to reduce the ability score damage. He has a +4 bonus to checks to summon sea spirits.

Disadvantage: The Shaman casts Evocation spells at -2 levels and suffers a -2 penalty on saves to reduce the ability score damage.

Totem Aspect: Dexterity +6; Constitution +2; +2 natural armor bonus; Aquatic (move in water without Swim checks, cannot drown); Blindsight (echolocation, locate objects and creatures with 120-foot range, negated by *silence*).

– Eagle

Environment: Mountains.

Advantage: The Shaman casts Divination spells at +2 levels, with a +2 save bonus to reduce the ability score damage. He has a +4 bonus to checks to summon all spirits of the sky.

Disadvantage: *cyber-rejection* – eagle shams suffer double the Essence loss when having cybernetics installed.

Totem Aspect: Dexterity +4; Constitution +2; +1 natural armor bonus; Low-Light Vision; Spot +8 (daylight only).

– Gator

Environment: Swamp, river, or urban.

Advantage: The Shaman casts Divination and Evocation spells at +2 levels, with a +2 save bonus to reduce the ability score damage. He has a +4 bonus to checks to summon spirits (swamp, lake, or river spirits if a Wilderness totem, city spirits if an Urban totem).

Disadvantage: The Shaman casts Illusion spells at -2 caster levels and suffers a -2 penalty to saves to reduce the ability score damage.

- *direct action* – in order to break off from a fight, end a chase, or otherwise end a direct action, the gator shaman must roll a DC 20 Will save.

Totem Aspect: Strength +8; Constitution +6; +4 natural armor bonus; Low-Light Vision.

– Lion

Environment: Prairie.

Advantage: The Shaman casts Evocation spells at +2 levels, with a +2 save bonus to reduce the ability score damage. He has a +4 bonus to checks to summon prairie spirits.

Disadvantage: The Shaman casts Healing spells at -2 caster levels and suffers a -2 penalty on saves to reduce the ability score damage.

Totem Aspect: Strength +12; Constitution +6; +2 natural armor bonus; Claws (1d8); Improved Grab; Low-Light Vision; Pounce (if the Shaman leaps upon a foe during the first round of combat, he can make a full attack even if he has taken a move action); +4 Balance/Jump; +4 Hide/Move Silently.

– Mouse

Environment: Urban or fields.

Advantage: The Shaman casts Divination and Healing spells at +2 levels, with a +2 save bonus to reduce the ability score damage. He has a +4 bonus to checks to summon field and hearth spirits.

Disadvantage: The Shaman casts Evocation spells at -2 caster levels and suffers a -2 penalty on saves to reduce the ability score damage.

Totem Aspect: Dexterity +6; Scent; Balance +8; Hide/Move Silently +4.

– Owl

Environment: Anywhere.

Advantage: At night, the Shaman casts all spells at +1 caster levels and has a +1 bonus on saves to reduce the ability score damage. At night, the Shaman has a +2 bonus on checks to summon spirits.

Disadvantage: During the day, the Shaman casts all spells at -1 caster levels and suffers a -1 penalty on saves to reduce the ability score damage. During the day, the Shaman suffers a -2 penalty on checks to summon spirits.

Totem Aspect: Constitution +2; Wisdom +4; +1 natural armor bonus; Low-Light Vision; Uncanny Dodge I; Spot +4.

– Raccoon

Environment: Any non-desert.

Advantage: The Shaman casts Transmutation spells at +2 levels, with a +2 save bonus to reduce the ability score damage. He has a +4 bonus to checks to summon city spirits.

Disadvantage: The Shaman casts Evocation spells at -2 caster levels and suffers a -2 penalty on saves to reduce the ability score damage.

Totem Aspect: Dexterity +4; Scent; Balance +8; Hide/Move Silently +4.

– Rat

Environment: Urban.

Advantage: The Shaman casts Divination and Illusion spells at +2 levels, with a +2 save bonus to reduce the ability score damage. He has a +4 bonus to checks to summon city spirits.

Disadvantage: The Shaman casts Evocation spells at -2 caster levels and suffers a -2 penalty on saves to reduce the ability score damage.

Totem Aspect: Dexterity +4; Scent; Balance +8; Hide/Move Silently +4.

– Raven

Environment: Open sky.

Advantage: The Shaman casts Transmutation spells at +2 levels, with a +2 save bonus to reduce the ability score damage. He has a +4 bonus to checks to summon sky spirits.

Disadvantage: *enclosed space* – when a raven shaman is not under an open sky, he casts spells at -2 levels and suffers a -2 penalty on saves to reduce the ability score damage. Checks to summon spirits while in an enclosed space suffer a -4 penalty.

Totem Aspect: Dexterity +4; Constitution +2; Low-Light Vision; +4 Spot (daylight).

– Shark

Environment: On/in/near the sea.

