



Shadowrun Sixth World Missions Guide V2.0

Credits

SRM Guide Committee: Aaron “*Reverend0*” Dykstra, Francis Jose, Matt “*Raven2049*” Lemmon, Mike “*CadreElite*” Messmer, Hjal “*SSDR*” Nelson, Louis “*Greywolf*” Ray, Robert “*Banshee*” Volbrecht, Tom “*Hobbes*” Bloom

Shadowrun Missions Logo – Brent Evans, Matt Heerdt, Jeff Laubenstein

Shadowrun Missions Coordinator – Aaron Dykstra

Shadowrun Line Developer – Jason Hardy

Special Thanks – To the previous caretakers of the *Shadowrun Missions* (SRM) line: Jackson “Jax” Brunsting, Richard Osterhaut, John Dunn, Aaron Pavao, Stephen McQuillan, Steven “Bull” Ratkovich, and Ray “The Teutonic Overlord” Rigel. Also to prior members of the Guide Committee: John “The Butcher” Appel, Nick “DireRadiant” Van, Grace “Pegasa” Lyttle, and Tony “Tone-LoCo” Gambino (Tony the Pony), Danny “Jayde Moon” Oliver



TABLE OF CONTENTS

TABLE OF CONTENTS	2
SECTION 1: APPLICABILITY OF GUIDE AND LIST OF MISSIONS LEGAL SOURCEBOOKS	3
SECTION 2: ORGANIZED PLAY	5
SECTION 3: Seattle 2081	9
SECTION 4: New Orleans 2083	10
SECTION 5: CHARACTER CREATION	11
SECTION 6: GENERAL SRM RULES	14
Questions about Playing in Missions	14
Questions about Calendars, Downtime, and Advancement	16
SECTION 7: SHADOWRUN 6TH WORLD	22
SECTION 8: MATRIX FAQ	30
SECTION 9: ENHANCED FICTION/RULES LITE	31
SECTION 10: FIRING SQUAD	38
SECTION 11: STREET WYRD	41
SECTION 11: DOUBLE CLUTCH	46
SECTION 12: SIXTH WORLD COMPANION	49
SECTION 13: HACK AND SLASH	56
SECTION 13: BODY SHOP	60
SECTION 14: WILD LIFE	63
APPENDIX A: FREQUENTLY ASKED QUESTIONS (FAQ)	65
APPENDIX B: LEGAL SHADOWRUN MISSIONS	67
APPENDIX C: CONTACTS	69
Seattle Contacts	69
New Orleans Contacts	70
APPENDIX D: SRM ERRATA	71
APPENDIX E: LICENSES	72
APPENDIX F: SHADOWRUN SPECIAL EVENTS	74
Shadowrun Missions: Online	75

SECTION 1: APPLICABILITY OF GUIDE AND LIST OF MISSIONS LEGAL SOURCEBOOKS

What is this Guide and what is it not?

This Guide is a supplement to the *Shadowrun* rules that facilitate organized play as it pertains to *Shadowrun Missions*. It contains clarifications and changes to the base ruleset to take into account the episodic nature of *Shadowrun Missions*, which is inherently different from home-brew campaigns. Rules and systems that work when a consistent group plays in a campaign with a consistent GM often do not function as intended in *Shadowrun Missions*.

Additionally, some rules and systems in *Shadowrun* are intentionally left vague or open, allowing the GM to determine what works best for their table and players at home. *Shadowrun Missions* requires many of these open-ended rules be codified into a consistent experience. The Guide team strives to maintain balance and account for the intentions of the writers and developers, many of whom the team can contact directly.

What this Guide is NOT is official *Shadowrun* Errata. While the Guide team's insight and access can often create an excellent jumping off point for adjudicating contentious or unclear interpretations of the rules, they are not meant to be the end-all-be-all arbiter. There can also be times when the Guide team's interpretation will differ from the official errata and may change once errata has been released. Conversely, errata may not fit with the needs of *Shadowrun Missions* and rules may be different.

***Shadowrun Missions* permits the use of the rules or equipment found in the following books with any exceptions to content as noted in this Guide:**

- [Shadowrun: Sixth World Core Rulebook \(CAT28000\)](#)
- [Shadowrun: Sixth World Core Rulebook Seattle Edition \(CAT28000S\)](#)
- [Shadowrun: Sixth World Core Rulebook Berlin Edition \(CAT28000B\)](#)
- [Shadowrun, Sixth World FAQ](#)
- [Adversary \(CAT26062S\)](#)
- [Krim Katalog \(E-CAT27002S\)](#)
- [No Future \(CAT27453\)](#)
- [Firing Squad \(CAT28002\)](#)
- [Street Wyrd \(CAT28003\)](#)
- [Double Clutch \(CAT28004\)](#)
- [Sixth World Companion \(CAT28005\)](#)
- [Hack and Slash \(CAT28006\)](#)
- [Body Shop \(CAT28007\)](#)
- [Wild Life \(CAT28008\)](#)
- [Emerald City \(CAT28100\)](#)
- [Astral Ways \(CAT28101\)](#)
- [Slip Streams \(CAT28301\)](#)
- [The Kechibi Code \(CAT28302\)](#)
- [Scotophobia \(CAT28303\)](#)
- [Whisper Nets \(CAT28404\)](#)
- [Collapsing Now \(CAT28450\)](#)
- [Power Plays \(CAT28451\)](#)
- [Shadow Cast \(CAT28510\)](#)
- [Shoot Straight \(CAT 28513\)](#)
- [Lifestyles of the Shadowy & Famous \(E-CAT28800S\)](#)
- [Bestial Nature \(E-CAT28801S\)](#)
- [Easy Come, Easy Go \(E-CAT28802S\)](#)
- [Age of Rust \(E-CAT28840S\)](#)
- [Lofwyr's Legions \(E-CAT28880S\)](#)
- [Ingentis Athletes \(E- CAT28881S\)](#)
-

The following are *Shadowrun* adventures not intended for *Shadowrun Missions* play:

- [30 Nights \(CAT28400\)](#)
- [Free Seattle \(CAT28401\)](#)
- [Assassins Night \(CAT28402\)](#)
- [The Third Parallel \(CAT28403\)](#)

The following are *Shadowrun* books and products have no rules that apply to Missions, but are good for background information:

- [Shadowrun Seattle Sprawl Box Set](#)
- [The Neo-Anarchist Streetpedia \(CAT27454\)](#)
- [Cutting Black \(CAT28401\)](#)

Further resources can be found at the [Shadowrun Sixth World](#) website

- [Official Errata](#)

SECTION 2: ORGANIZED PLAY

What is Shadowrun Missions?

Shadowrun Missions is the official living campaign for the *Shadowrun* Role Playing Game.

What is a living campaign?

A living campaign is a way for you to create a character and participate in games run in many different locations with different Gamemasters (GMs). As long as the games fit the criteria for the living campaign, you can take the advancements earned by that character to any other game that fits the criteria for the living campaign, regardless of location, event, or GM.

Where can I play *Shadowrun Missions*?

Shadowrun Missions are run at many game conventions. Also, members of the Catalyst Demo Team (known as Agents) host open play events at many local game stores (FLGS) and game clubs. They may also be purchased in PDF format at the CGL online store (<https://store.catalystgamelabs.com/>) or at DriveThruRPG (<https://www.drivethrurpg.com/>) and run at home. Some *Shadowrun Missions* adventures may also be available in print format from time to time.

Sometimes you don't have an FLGS or convention nearby, so you find an online session works best for all parties. As long as the GM adheres to the rules found in this Guide and provides signed Debriefing Logs to the attendees, an online *Mission* counts the same as one run in person. Note: CDT Agents must meet certain requirements for an online session to count as an official Venue.

If you're interested in finding out where *Shadowrun Missions* are being run, head over to the *Shadowrun Missions* Facebook Page (<https://www.facebook.com/SRMissions/>) or the Catalyst Demo Team Facebook page (<https://www.facebook.com/CatalystDemoTeam/>) If you want to inquire about and encourage Demo Team Agents to run *Shadowrun Missions* at your convention or in your area, drop them a line and let them know!

What exactly are *Missions*?

Shadowrun Missions are short adventures designed to be run in a single game session. Typically, they can be run in less than four hours, so that they fit within the standard time block at gaming conventions. However, *Missions* typically include additional information and material in the form of optional scenes and material in the **Pushing the Envelope** sections that allow GMs to broaden and lengthen the game for those times they are not under a tight schedule. For home game play where time is not a factor, most *Missions* can be run as two- or three-session adventures.

What is the difference between an SRM, CMP, and PM?

A *Shadowrun Mission* (SRM) is part of the living campaign, so each adventure ties into an overall storyline with recurring NPCs and character success (or failure) can have an impact on the story.

A *Convention Mission Pack* (CMP) is a series of adventures loosely tied together which do not tie directly (or even indirectly) into the primary storyline of the SRMs.

Information about *Prime Missions* (PM) can be found in Section 5 of this Guide.

What is an Open Play event?

When a Catalyst Demo Team member runs an official event at your Friendly Local Gaming Store (or other approved Venue), open to anyone who wants to drop in and play, we call it an Open Play event.

Someone said there's a reward for wearing *Shadowrun* shirts to *Missions* games?

Yes! If you wear a *Shadowrun* or a Catalyst Game Labs shirt to any Catalyst Demo Team convention or Open Play *Shadowrun Missions* event, you get a single point of NERPS!

What are NERPS?

NERPS is an acronym for Non-Essential Role-Playing Supplement. We use the term in *Shadowrun* to brand any items or services that you can expect to find, but do not warrant inclusion in the gear section of the sourcebooks. Items such as toothpaste, transparent tape, carpentry tools or services such as a plumber, food delivery service, or suburban landscapers. Basically, a fictional, all-purpose brand name for whatever

random products you might require. They're great for breakfast, can cure your cough, are good luck, can remove stains, whiten teeth, improve your gas mileage, and are good for what ails you!

You can gain a point of NERPS for each Shadowrun themed object. The only caveat is for items that belong as part of a set. Having the dice set doesn't get you 6 NERPS and having a pair of socks doesn't get you 2 NERPS. You also get NERPS for having any physical Shadowrun rulebooks, supplements, or game aids; and one for each type of promotional item you may have received at a Convention.

Promotional items can be made by Catalyst Game Labs, the Catalyst Demo Team, or even other players so long as the item is very specifically Shadowrun themed (has the Shadowrun Logo, the Missions Logo, or the fictional Logo or name of one of the Megacorporations, fictional Nations, or easily identified groups in the Shadowrun World), and is a permanent and collectible (of very limited release) object. If the identifying features can be easily removed or the item can be destroyed without tools and with minimal effort, it does not count.

NERPS cannot be saved from one *Missions* game to the next. Use it or lose it! But it is possible to earn new NERPS at subsequent *Missions* for the same thing. For example, if you play in three *Missions* adventures at GenCon in a single day while wearing an awesome *Shadowrun* t-shirt, you'll earn a NERPS point at each of the *Missions* to which you wear that shirt.

What can I do with NERPS?

Besides just looking frosty, you can spend that NERPS to buy Edge to use in play. In *Missions* games, each NERP (see So, exactly what counts as NERPS?) can be used to purchase Edge that doesn't count against your maximum gained for a turn. This Edge can be gained at any time and does not count against the maximum Edge gained in a turn (though the max Edge you can have at any time is still capped). Wearing or carrying multiple NERPS gains multiple points of Edge for a single *Mission*. You may only spend one NERPS per dice roll. You may use as many NERPS as you have during a single Shadowrun session. Once you use a point, that point will no longer be available until your next Shadowrun session. For example, if you have a Shadowrun hat, t-shirt, and dice bag, that's three NERPS points you may use for that session.

Can I take my character from my home *Missions* game to a convention or Open Play event?

Yes, but only if the character adheres to the *Shadowrun Missions* guidelines presented in this Guide. The character can only have been played in legitimate *Shadowrun Missions* modules (SRMs, CMPs, or PMs). You must be able to produce the *Shadowrun Missions* Character Journal upon request. The journal should have a record of each module played and what rewards the character earned.

Gamemasters running *Missions* as a home game should adhere as closely as possible to the *Mission* as written as they can (with certain allowances for players who go off-script, because they can and will!). House rules are never to be used for these games, and gamemasters should be careful not to allow the acquisition of crazy, game unbalancing gear.

Gamemasters at Conventions and Open Play have the right to perform a character audit at any point and disallow any abilities that are not normally allowed in *Missions* (i.e. disallowed gear, spells, qualities, etc.) or any gear that seems inappropriate for a *Missions* character to have obtained (e.g. military-scale gear such as tanks and attack choppers or very expensive and/or high Availability equipment the player cannot show just cause to possess).

These rules seem strict, but as *Missions* is largely on the honor system and does not maintain a character database or require any sort of character registration, it's the only way to maintain a semblance of fair play for all *Missions* participants.

What if I have no intention of playing at conventions or Open Play games?

In that case, go nuts. Treat *Missions* adventures as you would any other game session or *Shadowrun* adventure. Have fun with it and the sky's the limit. Just note that these characters are not eligible to play at sanctioned *Missions* events, should you find yourself at one. In that case, though, you're welcome to sit down with a new character and have some fun slinging some dice and running in the shadows!

I'm gamemastering the adventure as a legal *Missions* adventure. How much leeway do I have to change things?

You have a little wiggle room to add your own spin to the game, and of course to deal with whatever

the runners come up with. More details are in the GM Primer.

What resources are available for *Missions*?

Missions are designed to be played with just the core rulebooks for *Shadowrun: Sixth World*. Players should be familiar with any official *SR6* errata and FAQs.

Shadowrun Missions Seasons 9-10 take place in Neo-Tokyo. They were originally written for *Shadowrun Fifth Edition* but include conversion information to run as *SR6* modules. The primary source of information is Corporate Enclaves, however information from *Shadows of Asia*, *Vice*, and other sourcebooks will provide greater depth on the happenings in the Land of the Rising Sun.

Shadowrun Missions 2081 takes place in the free city of Seattle. Additional information for Seattle can be found in *Emerald Shadows* and *Cutting Black*.

Most resources are available as PDFs through the CGL online store (<https://store.catalystgamelabs.com>) and on DriveThruRPG (<https://www.drivethrurpg.com>). *Shadowrun Missions* are debuted during the Summer convention season and are released for public purchase at a later date.

Where can I go to get the latest news and updates about *Shadowrun Missions*?

Like us on Facebook (<https://www.facebook.com/SRMissions>) for up-to-date news, updates, and sneak peeks of upcoming *Missions* releases. This is the primary place we post updates for the game.

Also join us on the official *Shadowrun* forums (<http://forums.Shadowrun tabletop.com>) to discuss *Missions* and rules with your fellow players as well as the writers and developers of the *Shadowrun* roleplaying game. The *Shadowrun Missions* forum is also your go-to place for the latest news, rulings, and *Missions* updates. NOTE: The SRM Guide is the only official source for rulings. Should the *Shadowrun Missions* Developer make any “rulings” on the forums, they are considered temporary until reviewed and incorporated into this document.

Can my *Missions* character die?

Yes. Yes, they can. Obviously, we want everyone to have a good time, but everything has a price—when you run the shadows, sometimes that price is death. Gamemasters should not go out of their way to kill characters, but if runners rush in unprepared or leap into a situation where they are obviously outgunned and overpowered, then death is a very real possibility. It’s a tragedy when it happens, but you can’t become a Street Legend if you don’t take a few risks.

Don’t forget, though a fireball, grenade, or automatic weapons fire may have taken you down, you can still burn a point of Edge to keep your favorite character alive (though badly injured) (*SR6 CRB*, p. 48).

Can I replay a Mission with a different character? With the same character? What if I GMed the adventure?

The answer to all of these is yes, yes you may. However, be advised that you and your character should largely act in a passive support role. You already know the adventure and how it turns out, so try not to act on your knowledge of how the adventure plays out. You don’t want to spoil the fun for other players, do you? Ultimately this is on the honor system, so please re-play responsibly.

Also, while it’s possible to play the same *Mission* multiple times with the same character for whatever reason, you only gain the Karma and nuyen from the adventure once, so only the first time you play counts. Also, if you are replaying an adventure with the same character, any money you spend comes out of your actual balance even though you do not earn any additional nuyen for the run. This prevents replay players from using their “virtual share” to handle all contact bribes and buy gear for the other players, knowing he doesn’t get to keep that money at the end of the run.