Advantage: The Shaman casts Divination and Evocation spells at +2 levels, with a +2 save bonus to reduce the ability score damage. He has a +4 bonus to checks to summon sea spirits.

Disadvantage: *berserker rage* – whenever a shark shaman is required to make a Massive Damage save (if successful), or when he kills an opponent, he must roll a DC 15 Will save or fly into a berserker rage, attacking the nearest living creature, be it friend or foe, with his most powerful weapons (mundane or magical), or the body of his victim, for 1d6 rounds.

Totem Aspect: Strength +2; Dexterity +4; Constitution +2; +3 natural armor bonus; Aquatic (move in water without Swim checks, cannot drown); Keen Scent (in water, can detect creatures within 180 feet, detect blood up to one mile).

– Snake

Environment: Land (Urban or Wilderness).

Advantage: The Shaman casts Divination, Healing, and Illusion spells at +2 levels, with a +2 save bonus to reduce the ability score damage. He has a +4 bonus to checks to summon spirits (any single spirit of the land for a Wilderness totem, any single spirit of man for an Urban totem).

Disadvantage: When the Shaman casts spells during combat, he does so at -2 caster levels and suffers a -2 penalty on saves to reduce the ability score damage.

Totem Aspect: Dexterity +6; +2 natural armor bonus; Scent; Balance +8; Hide/Move Silently +4; Listen/Spot +4.

– Wolf

Environment: Forest, prairie, or mountains.

Advantage: The Shaman casts Divination and Evocation spells at +2 levels, with a +2 save bonus to reduce the ability score damage. He has a +4 bonus to checks to summon forest, prairie, or mountain spirits (selected when the Totem is gained).

Disadvantage: *berserker rage* – whenever a wolf shaman is required to make a Massive Damage save, if successful, he must roll a DC 15 Will save or fly into a berserker rage, attacking the nearest living creature, be it friend or foe, with his most powerful weapons (mundane or magical) for 1d6 rounds.

Totem Aspect: Strength +2; Dexterity +4; Constitution +4; +2 natural armor bonus; Low-Light Vision; Scent (+4 tracking); Trip (with successful melee attack, free action, no touch attack, no attack of opportunity).

Section 7.1.3 – Summoning Nature Spirits

Shamans have the ability to summon nature spirits. This is not spellcasting, although the effects are similar to those of the *summon monster* and *summon nature's ally* spells.

A nature spirit has a domain; it cannot leave this domain, nor can it exert its power outside of this area. The spirit cannot be summoned outside of this domain. For example, wind spirits require open air (common), forest spirits require wooded areas, hearth spirits require occupied buildings, etc. Inside of a home, a Shaman cannot summon a wind spirit. Some spirits have domains that overlap with other domains. For example, a forested mountain slope under the open sky could be forest, mountain, or even sky domain, and the nature spirits of the area could interact and even conflict with each other.

A Shaman can only be in one domain at a time, even if the domains are overlapping. In the example above, the Shaman would have to decide, at the time of summoning, if he was in forest, mountain, or sky domain. A Shaman can summon only one nature spirit in any given domain.

To summon a nature spirit, the Shaman must be in the appropriate domain. Summoning a spirit is a full-round action that provokes attacks of opportunity. At the end of the round, the Shaman must roll 1d20 + caster level + Charisma

modifier + totem modifiers (a summoning check). The DC for this check is 10 + one-half the Hit Dice of the spirit. If successful, the spirit appears, owing the Shaman a limited number of services. To determine the number of services owed, subtract the summoning check DC from the summoning check result and divide by four (round down).

At the end of this process, regardless of success, the Shaman must roll to resist ability damage as if he had cast a Conjunction spell with a level equal to ¼ of the spirit's Hit Dice. If the Shaman is rendered unconscious or killed, the spirit departs.

If summoned in the day, a nature spirit disappears at sunset. If summoned at night, it disappears at sunrise.

Once summoned, a nature spirit stays on the Astral, manifested enough to be faintly visible. It can remain in the Astral or be instructed to return to where it came from. The Shaman, as long as he remains in the domain, can recall the spirit with a standard action.

A nature spirit can use any of its powers as a service. It can be commanded to materialize and fight, or perform a different physical task.

Section 7.1.4 – Incantations

Incantations (*Unearthed Arcana* p. 174) are available to characters in **Shadowrun/d20**. There are four particularly common incantations, known to Magi, which conjure elementals.

All four elemental conjuring incantations require a hermetic circle.

If the character has an appropriate hermetic circle available, the next step is gathering (or purchasing) and preparing the conjuring materials. The hermetic circle must be near a source of the appropriate element.

At the end of the casting time, regardless of success, the character must roll to resist ability damage as if he had cast a Conjunction spell of the appropriate level.

If the incantation is successful, but the ability damage renders the character unconscious, the elemental is uncontrolled and is allowed a DC 10 Will saving throw. If successful, the elemental immediately returns to its home plane. If this fails, the elemental attempts to attack the character, regardless of the character's defenses.

If the incantation is successful, the elemental appears just outside of the hermetic circle and is considered bound. A bound elemental treats the character as its master, and owes the character a limited number of services. To determine the number of services owed, subtract the conjuring check DC from the conjuring check result and divide by four (round down).

The character does not have to use the owed services immediately; in fact, he can have the elemental return home until called. The elemental vanishes from the physical and Astral realms altogether until called. Recalling an elemental is a full-round action.

A called elemental stays in the Astral by preference, and will manifest physically only if ordered to do so. If an elemental is present, either physically or Astrally for more than 24 hours, one service is used up even if the elemental is engaging in another service. A called elemental must remain within a certain radius of the character. This radius is equal to the character's Charisma bonus x 200 ft. If the character has a Charisma penalty, the maximum distance the elemental can stray is 20 feet. If the elemental is forced outside of the area, any services owed are forfeit, but it is compelled to finish its last command.

The character can order the elemental to obey another creature, but this consumes one service.

If an elemental is present when the conjuring character is knocked unconscious or killed, it becomes uncontrolled and will

Hermetic Circle

The hermetic circle is used to conjure elementals. The circle must meet a minimum size. A circle can be used to conjure only one type of elemental (no summoning fire elementals with a water circle), and the maximum Hit Dice that may be summoned with a circle is equal to the rating. So a rating 8 circle can be used to summon an elemental with up to 8 Hit Dice. Initially activating a hermetic circle requires an action point.

Typically, a circle is inscribed with paint or chalk, and is easily broken. These circles require (rating) hours to draw. Roll a Craft (visual art) check and a Knowledge (arcane lore) check. The DC for both checks is 10 + circle rating. If both checks are successful, the circle is properly inscribed and may be used normally. If either fails, the circle is flawed. It may be used, but it will allow no control over a summoned elemental. It is better to buy more materials and try again. As long as one of these circles is intact, it may be reused.

Some characters feel that paint or chalk circles are too easy to disturb, so they often have circles made from tile, stone, metal inlays, or other more permanent materials. These are called permanent circles. Permanent circles take (rating x 8) man-hours to construct. At the end, roll a Craft (Structural) check and a Knowledge (arcane lore) check. The DC for these checks is 12 + circle rating. If either fails, the circle is flawed. It may be used, but it will allow no control over a summoned elemental. It is better to buy more materials and try again.

When in active use (an elemental is actively being summoned), a hermetic circle is astrally active. Against astral creatures and objects, the circle has a hardness equal to the rating x2 and hit points equal to the rating x 10. It carries the aura of the character who inscribed it.

leave or attack as described above.

Section 7.1.4.1 – Elemental Services

- **Aid Spellcasting:** A character can use an elemental to aid in casting a spell or spells. The elemental sacrifices its Hit Dice to the character. Each Hit Die given provides the character with a +1 caster level and +2 save bonus to resist ability damage when casting one spell. Elementals can only aid certain types of spells. Air elementals aid Divination spells; Earth elementals aid Abjuration spells; Fire elementals aid Evocation spells; Water elementals aid Illusion spells. The elemental can be present physically or Astrally while aiding in casting a spell. The character can dismiss the elemental before the creature's Hit Dice are reduced to 0. If reduced to 0, the elemental is permanently destroyed.
- **Physical Service:** An elemental can be commanded to materialize and use its power to some effect. A fire elemental can burn through a door, an earth elemental can carry a great weight, any elemental can be commanded to fight an enemy.
- **Remote Service:** A character can command a remote service from an elemental; this allows the elemental to leave the normal radius that it is bound to. Commanding a remote service uses all services owed to the character. The character command the elemental to perform a certain task. Once the elemental has its orders, it will pursue them single-mindedly, until successful or destroyed. Even the character cannot change the elemental's path. When the service is complete, the elemental is free. An elemental performing a remote service can do so in physical or Astral form, or switch back and forth if necessary.
- **Spell Sustaining:** A character can call upon an elemental to use its energy to sustain a spell for a longer than normal duration. The spell to be sustained must have a personal range or a fixed range; it cannot have a variable range or an instantaneous duration. The spell must be cast as soon as the elemental appears. The elemental sacrifices Hit Dice to sustain the spell; for every hour the elemental sustains the spell beyond its normal duration, it loses one Hit Die. If the elemental is killed, the effect ends immediately. The elemental can be present physically or Astrally while sustaining a spell. The character can dismiss the elemental before the creature's Hit Dice are reduced to 0. If reduced to 0, the elemental is permanently destroyed.

Section 7.1.4.2 – Maximum Number of Bound Elementals

The most elementals a character can have bound to him at one time is based on the elementals' Hit Dice. He can bind up to his caster level + Charisma in Hit Dice at any given time. For example, Joe can bind up to (9 + 16) 25 Hit Dice of elemental simultaneously. If the character needs to bind a different elemental, he can unbind a currently bound elemental as a full round action.