Do I have to play *Missions* in order?

To encourage drop-in play, *Missions* can be played in any order. Each *Mission* is a self-contained module with a complete story and conclusion. However, we feel that *Missions* are best enjoyed when played in sequence. There are milestones and events that occur in *Missions* that could lead to narrative paradoxes if certain *Missions* played before or after certain other *Missions*. For example, playing SRM 2081-06 prior to playing SRM 2081-01 would lead to a narrative paradox because of the presence of an NPC that is unavailable during the latter of the missions. If that occurs, it’s best to sort of hand wave the paradoxes

aside. More on that later.

Is there anything I'm required to bring to an official Shadowrun event?

If you plan on attending a Shadowrun event, there are some basic things you need to bring with you. Your character sheet (either print out or digital (PDF) version). Pen/pencil/marker so you can take notes or update your character sheet with damage, Karma, nuyen, etc. Paper/notebook on which to write your notes. Bring your dice: Shadowrun uses six-sided dice (d6) exclusively. Any rules pertaining to your character, especially those which are not common, e.g. printed or digital copies of anything (drugs, spells, qualities, etc.) not in the SR6 sourcebook as some GMs may not be as familiar with them. You also need to bring your character journal if you have already played some Missions with that character. Please note: if you show up at a convention where the CDT is running events without any of the above, the CDT will generally have pre-gens, pens/pencils, and dice available to use. Not every Agent carries around every single paper book or has every single PDF... but they should have the SR6 rulebook!

Any special blanket rules players and gamemasters should be aware of?

Yes, there are four:

Wheaton's Law: Don't Be A Dick. This means players and Gamemasters alike should remember that everyone at the table is there to have fun. Characters might be utter bastards, but players should be courteous and considerate of other players and not do anything that would ruin the fun of others at the table. This means accepting that payments are divided evenly amongst the characters. This means not playing out flaws, character quirks, or whatever else you think is "in character" if it will ruin the fun of other players or make them uncomfortable. And it means no non-consensual PvP (player versus player) actions such as mind controlling, attacking, or stealing from other players. One person's fun is *never* more important than anyone else's.

Don't Break the Game. Open-table play brings diverse groups to the game with varying levels of experience with Shadowrun and knowledge of its mechanics. While it can be fun to manipulate the rules to create optimized builds, this can sometimes create an imbalance in the scenario and negatively impact the fun of your fellow players. We encourage you to create the character you want; bear in mind, however, that GMs are empowered to adjust *Missions* to provide an appropriate challenge and tactics available to player characters are potentially available to their opponents. There is a Shadowrun Missions 2081 GM Primer that provides tips and advice for GMs in these situations.

In Player We Trust. From time-to-time Gamemasters may do a character audit and look over your character sheet and journal, but at the end of the day they are rarely going to sit and do all the math and inspect every item, every skill, and every contact. At the end of the day, we trust the player to be honest in their record keeping and their math. Please be honest and don't abuse our trust. We're all here to have fun and want to facilitate that for you.

In Gamemaster We Trust. *Missions* are written to be as broad as possible and to encompass as much as possible while still telling a good, fun story. However, we never know what the players are going to bring to the table, and anyone who's sat behind the screen knows players rarely follow the roadmaps laid out for them. *Missions* Gamemasters need to think on their feet, often have to improvise, and need to adjust the power level and scale of the adventure to fit the characters and players. And that's okay! We trust the Gamemaster. Feel free to adapt as needed, so long as the core adventure and events remain intact. Add what you need, remove what you need. Just try to keep the adventure rewards within the established guidelines for the *Mission*, and don't go giving out attack helicopters or let them have Lofwyr as a contact. Keep things sane for the next gamemaster who deals with these players!

SECTION 3: Seattle 2081

Where does Shadowrun Missions 2081 take place?

SRM 2081 takes place in the Free City of Seattle, in the year 2081.

What are the plot hooks and themes for this Season?

At the end of 2080, after a series of blackouts across the country caused many to question the efficacy of the UCAS government, the Emerald City, under the leadership of Governor Corinne Potter, seceded from the UCAs and declared themselves the Free City of Seattle.

The action made waves throughout the world and the economic melting pot buzzes with potential. From the boardrooms to the shadows, all eyes are on Seattle and whatever the next move will be. Will the city find a prosperous place in the world's financial order, or will it fall flat on its face, to be picked over by the scavengers?

The shadows have never been busier and new powers are rising to take advantage of the bountiful nuyen flowing in the city's dark corners. While the heavy hitters and penthouse schemers scramble to control whatever they can, a new generation of deniable assets creep from the shadows, ready to take a slice of the pie for themselves. New faces and new places contest for a place at a table steeped in tradition and history. Seattle is long regarded as the shadowrunning capital of the world, after all.

Poised behind the scenes, an unseen force is sending ripples across the shadow community. Whatever they're up to, it's generating a lot of cred for the right people. Some of that is bound to fall in your lap and that can't be a bad thing, but you'll have to make up your own mind about whether it's a good one.

Better build your network.

Watch your back. Shoot straight. Conserve ammo. And never, ever deal with a dragon.

Are there any special rules related to the Seattle Setting?

As we celebrate the release of Shadowrun's Sixth Edition, we go back to the preeminent Shadowrun setting: Seattle. Seattle has often stood as the baseline for Shadowrun campaigns and generally operates as a default location for Shadowrun games. There are currently no specific rules related to the Seattle setting for Shadowrun Missions that cannot be found in available sourcebooks.

For more information about Seattle, look for the [Seattle Sprawl Box Set](#) and [Free Seattle](#). Additional information can be found in sourcebooks from previous editions, such as [Seattle 2072](#) and [Runner Havens](#).

What are the results of Season 2081?

Don't read this section if you are still planning on playing the season. In addition, your personal experience in play may have different results, but this represents the majority of tables at Origins and GenCon from 2020 to 2023.

They were three main story arcs that were part of Seattle. The first was with the Octagon triad. The team discovers that the head of the specific triad was in fact a blood shade who had replaced the original. The team wasn't able to take him down during the first encounter, but luckily that wasn't the only time they encountered David Gao. They discover that he is attempting to kidnap his last living relative which a team of runners prevented and then went on to his home to end the threat.

The second arc involved some corporate fighting. Omnistar and Ares were having a fight in the shadows as well as some internal fighting inside Omnistar. The internal fighting was all at the funding of Ares and Knight Errant trying for a bit of revenge at losing the contract to Seattle. On the other side, the runners were a pawn in the battle. KE never got the contract back, and Omnistar came out the other side on better footing.

The main arc was a shadow war between Donovan Pyke and his shadow chapters with the old school set of Johnsons and Fixers. The initial tactic of slowly bringing runners into the fold and offering incentives came to a head with an ambush at the Port of Seattle and a fight between the two groups. In the end, the shadow chapters got hit hard with Donovan Pyke and Eddie Wei dead. Ms. Snow has moved back to one of their other cities to continue Donovan's work. St. James was critically wounded and has completely exited the shadow life.

SECTION 4: New Orleans 2083

Where does Shadowrun Missions 2083 take place?

SRM 2083 takes place in and around New Orleans, in the year 2083.

What are the plot hooks and themes for this Season?

New Orleans is a city steeped in magic and history. It's a major shipping port and chemical processing center that interests the corps. And with that much nuyen being tossed around, the underbelly of the city is powerful. Vice and power are a currency all of their own. The runners are dropped into the middle of it.

The runs will take the team from the glitz and glamour of the French Quarter to the controlled corporate spaces in the Business Center. But it's not all high life and fashion for the team as they will find they often need to go to the barrens of Cancer Alley. This sets the primary theme of the season where mankind's push for profit and control is at war with the mystical powers of bayou and how nature is always fighting back.

There are three big events that will draw the runners in. Two local fashion houses are at war for the hearts, minds, and wallets of the people. But much lurks below the surface for these two corporations with their funding and their means of manufacturing that would make the public aghast if they knew the full story. But we all know about throwing stones at glass houses.

Organized crime has a major influence on the businesses in the city. They've set up controlling stakes in many of the restaurants, gambling halls, and local companies. But what happens when one of the syndicates is being run by a group or individual with more nefarious plans? What happens when there are two groups with ulterior motives.