Section 7.1.4.3 – Elemental Conjuring Incantations

– Conjure Air Elemental

Conjuration
Effective Level: 6th (2, 4, or 8 HD); 7th (16 HD); 8th (21 HD); 9th (24 HD)
Skill Check: Knowledge (arcane lore) DC 24, successes by elemental's Hit Dice (2, 4, or 8 HD – 6 successes; 16 HD – 7 successes; 21 HD – 8 successes; 24 HD – 9 successes)
Failure: None
Components: V, S, M
Casting Time: 1 hour per skill check
Range: Outside of hermetic circle "Touch"
Target: One air elemental
Duration: Until services are discharged
Saving Throw: None
Spell Resistance: No

This incantation allows the character to conjure forth an air elemental of 2, 4, 8, 16, 21, or 24 Hit Dice. The elemental is bound to the character and serves as described above.

– Conjure Earth Elemental

Conjuration
Effective Level: 6th (2, 4, or 8 HD); 7th (16 HD); 8th (21 HD); 9th (24 HD)
Skill Check: Knowledge (arcane lore) DC 24, successes by elemental's Hit Dice (2, 4, or 8 HD – 6 successes; 16 HD – 7 successes; 21 HD – 8 successes; 24 HD – 9 successes)
Failure: None
Components: V, S, M
Casting Time: 1 hour per skill check
Range: Outside of hermetic circle "Touch"
Target: One air elemental
Duration: Until services are discharged
Saving Throw: None
Spell Resistance: No

This incantation allows the character to conjure forth an earth elemental of 2, 4,

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8, 16, 21, or 24 Hit Dice. The elemental is bound to the character and serves as described above.

– Conjure Fire Elemental

Conjuration

Effective Level: 6th (2, 4, or 8 HD); 7th (16 HD); 8th (21 HD); 9th (24 HD)

Skill Check: Knowledge (arcane lore) DC 24, successes by elemental's Hit Dice (2, 4, or 8 HD – 6 successes; 16 HD – 7 successes; 21 HD – 8 successes; 24 HD – 9 successes)

Failure: None

Components: V, S, M

Casting Time: 1 hour per skill check

Range: Outside of hermetic circle "Touch"

Target: One air elemental

Duration: Until services are discharged

Saving Throw: None

Spell Resistance: No

This incantation allows the character to conjure forth a fire elemental of 2, 4, 8, 16, 21, or 24 Hit Dice. The elemental is bound to the character and serves as described above.

– Conjure Water Elemental

Conjuration

Effective Level: 6th (2, 4, or 8 HD); 7th (16 HD); 8th (21 HD); 9th (24 HD)

Skill Check: Knowledge (arcane lore) DC 24, successes by elemental's Hit Dice (2, 4, or 8 HD – 6 successes; 16 HD – 7 successes; 21 HD – 8 successes; 24 HD – 9 successes)

Failure: None

Components: V, S, M

Casting Time: 1 hour per skill check

Range: Outside of hermetic circle "Touch"

Target: One air elemental

Duration: Until services are discharged

Saving Throw: None

Spell Resistance: No

This incantation allows the character to conjure forth a water elemental of 2, 4, 8, 16, 21, or 24 Hit Dice. The elemental is bound to the character and serves as described above.

Section 7.1.5 – Spellcasting

Shadowrun/d20 uses a variant of the Open Gaming Rules - *Damaged: An Alternate Spellcasting System for Low Magic and Low Fantasy Games*. In this system, casting a spell inflicts temporary ability score damage. In this case, the ability scores affected are Constitution and Wisdom.

Section 7.1.5.1 – Casting a Spell

Casting a spell using *Damaged* is almost identical to casting a spell using the normal system. The character must know the spell, obey the normal casting times, apply metamagic feats, and so forth. The primary difference is that when a character casts a spell under this system, as soon as the spell is cast, one of his ability scores suffers temporary damage. Unlike typical d20 spellcasting, *Shadowrun/d20* spells do not regularly use material components.

Ability Score Damage from Spellcasting

Immediately after successfully casting a spell, the caster loses a number of points from an ability score, with the amount determined by the effective spell level.

SPELLCASTING ABILITY SCORE DAMAGE	
Effective Spell Level	Ability Score Damage
0	0 – 1
1	1d2
2	1d3
3	1d4
4	1d6
5	1d8
6	1d10
7	1d12
8	2d8
9	3d6
10*	2d10
11*	3d8
12*	3d10
13*	4d8
14*	6d6
15*	4d10

* While there are no spells of these levels, there are effects that can increase a spell's effective level beyond ninth.

The ability score damaged is based on the school of the spell being cast.

- **Abjuration** – Wisdom
- **Conjuration** – Constitution
- **Divination** – Wisdom
- **Enchantment** – Wisdom
- **Evocation** – Constitution
- **Illusion** – Wisdom
- **Necromancy** – Constitution
- **Transmutation** – Constitution
- **Universal** – Wisdom

Spellcasters are allowed a Fortitude saving throw (DC 15 + spell level) to reduce the ability score damage to half (minimum of one point unless the spell is level 0).

Ability Damage and Metamagic

Feats

Under this system, metamagic feats function normally. Simply determine the ability damage from the effective level of the spell.

For example, Joe wants to cast *fireball*, with the Empower Spell and Enlarge Spell feats applied to it. Empower Spell uses a spell slot two levels higher than normal, increasing the effective spell level to 5th, and Enlarge Spell uses a slot one level higher, increasing the effective spell level to 6, so Joe's ability damage, instead of 1d4 for a 3rd level spell, will be 1d10, as if casting a 6th level spell.

Ability Damage and Ability-Boosting Spells and Effects

There are several spells that temporarily increase a character's ability scores: these function normally, but will have the normal effect on the spellcaster's ability score.

Ability Damage and the Restoration Spell

The *restoration* spell can restore all temporary ability damage, making it very useful to spellcasters using *Damaged*. Of course, *restoration* is a fourth level Conjuration spell, so casting it will have an impact on the caster's Constitution.

Section 7.1.5.2 – Substituting another Creature's Ability Scores

It is possible for a prepared spellcaster to fuel his spells by substituting another creature's ability scores for his own. Normally, a caster accomplishes by ritually sacrificing a creature, although other possible occasions could arise.

The Sacrifice

The first step in the sacrificial process is finding or building an appropriate place, be it an altar, a carefully selected grove, or whatever else seems appropriate. Knowing how to prepare a location requires at least 5 ranks of Knowledge (arcane lore). The cost for preparing a location is a DC 15 Wealth check. Preparing the area takes 3d4 days, and requires a DC 15 Knowledge (arcane lore) check.

The sacrificial victim must be helpless.

Normally, he will be bound, drugged, unconscious, crippled, or affected by some similar condition. The sacrificial process is a modified coup de grace. This CDG requires two full rounds, but the caster inflicts the maximum damage with his attack. If the victim dies, the caster can tap the victim's ability scores, but only in the next round. The percentage of the ability scores the caster can tap is based on the awareness of the victim.

If the creature is intelligent and conscious, such as a human virgin, captured prisoners or some other classic, then the caster can tap all of the victim's ability scores. If the victim is unintelligent, such as a cat or rabbit, or intelligent but unaware of what is occurring, such as a drugged elf, then the best the caster can do is tap up to one-half of the victim's ability scores, rounded down.

The caster must cast his desired spell on the round following the sacrifice. During this round, any spell he casts will inflict ability damage to the victim's ability scores instead of the caster's. If he waits and this crucial round passes, then he loses access to the victim's scores.

For example, Joe has plans to cast *magic jar*, a 5th level necromancy spell. Casting this would normally cost him 1d8 Constitution, but he doesn't want to spare those points, so he decides to sacrifice a local common girl to power his spell. He has 8 ranks in Knowledge (arcane lore), so he is able to prepare the location, a special stone altar. He spends nine days preparing the altar to receive sacrifices and rolls a 20 on the Knowledge (arcane lore) check. Through duplicitous means, Joe manages to capture a local barmaid. He securely binds her to his altar, and makes sure all of the other components for his spell are prepared.

Things are as they should be, so Joe makes sure his victim is awake and grabs his large dagger (effectively a short sword, 1d6 damage, x2 critical). As he

Sacrificing Others

The sacrificial rules used here for fueling spellcasting are not the same as the rules found in *Book of Vile Darkness*, but it is possible for a sacrifice to serve a dual purpose, combining the effects of both types.

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begins to mumble the words to his spell, he plunges the dagger into his victim's chest, dealing the maximum damage of 12 points. The victim survives the damage, but fails her Fortitude save versus a DC of (10 + 12) 22, and dies. On the next round, Joe casts his *magic jar* spell. Joe's victim had a Constitution of 10, and he scores a 7 on his 1d8 roll. Since his victim was intelligent and aware, her 10 Constitution absorbs all of the ability damage inflicted by Joe's spell, saving Joe from temporarily losing 7 points of Constitution.

Now, had Joe's sacrificial victim been small dog, he would have been able to tap only one-half of the dog's 10 Constitution, so he still would have lost 2 points of Constitution temporarily.

Section 7.1.5.3 – Noticing Magic

While the effects of magic in **Shadowrun/d20** may sometimes be flashy and extravagant, the casting of such is not. To notice someone casting a spell requires a Spot check. The DC for this check is 20 + caster level – spell level. The following modifiers apply to the check.