A few years ago, a battle in the Mississippi River between two leviathans shook New Orleans. One clearly came out the winner but left the lesser to slink away back into the shadows. Losing never made anyone happy and often revenge is a dish best served cold. Is it time for the meal to be served?

Can I carry my character over from *SRM 2081*?

Yes. The follow up question is probably what has your character been doing for the last year. They've been living and just making do, but it looks like there are a bunch of hot jobs down in the Crescent City. Don't worry about lifestyle costs during that time period. Any qualities or benefits that accrue during downtime do not accrue during this time.

Also note that if you're bringing your character over, you may want to consider asking for increased difficulty at the table (see **Upping the Difficulty of Missions**).

SECTION 5: CHARACTER CREATION

Character Creation

Creating a character is done using the standard priority system presented in the *Shadowrun: Sixth World* core rulebook. Be sure you have the latest rulebook printing or the latest errata (<https://www.shadowrunsixthworld.com/resources/>). Please see the appropriate section to see if additional character creation methods released in expansion material are allowed for *Shadowrun Missions*. Unless otherwise noted in this Guide, no rule marked “Optional” or listed as being “At the Gamemaster’s discretion” will be used for official *Shadowrun Missions* play. All other expansion material will be allowed once its release grace period has elapsed (see below).

When creating a character for *Shadowrun Missions*, one thing to keep in mind is when playing at conventions or in Open Play games, you never know who or what is going to show up at the table. Nor can you be certain a given adventure will focus on one particular aspect of the game. Because of this, it’s usually not in your best interest to hyper-specialize a character. Gamemasters do their best to keep all players engaged in the adventure and story, but if your character only does one thing, it doesn’t matter how well they do that thing if it’s not useful to the adventure or if there are four other characters who are all able to do that thing as well. Keep flexibility and diversity in mind when designing a new character.

Lifestyle

All lifestyles are available for player characters, provided they can afford them. GMs can use their discretion when charging for various mundane activities and items like hailing a cab, purchasing alcohol at an establishment (well or top shelf), or entry into nightclubs. Additionally, there may be some costs associated with training (see Training in Section 7). Characters must exit character generation with a lifestyle.

Lifestyle costs must be paid at the end of every second SRM. See **How do we quantify the passage of time in Shadowrun Missions?**

Characters with Street lifestyles start at –2 Edge on scene resets. Characters with Squatter lifestyles begin each scene with –1 Edge. These characters are presumed to have expended that Edge in their day-to-day activities.

For all rule references to lifestyle level, if you are using the advanced lifestyle rules, just refer to the table on p. 189 of the *Sixth World Companion* and round to the lower lifestyle based on the number of lifestyle points you have spent.

Spending Karma

Per the Core Rulebook, you can only spend Karma in Step Four on attributes, qualities, resources, bonding foci, initiation (Grade 1 max at character generation), submersion (Level 2 max at character generation), transhumanism (Grade 1 max at character generation), animalism (Grade 2 max at character creation), and skills. Spending Karma is the last step of character creation, and you cannot use Special Attribute Points after spending Karma to initiate, submerge, etc. to raise your Magic or Resonance. You can raise Magic or Resonance by spending the Karma. However, as additional sourcebooks are released, anything that states you can spend Karma on it during character generation is also allowed. Exceptions will be noted in that book’s section of the Guide. Further, you can only take up to 5 Karma with you into play. These 5 are added to your TKE (Total Karma Earned) and any additional Karma are simply lost.

Magic and Resonance are capped at 6 during character creation and cannot be raised further even if you initiated or submerged.

Rating and Availability

Any gear, including magic, cyberware, and bioware, may be purchased at character creation, except gear with a rating 7 or higher Availability (SR6, p. 66). Players may purchase any grade of ‘ware as long as it falls within the allowable availability limits. You cannot purchase used cultured bioware.

Note that cyberware grade only affects the implant costs for implanted cyberdecks and commlinks. The link or deck cost remains the same regardless of whether it’s a used implant or a delta-grade implant.

Wireless

Keep in mind that most gear is assumed to have some wireless function built into it, and many pieces of gear benefit from being connected to your Personal Area Network in some way. Skinlink is not available at

this point, so you'll either need to run wireless to take advantage of these bonuses or run wires to your gear if you want to be protected (you'll look like a fraggin' antique with wires running all over the place, but don't worry. Wires are cool again!).

With this in mind, you'll likely either need to make sure you have a good decker in the group to protect you with his cyberdeck, and/or make certain you have a decent firewall on your commlink to protect your gear. Getting bricked (*SR6*, p. 175) sucks.

Priority Table

The steps in character building need to be done in order, however, picking Qualities can be done at any step, but the major point is that you need to pay for the Quality in Step Three. For instance, the player could opt to buy Aptitude prior to Step Three and then use Skill Points to move that skill to 7.

Qualities

Most qualities are allowed in *Missions* play as written. However, since *Missions* are designed to be run in a tight time frame and because you may be playing under different gamemasters at different venues, some qualities may be modified to fit the structure of *Missions*, some may require GM approval, and some might even be disallowed from *Missions* play. Any changes to qualities—as well as any disallowed qualities—will be discussed in the respective sourcebook chapter of this Guide.

SINs

SINs are a daily part of existence in the Sixth World. While a majority of the population is SINless, everyone needs a SIN to function. This paradox is solved (somewhat) by a very lucrative black-market dealing in fake SINs. In the highest security rated zones, individuals are constantly scanned to see if they are broadcasting their SIN. If not, the best they can hope for is forcible relocation. At worst... well, without a SIN you don't exist, which means you can't be the victim of a crime.

You'll likely want (and even need) multiple SINs. Your lifestyle has to be registered to one of your SINs. If that SIN is burned, you've just lost access to that doss. Every license is tied to a SIN, so make sure you're broadcasting the right one if you're packing (registered) heat.

Remember, each SIN is also associated with a country or corporation, effectively marking you as a citizen of that entity. You can't do much in the world of 2081 without a SIN, and if they get burned, so do you!

Contacts

You are encouraged to carefully consider the contacts you choose. In *Missions*, you have the opportunity to earn a fair number of contacts through gameplay. You can actually start with some of these contacts at character creation if you like (see Appendix C for their Connection ratings) but are limited to a maximum Loyalty of 4 at Character Generation. Alternately, you can always make your own! Generally, a fixer is always useful, and every shadowrunner should have one. Street and corp contacts are usually worthwhile. Plus keep in mind that you need a way to get gear, so a decker should have a deckmeister or programmer, a street sammy should have an armorer or gunsmith, an awakened character should know a talismonger, and a rigger should know a good mechanic (or at least a used car salesman). Keep in mind the setting for your *Missions* arc, contacts outside of those regions may be of limited use.

During character generation, contacts you create are capped at 6 for both Connection and Loyalty. There are ways to increase these for all contacts over your character's career (see Section 7). The Expanded Rules for Contacts from the *Sixth World Companion* is legal for *Missions* (see Section 12).

Are the Lifestyle Options allowed for *Missions* play?

Lifestyle Options are allowed for *Missions* play and can be found in the *Sixth World Companion* or *Lifestyles of the Shadowy & Infamous*. For more information, please see that section of the *SRM Guide*.

Can I transfer my character from a previous Season of *Shadowrun Missions*?

Characters created using 6th edition rules for *SRM 2081* can play in any SRM or CMP built for Sixth World starting with SRM 2081. When SRM moves to a new city or starts a new story arc, your character can travel there, but be aware that your old contacts that can get you what you need probably don't know a lot about the city you just moved to. This does not include Season 9 or Season 10 as they were created for 5th edition and

the Karma, nuyen, and difficulty aren't balanced for 6th edition play.

Character Audit:

Gamemasters may do a character audit before a game session and they may disallow the character if they do not follow the rules for creation and progression, whether those are from rulebooks or the Guide. Please do not abuse the system, see the above rule *In Players, We Trust*.

Can I make changes to my character after the character has played in an official event (Mulligan Rule)?