NOTICING MAGIC	
Condition	DC
Observer is Awakened	-2
Observer is using Astral Sight	-5
Shamanic magic *	- spell level x 2
Shamanic magic with a Totem advantage	-4

* This replaces the normal (– spell level) modifier.

Section 7.1.6 – Spells

Spellcasters in **Shadowrun/d20** use the spells found in the *Dungeons and Dragons Player's Handbook [3.5]*. However, unlike magic in that tome, spells in **Shadowrun/d20** are not divided into arcane and divine. The Astral Plane that surrounds the Earth powers all spells in **Shadowrun/d20**. Because of this, all spellcasters have access to the same spells, unless noted otherwise.

Since many of the available spells have multiple levels listed based on the class using the spell, use the following class priority to determine the spell level for a **Shadowrun/d20** character.

- 1st – Sorcerer/Wizard.
- 2nd – Cleric
- 3rd – Druid
- 4th – Bard
- 5th – Paladin
- 6th – Ranger
- 7th – Domain

For example, *fireball* is listed as a 3rd level Sorcerer/Wizard spells, so for **Shadowrun/d20** characters, it is a 3rd level spell.

Hold person is listed as a 2nd level Cleric spell, and a 3rd level Sorcerer/Wizard spell, so for **Shadowrun/d20** characters, it is a 3rd level spell.

Section 7.1.6.1 – Unavailable Spells

The following spells from *Dungeons and Dragons Players Handbook [3.5]*, in alphabetical order, are not available to **Shadowrun/d20** characters.

- *Astral projection, Atonement, Augury,*
- *Banishment, Blasphemy,*
- *Chaos hammer, Commune, Contact other plane,*
- *Detect chaos, Detect evil, Detect good, Detect law, Dictum, Dimension door, Dimensional anchor, Dimensional lock, Dismissal, Dispel chaos, Dispel evil, Dispel good, Dispel law, Divination, Drawmij's instant summons,*
- *Ethereal jaunt, Etherealness,*
- *Forbiddance, Foresight,*
- *Gate,*
- *Holy smite, Holy word,*
- *Leomund's secret chest, Limited wish,*
- *Magic circle against chaos, Magic circle against evil, Magic circle against good, Magic circle against law, Maze, Miracle, Moment of prescience, Mordenkainen's magnificent mansion,*
- *Order's wrath,*
- *Phase door, Planar ally, greater, Planar ally, lesser, Planar ally, Planar binding, greater, Planar binding, lesser, Planar binding, Plane shift, Protection from chaos, Protection from evil, Protection from good, Protection from law,*
- *Raise dead, Refuge, Reincarnate, Resurrection, Reverse gravity, Rope trick,*
- *Shadow conjuration, greater, Shadow conjuration, Shadow evocation, greater, Shadow evocation, Shadow walk, Soul bind, Speak with dead, Spiritual weapon, Summon monster I – IX, Summon nature's ally I – IX,*
- *Teleport object, Teleport, greater, Teleport, Teleportation circle, Temporal stasis, Time stop, Trap the soul, Tree stride, True resurrection,*
- *Unholy blight,*
- *Wish, Word of chaos, Word of recall,*

The following spells from *Modern Expansion Volume 1*, in alphabetical order, are not available to **Shadowrun/d20** characters.

- *Augment summoning,*
- *Elemental familiar,*

The following spells from *Modern Expansion Volume 2*, in alphabetical order, are not available to **Shadowrun/d20** characters.

- *Clown car,*
- *Instant connectivity,*
- *Phantom chopper, Phantom limousine,*
- *Secret pocket, Summon vivitor I – V,*
- *Wire walk,*

Section 7.1.6.2 – New Spells

New Spells by Name

Astral barrier

- Decrease ability – Constitution*
- Decrease ability – Dexterity*
- Decrease ability – Strength*
- Decrease cyber-ability – Dexterity*
- Decrease cyber-ability – Strength*
- Detect enemies*
- Enhance cyber-ability – Dexterity*
- Enhance cyber-ability – Strength*
- Oxygenate*

New Spells by Level

2nd Level

- Decrease ability – Constitution*
- Decrease ability – Dexterity*
- Decrease ability – Strength*
- Detect enemies*
- Oxygenate*

3rd Level

- Decrease cyber-ability – Dexterity*
- Decrease cyber-ability – Strength*
- Enhance cyber-ability – Dexterity*
- Enhance cyber-ability – Strength*

5th Level

- Astral barrier*

Astral Barrier

Conjuration [Creation]

Level: 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Wall, up to one 5-ft. square/level, or hemisphere with a radius of up to 3 ft. + 1 ft./level

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

This is similar to the *wall of iron* spell, except that it creates such a barrier only on the Astral Plane. The barrier is translucent or opaque, caster's choice. The astral barrier is 1 inch thick per four caster levels. The caster can double the wall's area by halving its thickness. Each 5-foot square of the wall has 30 hit points per inch of thickness and hardness 10. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 25 + 2 per inch of thickness.

Decrease Ability – Constitution

Necromancy

Level: 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell reduces the Constitution of the victim. If the victim fails a Fortitude save, he suffers a -4 penalty to his Constitution. This cannot drop his Constitution below 1.

Decrease Ability – Dexterity

Necromancy

Level: 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell reduces the Dexterity of the victim. If the victim fails a Fortitude save,

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he suffers a -4 enhancement penalty to his Dexterity. This cannot drop his Dexterity below 1.

Decrease Ability – Strength

Necromancy

Level: 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell reduces the Strength of the victim. If the victim fails a Fortitude save, he suffers a -4 enhancement penalty to his Strength. This cannot drop his Strength below 1.

Decrease Cyber-Ability - Dexterity

Transmutation

Level: 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell reduces a victim's cybernetic Dexterity enhancements. If the target has cybernetic limbs, reduce the Dexterity score of those limbs by 4 points. If he has other cybernetic Dexterity enhancements, those enhancements suffer a -4 penalty.

Decrease Cyber-Ability - Strength

Transmutation

Level: 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell reduces a victim's cybernetic Strength enhancements. If the target has cybernetic limbs, reduce the Strength score of those limbs by 4 points. If he has other cybernetic Strength enhancements, those enhancements suffer a -4 penalty.

Detect Enemies

Divination

Level: 2

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 10 min./level (D)

Saving Throw: None

Spell Resistance: No

You can sense the presence of those who have hostile intentions towards you. The amount of information revealed depends on how long you study a particular area.

- *1st Round:* The presence of something hostile to you.
- *2nd Round:* Number of hostile creatures in the area, and the level of hostility.
- *3rd Round:* The location of each hostile creature, within range of the spell.

This spell cannot detect things without thoughts (traps, undead) nor will it detect a person who is about to randomly shoot into a crowd (he has no inherent hostility towards you). It can only detect intentions that directed at you.

Enhance Cyber-Ability - Dexterity

Transmutation

Level: 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This is identical to *cat's grace*, except that it affects only cybernetically-enhanced Dexterity scores.

Enhance Cyber-Ability – Strength (Strength of Ahnald)

Transmutation

Level: 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This is identical to *bull's strength*, except that it affects only cybernetically-enhanced Strength scores.

Oxygenate

Transmutation

Level: 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell increases the amount of oxygen in the target's blood. He gains a +4 bonus to checks to resist suffocation, hold his breath, saves against inhaled agents and so forth, for the duration.

Section 7.1.7 – Magic Items

Although it is a departure from the norm in *Shadowrun*, magic items are similar to those in most d20 games. In addition to these magic items, there are several items that are essentially unique to *Shadowrun*, specifically the various foci and fetishes.

Section 7.1.7.1 – Fetishes

Fetishes are minor magical items spellcasters use to increase the effect of spells, or to reduce the ability damage from spellcasting. There are two kinds of fetishes: Improved Power and Reduced Damage, and each is available for each school of magic. Fetishes are tied to specific spells, and may only be used when casting the appropriate spell. One advantage to learning a spell with a fetish is that the character gains a +2 bonus to the Spellcraft check to learn the spell.

Improved Power fetishes increase the spellcaster's magic rating by +1 when casting the appropriate spell.

Reduced Damage fetishes reduce the ability score damage cause by casting the spell by one point.

To use a fetish, the spellcaster must learn to cast the spell with the fetish. This follows the normal procedure for learning spells. The character cannot cast that spell without having the corresponding fetish on his person.

If the character wishes to cast the spell without the fetish, he must learn the spell anew. He will then have two versions of the spell available to him; one requiring the fetish and one that does not.

Despite what some Talismongers might say to the uninitiated, a fetish is not truly a magical item and requires no Craft feat or check to create.

Section 7.1.7.2 – Power Foci

Power foci are simple items that add to a spellcaster's raw power. A power focus has two benefits; it adds its rating to the spellcaster's magic rating, allowing him to cast more potent spells, and it subtracts its rating from the spell level of all spells cast by the character for the purposes of determining the ability damage from casting spells.

Power foci are made using Craft Magic Item as other items.

To craft a power focus, the creator must have Knowledge (arcane lore) and Spellcraft at ranks equal to the rating of the focus x3.

The creator's magic rating must be at least three times the rating of the focus.

The creator must have the Reduced Spell Damage feat.

The base price of a power focus is 100,000¥ x the rating of the power focus.

Section 7.1.7.3 – Spell Foci

Spell foci are similar to power foci in that they aid a spellcaster in the casting of spells. Spell locks are designed for use with either a single spell school (abjuration, conjuration, necromancy, etc) – these are called school foci, or for a single spell (*acid fog*, *fireball*, *stoneskin*, etc.) – these are called specific foci.