Yes, provided you adhere to the following:

Conventions/game day events: Sometimes you make a brand-new character for a convention/game day event and after playing it, discover it wasn't really what you wanted or it needs some tweaks. Sometimes you get in on a First Taste event which uses pre-gens and you can't get into a Build-A-Runner Workshop and use the pre-gen the entire convention. For conventions/game day events, we prefer you make any changes/tweaks as soon as you have free time. However, we also realize this may not be possible. Officially, you may make any changes/tweaks to that character after the convention/game day event is over, but before that character participates in another *Shadowrun Mission* (SRM/CMP/SMH/PM). If you had a pre-gen or a character which simply did not work for you, you may take any Karma and nuyen earned and apply it to a new character. For example: CT comes up with this awesome idea in her head about a character concept and she creates that character for an upcoming convention. Unfortunately, within the first couple of *Missions*, she realizes she does not enjoy the concept and just can't get into the character. Since she loves Shadowrun, she's booked herself for every time slot available and doesn't even have a chance to eat, let alone make a new character. She saves her character journal and creates a new character when she gets home, applying the results of her previous *Missions* to the new character, even though it hasn't played a single *Mission* yet..

FLGS: As above, sometimes you have an idea in your head and create a character, but sit down at your first *Mission* and discover you don't like the character. You may make tweaks/changes (or a new character) after the first *Shadowrun Mission* (SRM/CMP/SMH/PM), but before that character participates in another *Shadowrun Mission*.

New Players: Players that are identified as new to *Shadowrun Missions* can mulligan their character until their fourth *Mission*, unless they would otherwise be covered under the rules for Convention/game day events. There are no restrictions and the character can be mulliganed multiple times. Once they begin their fourth *Mission*, that character is locked in and no further mulligans are allowed.

What is the Character Journal?

When you play your first *Missions*, your GM should provide you with a Character Journal. This document has a place to record all of the *Missions* you've played and what your character earned from them. You should keep it with your character sheet.

English Core Rulebook versus French versus German?

There are minor differences between various translated adaptation of *Shadowrun Sixth World* Edition, but SRM is built on the English version of the rulebook. Your local region may use other language versions, but that character is not instantly portable to other regions. Your character must conform to the English rules when at a table using the English language rules. Similarly, characters must conform to the French rules when playing at a table using the French language rules.

Does the Aspected Enchanter not get spells?

Aspected enchanters get the same number of spells as an aspected sorcerer.

SECTION 6: GENERAL SRM RULES

When do expansion books and eBooks become legal to use in *Missions*?

When the updated Guide is released, but no sooner than thirty days after the full release of the product (to allow plenty of time for gamemasters to obtain and read over the new game material). For eBook-only products, this is thirty days after they go on sale. For products that have a print release, it's thirty days from the announced street date for the product.

We will make every effort to ensure that the Guide is updated before the 30 day post-release period.

A full list of legal books can be found in Section 1.

Will this Guide be updated as more books are released?

Yes, we will update as needed.

Can I use optional rule (fill in the blank)?

Unless this Guide states otherwise, optional rules are not used. To give every *Missions* player the same game experience and maintain campaign balance, we generally avoid using any rule that is listed as optional.

Questions about Playing in Missions

Can I collect my own Reagents and/or craft my own Foci?

No. Crafting or building your own equipment falls outside the scope of *Missions*.

Can we purchase gear during a Mission?

Yes. Some missions provide an opportunity for you to purchase specific gear. If the opportunity is not included, there's the possibility that any specific gear you seek won't arrive in time to be useful in the mission.

Keep in mind that this answers the question of purchasing gear during play, between the beginning of Scene 1 and the end of the last scene of the Mission. Purchasing gear between Missions is covered on page 21 of this Guide.

Ordering via the Matrix never results in an item arriving on time to be of use in the mission.

Items with no illegality code can be purchased within an hour by physically going to the appropriate store, as long as you are not in a remote location (gamemaster discretion).

Otherwise, you will require the services of an appropriate contact. As long as the contact could find the item under normal circumstances (SR6, p. 244 and 6WC, p. 162), they can attempt to find the item under the time constraints imposed by being on the clock. The contact will check to see if they can acquire the item with a Connection + Connection (Availability) test. You can increase that dice pool by 1 for every 25% of the base price you are willing to pay in addition to the base price, up to the contact's Connection rating (so the max dice pool can be the contact's Connection Rating x3). This increase must be determined before the contact rolls.

If the contact succeeds on the test, they will purchase the item for the base price + any additional percentage you agreed to pay for additional dice + 10% of the base price for each point of Heat your character has. They will then deliver it to your character in an hour. You can use a Favor Point to reduce the cost by 5% and can use up to Loyalty/2 (round up) Favor Points. If you have Favor Points with a contact but their Loyalty is 0, you can still spend a single Favor Point to reduce the cost of goods.

You do not pay anything if the contact does not find the item, regardless of any additional dice you 'purchased' for their roll. You may not ask the same contact to try again on that item. You may ask a different contact to try to find the same item, but the Availability of the item increases by one for every previous failed attempt, regardless of whose contact it was that failed.

Can we trade money or gear between players?

Yes, but only within reason. Giving someone an extra gun or spotting them an extra 1,000¥ for some gear because they're short is no big deal. However, you should not be giving away large, expensive items or large sums of nuyen. This is primarily to prevent abuse in games where someone is just sitting in to play a session or two, so they just dump their gear and money on their teammates at the end of the game since they're not planning to play that character anymore.

To set a hard limit on this, gamemasters should not allow players to give away OR receive more than 5,000¥ worth of cred or gear (using base book value for the gear) per Mission played. In a trade or purchase

situation, this means that the value of the trade must be within 5,000¥ per transaction. You cannot charge 10,000¥ over or under the list price of an item by stretching the payment over two sessions.

The characters involved in the transaction must all be playing in that Mission.

Can my friends and I pool money to purchase something?

Beyond the rule regarding trading money or gear between players, you cannot pool resources at this time.

What about ‘professional services’? Can I pay the decker to find gear for or pay a mage to quicken a spell on my character?

Yes, however the service must be paid for in full before the benefit can be applied. A decker must be reimbursed for the gear AND paid any commission before the gear can be turned over, a mage must be paid the full agreed upon price before expending Karma to quicken a spell, etc. As stated previously, the difference in value cannot be more than 5,000¥. (Additionally, see section 8 for notes on Quickening)

How is the value of a professional service determined?

By the literal cost to the character offering the service. The piece of gear itself has a set price. A mage would have to pay 2,000¥ or 5,000¥ to recoup a point of Karma spent to quicken a spell. Services for which there is no means to calculate a cost are valued at 0¥.

Can I hire my contacts to come on a shadowrun with me?

Non-Missions specific contacts (the Contacts you made up) may be hired, so long as the GM agrees that contact is suitable for hiring. Contacts are presumed to have a professional rating equal to their Connection Rating and dice pools for core skills (determined by the GM) at Connection Rating x2.

While contacts may be willing to come out and help, they aren’t mindless minions and they’re not going to put themselves in excessive danger for you, no matter how much you’re paying. So while they will come along as backup and help out, you cannot use them as “10 extra boxes of ablative damage”. They won’t run in front and soak gunfire, and they won’t pull a suicidal distraction to help you get in the back door. They’ll offer up their expertise where necessary and will do their job well and competently, but that’s it. The GM can disallow a contact to perform certain actions or even opt to control the contact as an NPC.

GMs should only allow a contact to be available for hire if they are filling a role that the group is weak on. Hired Contacts should not be considered an ace-in-the-hole, they should be a last resort for when you’re screwed and need specialized help to complete a *Mission*.

The contacts charge variable rates for their services based on your specific needs. Direct services from contacts tend to be quite expensive, so be prepared for sticker shock. You can spend Favor Points to reduce this by 10% per Favor Point spent, up to Loyalty/2 (round up). They cannot be hired and brought to the meet with Mr. Johnson as an extra team member. In other words, Mr. Johnson will NOT cover any of that fee. Hiring a contact to fill in is not cheap and should only be utilized as a last resort.

I’m playing a *Mission* and there appears to be a narrative paradox; I have a Contact from a previous *Mission* but the other players are telling me that he was killed in their last *Mission*. Do I still have the Contact?

Sometimes, there will be instances when characters have experienced very different versions of the same events or some will have participated in adventures that others haven’t. This can result in different dispositions for particular contacts relative to one player or another. When this occurs, the player who possesses the contact still has access to that contact and the player for whom that contact no longer exists should play it off as if the contact being used is different from the one they know to be dead. A little bit of hand-waving to move things along.

How much nuyen can I expect to make from the average *Missions* adventure?

Nuyen awards are based very loosely on the **Run Compensation** guidelines (SR6, p. 243). *Missions* designed to be easier may pay a little less; harder *Missions* may pay more. The maximum amount you are likely to ever see in a standard SRM or CMP adventure is 20,000 nuyen (on very rare occasions), and the minimum amount you should ever see is 5,000 nuyen. This pay is sometimes subject to achieving multiple goals in a *Mission*, so if you fail one or more objectives it is possible to get paid less.

Special Missions will usually pay similar to a standard SRM or CMP, but occasionally may pay a little higher if the risks are greater. *Prime Missions* are designed to be higher stakes and higher rewards, so they start at the 20,000¥ mark and move up from there.

Note that some *Missions* may offer up their pay piecemeal, if there are several small jobs involved. This means the initial Mr. Johnson may only offer a couple thousand nuyen for a job. When this happens, rest assured that there are one or more additional job offers coming in the adventure. Be patient and don't start threatening Mr. Johnson right away (or worse, threatening the gamemaster). That's a quick way for your character to lose reputation and lose contacts, and generally you can count on there being more ways to earn nuyen designed into the adventure to compensate.

How much Karma can I expect to earn from the average *Missions* adventure?

As with nuyen, Karma awards are based loosely on the **Run Compensation** guidelines (SR6, p. 243). The type of *Mission* and its difficulty will factor into the Karma awards, along with various measures of success. The average adventure awards between 6 and 8 Karma.

What else can I expect to get out of *Missions* adventures?

In addition to nuyen and Karma, you can expect to gain or lose Reputation, based on your actions throughout the Mission. You may also gain a level of Heat.

Finally, your actions may earn you Favor Points with various NPCs, which can be rolled over into Loyalty or for other purposes.

Upping the Difficulty of Missions

At the start of a mission, the table has the choice to select a difficulty. With higher difficulties come higher rewards. If anyone at the table doesn't want to run at the higher difficulty, then the GM doesn't run a higher difficulty level. If you aren't interested at playing at a higher difficulty, just pull the GM to the side and let them know. Remember that some players won't want a higher difficulty and we want the whole table to be able to have fun.

The GM still has the normal prerogative to adjust difficulty and composition of the opposition.

Difficulty: Runner. This is the normal difficulty as written in the mission. GM can offer more guidance and hints to help move. This difficulty is suggested for players with a max dice pool of 16 or TKE of less than 100.

Difficulty: Veteran. Enemies gain a +6 to all dice pools except Matrix dice pools and all thresholds increase by 2 over what is written. Matrix dice pools are increased by +3. The payout of the mission increases by 1 Karma and 2,000 nuyen. This difficulty is suggested for players with a max dice pool of 20 dice or TKE between 100 and 300.

Difficulty: Elite. Enemies gain a +12 to all dice pools except Matrix dice pools and all thresholds increase by 3 over what is written. Matrix dice pools are increased by +6. The payout of the mission increases by 2 Karma and 4,000 nuyen. This difficulty is suggested for players with a max dice pool over 20 dice or TKE over 300.

Questions about Calendars, Downtime, and Advancement

How do we quantify the passage of time in Shadowrun Missions?

Missions are written in chronological order and by canon will take place between January and December 2081. Since *Missions* can be played in any order, we approach time as an abstraction. Instead of trying to determine exactly how much time is spent on a Mission or in between them, we make assumptions that runners will spend an average amount of time on various activities. This guides our approach to measuring time in Missions.

As the entire 2081 arc is expected to play over 24 SRMs, we make the assumption that our characters are involved in two such Missions each month. That means any monthly payments, such as Lifestyles, subscriptions, and the In Debt quality, will be made after your second Mission and every other Mission after that, regardless of what order you play them in.

At the end of the arc, after a 12 month in game period, you will have made 12 rent payments, paid at least the minimum amount into your debt 12 times (or paid it off), etc. The intent is served without any need to extrapolate exactly how much time individual characters are spending doing what.

This means we are including additional abstractions in concepts such as training times and the extent of downtime activities you can take between any two SRMs.

How do CMPs fit into this ‘abstraction’?

Quite frankly, they don’t. Instead of enforcing arbitrary restrictions for CMPs, we simply allow that in addition to the 24 SRMs, your character picks up additional work that nets additional pay and Karma, but don’t result in additional rent payments. Whether your character participated in 10 CMPs, 1 CMP, or no CMPs in 2081, they still only needed to pay rent 12 times.

CMPs can be played at any time and First Taste is considered a CMP. Players will gain nuyen and Karma from Build-a-Runner, but it is not considered a Mission for the sake of downtime activities.

What is “downtime”?

Downtime is any time spent between missions. This is the period of time your character would be living their life outside of shadowrunning. This includes mundane activities like going to the movies, hanging out with friends, or debating choobs on ShadowSEA. It also includes activities such as training your attributes and skills, recovering from cybersurgery, or purchasing new gear.

Can I roll my skill test for downtime activities?

No. Any tests done as part of a downtime activity, such as a Matrix Search to find gear or to Initiate, can only be done using the “buying hits” method (SR6, pg 36). Additionally, anything that is permanent (such as Quickened spells) or things that last longer than one mission must also use the “buying hits” method. It is possible to roll dice to bind or register, but the set of services/tasks go away at the end of the *Mission*.

Can I spend Edge when using the “buying hits” method?

To prevent abuses of Edge, you may not spend Edge when “buying hits”.

Can I take advantage of any temporary augmentation sources when using the “buying hits” method?

No. Using drugs, alchemical preparations, or any other temporary augmentation to improve attributes or skills for downtime tests is beyond the scope of *Missions*.

Advancement Costs

In Missions, we use the Karma Cost column of the Advancement Costs table (SR6 CRB pg 68) but we ignore the Training Time column. Instead, see the following entries for Training, Adding/Buying Off Qualities, and Downtime Activities.

Training

The following can be increased or purchased anytime between Missions, provided you have the available Karma

- Attributes
- Active Skills
- Active Skill Specialization
- Active Skill Expertise
- Knowledge Skills
- Languages
- Martial Arts (Firing Squad)
- Qualities

It makes sense that your character would be gradually working on all of these things as a matter of course during their lives. Going to the gym, taking night courses, working with tutors, heading to the range, etc. are all things we do in our lives that don’t require our sole attention for weeks at a time.

However, these things potentially cost nuyen. These costs are generally baked into a character’s lifestyle, less so at lower lifestyles. Characters with a High lifestyle do not need to pay additional costs. For each level of lifestyle beneath High, characters will pay 25 nuyen per point of Karma spent. The same calculation is done for lifestyles from *Lifestyles of the Shadowy & Infamous*.

For the expanded Lifestyles in *Sixth World Companion*, the cost of training is based on the lowest of Comfort, Entertainment, and Space. For each level of lifestyle beneath High for the lowest of those three categories, characters will pay 25 nuyen per point of Karma spent.

Adding or Buying Off Qualities

Qualities can be purchased or bought off at any time with GM approval.

Purchasing Gear

Purchasing gear is covered under Availability rules (SR6 CRB, p. 244). For Missions, the following applies:

- Legal gear with no (I) or (L) in their Availability rating can always be found.
- Licensed gear always requires using a Contact or performing a Matrix Search.
- Illegal gear always requires using a Contact or performing a Matrix Search.
- If you are using the Minor Downtime Activity to increase Contact purchasing capability or your Matrix Search, you can stack this across multiple downtimes.
- You must buy hits for the Matrix Search.
 - Shopsofts add one die to the Matrix Search pool for buying the type gear specified by the type of soft.
 - The Overclock program adds one die to the Matrix Search pool for buying gear.
- A contact will procure items for you with a 5% mark-up, +5% for each point of difference between the Availability and the contact's Loyalty rating.
 - You can spend Favor Points (see Contacts) to reduce this by 5% per point.
 - You can spend up to Loyalty/2 Favor Points per item. If you have a Favor Point with a contact who has Loyalty 0, you can still spend a single Favor Point.
 - This can reduce the price of the item below book value.
- You can NEVER purchase USED cultured bioware.

Downtime Activities

Besides Training and Purchasing Gear, you can also conduct Downtime Activities. Downtime Activities are divided into Major and Minor. Between any two SRMs, you can perform one Major and one Minor Downtime Activity OR three Minor Downtime Activities. After any CMP, you can perform an additional two Minor Downtime Activities.