Among these two basic spell foci, there three types; Improved Power, Metamagic, and Reduced Damage.

Improved Power spell foci allow the spellcaster to add the rating of the focus to his magic rating when casting appropriate spells, allowing for increased spell potency. For example, a spellcaster (magic rating 5) with a rating 3 *fireball* focus can cast his *fireball* as if he had a magic rating of 8.

Metamagic spell foci allow the spellcaster to apply a certain metamagic feat to the appropriate spell without the increased level. For example, a spellcaster with a Maximize *fireball* focus can cast a maximized *fireball* (3rd level spell) without resisting (3+3) 6th level spell ability damage. Metamagic foci are available only for specific spells, not schools.

Reduced Damage spell foci reduce the spell level of the appropriate spells for the purposes of spellcasting ability damage. For example, a spellcaster with a rating 3 Reduced Damage *fireball* focus resists 0-level spell ability damage when casting a *fireball* spell.

Spell foci are created using Craft Magic Item as other items.

SECTION 7 – FX ABILITIES

The requirements for creating as spell focus vary.

To create an Improved Power focus, the creator must have Knowledge (arcane lore) and Spellcraft at ranks equal to the rating of the focus x2. His magic rating must be at least twice the rating of the focus. If creating a school focus, he must be able to cast spells from that school that have a rating equal to the focus. If creating a specific focus, he must be able to cast the spell. The base price of a school focus is 30,000¥ x the rating of the spell focus. The base price of a specific focus is 5,000¥ x the rating of the spell focus.

To create a Metamagic spell focus, the creator must have Knowledge (arcane lore) and Spellcraft at ranks equal to (spell level + feat modifier) x2. His magic rating must be at least twice that of (spell level + feat modifier). He must be able to cast the spell and he must know the appropriate Metamagic feat. The base price of a Metamagic spell focus is 10,000¥ x (spell level + feat modifier).

To create a Reduced Damage spell focus, the creator must have Knowledge (arcane lore) and Spellcraft at ranks equal to the rating of the focus x2. His magic rating must be at least twice the rating of the focus. He must have the Reduced Spell Damage feat. If creating a school focus, he must be able to cast spells from that school that have a rating equal to the focus. If creating a specific focus, he must be able to cast the spell. The base price of a school focus is 20,000¥ x the rating of the spell focus. The base price of a specific focus is 10,000¥ x the rating of the spell focus.

Section 7.1.7.4 – Spell Locks

Spell locks are special foci designed to maintain a spell effect constantly, similar to many magical items.

Spell locks cannot be used on spells that have a duration of instantaneous or permanent.

A spell lock is created in the same manner as a Wondrous Item, but at one-half the final cost.

While similar to wondrous magical items, spell locks have some fundamental differences.

A spell lock must be attached to the recipient of the spell (nailed to a wall, hung on a necklace, etc.). Only a creature with a magic rating can attach a spell lock, although it need not be the individual that created the lock. A creature without a magic rating cannot remove the lock or attach it, including a creature to which it is attached.

Spell locks maintain a constant connection to the Astral Plane, and though that plane, to the creator. This means that a spell lock can be used to astrally track the creator.

In addition, because of this connection, a spellcaster using astral sight or astral projection can channel a spell through the spell lock. Only a spell that has a tangible (loosely used in this case) area effect can be channeled through a spell lock. The most common spells are destructive, such as *fireball*.

To cast a spell through a spell lock, the caster must see the astral trail, and cast the spell at the connection. The caster must roll a caster level check, as if attempting to penetrate spell resistance. The DC for this check is 10 + the magic rating of the spell lock creator (at the time he created the spell lock). If successful, the spell takes effect at the spell lock's physical location.

Section 7.1.7.5 – Spirit Foci

Spirit foci are used to increase the chance of successfully summoning a nature spirit or conjuring an elemental.

When used to summon a nature spirit, the character adds the spirit foci rating to his check for success, and as a bonus to the saving throw to resist the ability damage.

When used for the conjuration of elementals, the characters adds the spirit focus rating to his skill checks and as a bonus to the saving throw to resist the ability damage.

Each spirit focus must be designed to summon or conjure a specific creature; a water elemental, a spirit of the storm, a desert spirit, etc.

Spirit foci are made using Craft Magic Item as other items.

To craft a spirit focus, the creator must have Knowledge (arcane lore) and Spellcraft at ranks equal to the rating of the focus x2.

The creator's magic rating must be at least twice the rating of the focus.

The creator must be able to summon or conjure the spirit or elemental that the focus is designed to aid with.

The base price of a spirit focus is 30,000¥ x the rating of the spirit focus.

Section 7.1.7.6 – Weapons

Magic weapons in Shadowrun/d20 function as normal with the exception that when a character uses astral sight, he may affect astral targets with a magical weapon, and when he astrally projects, an astral copy of the weapon goes with him.