Major Downtime Activities

- Cybersurgery
- Initial geneware treatment
- Lay Low (See Heat)
- Initiate
- Repair ALL drones and vehicles
- Strengthen Connection
- Strengthen Loyalty to 4 or higher
- Submerge
- Transhumanist training (6WC, p. 146)
- Work a Contact (SR6 CRB, pg 236)
- Work for the Streetdoc (See below)
- Buying Favor Points (6WC, p. 173)
- Conclave or coven Loyalty 5-8 task (See Section 10: Street Wyrld)

Minor Downtime Activities

- Subsequent geneware treatments
- Bond a Focus
- Build a lodge or take down a lodge
- Learn a new spell
- Binding a spirit*

- Preparing a vessel*
- Learn a new complex form
- Register up to 8 Levels of sprite(s)*
- Repair or modify one drone or vehicle*
- Strengthen Loyalty up to 3
- Conclave or coven Loyalty 1-4 task (See Section 10: Street Wyrd)
- Shadow Healthcare Community task
- Add four dice to any single downtime Matrix Search
- Increase the effective Connection rating of a single Contact (not Group Contact) for the purpose of buying gear
- Work for the Man
- Work for the People

***Note:** Some downtime activities can be done during a mission if there is sufficient time. These activities must be done using buying hits for things that extend past the duration of the current Mission.

How do I use Edge on downtime tests?

Downtime tests or tests where the result of the action spans multiple missions must be done by buying hits. For instance, if you are binding a spirit and aiming to use the task to extend the duration, you must bind the spirit by buying hits. If you are installing mods in gear which require an Engineering test, it must be done by buying hits.

How do I strengthen Connection?

Spending your Major Downtime Activity and the next Connection rating x 1,000 nuyen represents a significant investment of your own time and energy helping your connection reach new heights. You can strengthen an NPC up to a maximum of Connection 9.

Each time you do this, you increase the Connection rating of your contact by 1/X, where X is the next level of Connection. In effect, you need to strengthen a contact's Connection as many times as the next Connection rating before they reach that level.

To get from 1 to 2 requires strengthening Connection for a total of 4,000 nuyen using two Major Downtime Actions. Getting from a 4 to 5 requires strengthening Connection five times at 5,000 nuyen each time, for a total of 25,000 nuyen.

Anytime you raise a contact to the next full Connection rating, you get that many Favor Points with the contact.

You can only strengthen Connection for a non-canon SRM contact/NPC.

How do I strengthen Loyalty?

Simply spend as many favor points as the next level of Loyalty. (NOTE: You can immediately raise the Loyalty of a Contact that you gained favor points for during your most recent Mission without spending a Downtime Activity, as long as you have the requisite Favor Points (to include the one you just earned). You can buy up to maximum 9 Loyalty this way.

What is Work for the Man/Work for the People?

Once between each *Missions* adventure you may choose to **Work for The Man** or **Work for The People**. This will allow you to either trade 1 Karma for 2,000 nuyen, or to trade 2,000 nuyen for 1 Karma. You may trade away or gain a maximum of 1 Karma each time you do this, and you can only do this once between any given SRM, CMP, or PM.

What is Work for the Streetdoc?

Seattle streetdocs have banded together to create a group care for runners. Just like a coven, you can spend 6 Karma to join the **Shadow Healthcare Community**, abide by their strictures, and complete one Minor Downtime Activity per month to aid the community. When you do, you can sell back your Augmentations or Codemods for the full price even if you switch from one type of 'ware to another type. In addition, by joining the group, you gain the access to the Major Downtime Activity of "Working for the Streetdoc" which allows you to convert an unlimited amount of Karma to nuyen at a rate of 1 Karma to 7,000 nuyen, but it must all be spent on an Augmentation for yourself. They won't install it in your friend, and they won't take 'ware off that

security guard you fragged. They will allow you to trade your own 'ware in to be spent on other 'ware. This does not include cyberware for use on drones or vehicles.

Shadow Healthcare Community

Goals: Keeping shadowrunners alive and effective since 2081.

Connection: 6

Connection Type: Medical

Strictures:

- *No Harvesting from Others:* Augmentations are part of the body and must be treated with respect.
- *Protect the Doctor:* When a doctor in the SHC is at risk, protect them at all costs. Do not put them in the way of risk.

Description: Formed in late 2080, the Shadow Healthcare Community is a group of streetdocs in the Seattle area. One of the core members is Whiskey who was able to convince her fellow streetdocs to help runners more. By keeping them alive, it provided an avenue for moving Augmentations through the area. Her basic argument is that a live runner pays for more upgrades than a dead runner. The docs agreed and figured they could get some protection out of the work as well.

Can I fence the gear I found during an adventure?

Yes. Gear must be fenced through one of your contacts per the rules on Fencing Gear (SR6 p. 246). However, the percentage increase from an Influence + Charisma check is capped by Loyalty, which is effectively reduced by one for every point of Heat.

You must announce your intent to fence any gear after the Mission ends, but prior to the GM awarding Reputation or making the Heat roll (even if the gear you wish to fence was picked up in a previous Mission). Fencing cyber or bioware may result in a loss of Reputation or an increased likelihood of gaining Heat.

Can I upgrade my bioware or cyberware?

Presuming the item in question has not been damaged, you may sell back installed non-cultured bioware and cyberware for a flat 30 percent of its retail value (book price; taking into account alpha or beta mark up, if any) when changing out cyberware. You must still make an Availability test to acquire the new piece of cyberware. Cultured bioware may not be upgraded, only replaced (and no one will buy used cultured bioware, chummer).

You may upgrade bioware and cyberware by paying the difference between the two pieces of equipment (accounting for grades, if any). You may only upgrade a piece of bioware or cyberware of the same type.

For example, Ramsey wants to get a better Control Rig. He currently has a Rating 2 but wants to upgrade to 3. Whiskey happens to have one in stock and charges him 133,200¥ for the new Control Rig (Rating 3) and keeps the Rating 2 she just pulled out of Ramsey.

So, let's do the math: Control Rig 3 costs 208,000¥ - 97,000¥ as credit on the old rig (Rating 2) = 111,000¥ for the upgrade.

Another example, Kingston goes to Whiskey and asks to have his dermal plating removed so he can get titanium bone lacing instead. Whiskey gladly obliges, but since these are different types of ware, Kingston only receives 30% of the value of the dermal plating and has to pay full price for the titanium bone lacing.

Remember, if you upgrade from 3 points of "normal ware" to the equivalent in alpha grade, the alpha only takes 2.4 Essence points off, but you **do not** get the excess back—you simply have a 0.6 point "hole" that can be filled with something else at no further Essence cost until the "hole" is exceeded.

Can I upgrade my cyberdeck, or RCC?

You may "upgrade" a cyberdeck, or RCC to the next better model (or higher if you can afford it). First, you must make an Availability test to see if you can find one you desire (paying for any additional dice based on the value of the cyberdeck or RCC you wish to purchase). Once you know you can get your hands on it, you take your old deck, or RCC to trade in. The higher quality gear tends to keep its value, so you get (Device Rating) x 15% of the original price back.

I really like the idea of a kama adept but kamas aren't listed in any sourcebook, is there a way to get

them?

With GM approval, you can ‘reskin’ a simple melee weapon. Nothing with incorporated electronics or sophisticated mechanics are valid for this purpose. For example, you can purchase a combat knife and describe it as a kama while keeping all of the stats for the combat knife.

How long does it take to heal?

Damage that is sustained during gameplay is assumed to be fully healed between *Missions*. To heal during a *Mission*, use the normal rules for healing (*SR6*, pgs. 118-121).

If my equipment takes Matrix damage or is bricked, how long does it take to repair?

Equipment that is bricked during gameplay is assumed to be fully repaired and between *Missions*. To repair items during a *Mission*, use the repair rules (*SR6*, p. 175). A bricked device can function again when it has even a single box restored to its Condition Monitor.

If my vehicles or drones have taken damage, how long does it take to repair?

Provided you have the proper skills and tools, you can repair drones and vehicles free of cost as a down time activity. You can repair

- 1 Drone or vehicle for every two full ranks in the Engineering Skill.
- 1 Drone or Vehicle of the type of Engineering Specialization or Expertise you possess.

BUT you must also have an appropriate toolkit, shop, or facility:

- With a toolkit, you are limited to repairing one drone or vehicle.
- With a shop, you are limited to repairing up to three drones or vehicles.
- With a facility, there is no limit.

SECTION 7: SHADOWRUN 6TH WORLD

Disallowed Qualities:

Positives:

Agent of the Flux State (p. 330, *SR6 Berlin Edition*)

Bilko Contacts II (p. 327, *SR6 Seattle Edition*)

Exotic Style (p. 330, *SR6 Berlin Edition*)

Off the Grid (p. 331, *SR6 Berlin Edition*)

Sorbian Blood (p. 331, *SR6 Berlin Edition*)

Negatives:

Marked by Cassandra (p. 330, *SR6 Berlin Edition*)

How many people can help on a teamwork test?

GMs may limit participants in any given teamwork test based on conceivability of assistance. For instance, a shadowrunner with Athletics could not assist another runner with an Athletics + Agility or Athletics + Strength test if they were not actually present. Only two, maybe three, individuals could work together to open a mechanical lock without getting in each other's way. These should pass a commonsense check. Otherwise, the person who received help can only take help up to the ranks in the skill.

Who can use Edge on teamwork tests?

Only the leader of a teamwork test can use Edge with one exception. Runners who are assisting may use the 2-Edge Boost to give an ally 1 Edge. During combat, helpers spend an Assist (A) Major Action and can spend the Edge at that point.

How do I negotiate for better pay with Mr. Johnson?

To speed up play, negotiations for pay will be a single Influence (Negotiation) + Charisma **or Logic** versus Influence (Negotiation) + Charisma **or Logic** opposed test.

How often do I gain Edge from First Impression?

You gain Edge from this quality for the first time you interact with an NPC and applies to all Social Tests with that NPC for the entire first scene. This applies to in-person or virtual meets.

Given that a social encounter takes multiple combat turns in length, what are my limitations on Edge gain?

The limit for gaining Edge in a social encounter is 2 Edge per action. So, while a runner could have First Impressions, Sunguard jewelry, voice modulator, and a high Social Rating, they are still limited to 2 Edge gain per action.

What counts as your 'local neighborhood' for Home Ground?

Choose a ward or district. In Neo-Tokyo, this could be Kabukicho, Chiba, or something similar. In Seattle, districts would include Bellevue, Downtown, Redmond Barrens, and Renton.

What are my choices for allergies?

GMs have discretion in disapproving outlandish choices. Regardless of your choice, uncommon allergens will pop up around one in six times while on a Mission and common allergens will pop up about half the time.

What constitutes 'using AR' for AR Vertigo?

Anytime your character is running image link or using a DNI to see AR, they are subject to AR Vertigo. Generally, if you cannot see AR, you cannot be subject to AR Vertigo. This means it is possible to operate a commlink, drive a vehicle, or perform other Matrix associated tasks without the effects of AR Vertigo.

Can non-awakened characters take Astral Beacon or Spirit Bane?

Absolutely. With Astral Beacon, characters may need to roll a separate ‘untrained’ stealth test against astral observers. For example, a character with 8 Agility and 6 Stealth only uses 7 dice. NOTE: Astral observation uses Intuition + Perception to spot characters using stealth. Assensing does not ‘find’ auras, it reads them.

Can I create my own Honorbound code of honor?

You can use the codes of honor listed in the sidebar on page 77 and any that are allowed from further sourcebooks in their respective sections of the Guide. Additionally, if your code of honor is an attributable cause to a loss of Reputation for the team, you lose an additional point of Reputation (this represents a general sense that your character may be more difficult to work with than others).

Can I take Impaired Attribute multiple times?

Yes, but you can only take it once per Attribute.

Can I take Incompetent (Hacking) when I am not a decker?

Yes, but it needs to be a skill that you can take. Just realize that this will put your character into positions where you need to use that skill. If you are Incompetent (Firearms), during combat, the things you do while hiding still hurts your team, and opponents gain Edge. In the case of Hacking, maybe you just can’t help yourself when your commlink pops up that link for "HOT MILFS IN YOUR AREA" or Nigerian Prince scam and the GM grants temporary Edge to the other side when they are hacking your PAN or your team’s PAN. Essentially, if you are on the receiving end of a test where someone is using a skill you are incompetent in, they will gain Edge.

When are payments due for the In Debt quality?

Minimum payments are due every other SRM (see Section 7, Passage of Time) and must be paid directly out of nuyen Earned for that Mission (you don’t even see that nuyen on your journal). This realistically means you can’t have more than 20 Karma worth of debt and be able to pay interest each month. You do not have the option to NOT pay. Additional payments towards the debt can be made as desired. If in the case that you have failed a mission and have not gained enough nuyen to pay your debt, you gain one point of Heat, are reduced to zero nuyen, and start the mission with 3 Stun and 3 Physical damage. This damage is from the loan shark’s muscle extracting a late payment penalty and is what remains after applying triage healing methods (such as first aid or magical healing).

Can I take more than one mentor spirit?

No.

Can I Amp Up a spell a ludicrous amount, increase the AoE to encompass the world and just take out everybody? I’ll take the Drain.

You are limited to Amping Up your spell damage up to the greater of your [Magic or Sorcery] rating DV or increasing the AoE up to the greater of your [Magic or Sorcery] rating x2.

Can a spirit take an optional power multiple times?

Yes. For example, a Spirit of Man can take Innate Spell twice, each time with a different spell, and a spirit of air could take Elemental Attack twice, giving it the opportunity to hurl electricity or ice (but not electrified ice). Some powers have no additional effect if taken twice (such as the Fear power) and no powers can stack (taking Movement twice does not grant the ability to multiply or divide the target’s movement rate by Magic x 2). Powers that cause damage do not increase their DV or AP, however elemental effects on Energy Aura will occur simultaneously and apply the most beneficial AP between the chosen elements.

How do the corrosive # and burning # statuses work?

Unless they specify otherwise: all statuses that inflict damage inflict physical damage and they do so at the end of the combat round. When an attack that inflicts a burning # or corrosive # status does not state the exact value, then assume it establishes or increases the status by 1. If two or more effects apply to the same attack (for example, a spirit of fire with elemental aura and engulf) then the level is increased by 1 for each such

effect.

For example, the combination of abilities such as the use of Engulf coupled with Elemental Aura would increase the condition status by 2. The reason this is increased by 2 is because neither power specifies the level of Burning, so each increment the current state from 0 to 1 and then 1 to 2.

What tests does the confused # status affect?

The confused status affects all tests that use a Skill.

Are Preparations and Alchemy allowed?

Yes.

Can a stim patch be used to heal Drain?

Technically, stim patches do not heal anything. They simply temporarily remove the damage for a short period of time. So yes, stim patches can be used to negate the stun damage done by drain.

However, when the stim patch wears off the user reapplies the removed stun damage, plus one extra box of stun. To prevent abuse, this extra box of stun is also counted as Drain damage, and thus is unable to be healed magically.

What critter powers are affected in the same way as spells when 'cast' through a mana barrier?

Any critter power with a range of LOS, with a duration of Instant or a Sustained, or that allows a resistance test is affected if 'cast' through a mana barrier.

What magical effects/items are blocked or can be disrupted by passing through a mana barrier?

Foci, alchemical preparations, all spells, sustained critter powers, activated adept powers that have a 'duration' (such as Attribute Boost), spirits, and dual-natured creatures.

Can a mage quicken spells that were cast on another character?

Yes, a mage can quicken any sustained spell that they cast, whether it is on themselves, another person, or even on an item. However, in Missions, the Quickening must be done concurrently with the initial casting, and you must buy hits. Further, you cannot use Edge or reagents. Quickening a spell on another character or their gear counts as a professional service and falls under the rules for trading goods and services in Section 7.

It is important to note that you cannot use Masking or Flexible Signature on other people or items, quickening your spells on others gets you a point of Heat, to represent all the times that character spread your astral signature all over a crime scene and didn't clean it up.

Further, possessing quickened spells presents issues such as passing through mana barriers (disrupted quickened spells end permanently and Karma spent does not provide a dice bonus to the test to avoid being disrupted) or attracting unwanted attention. In high security areas, Corporate or Law Enforcement Mages may dispel quickened spells out of hand, especially if they may pose a threat to the security of the area.

Does the creation of alchemical preparations take hours to create and then last only hours?

For the purposes of Missions, alchemical preparations take five minutes to create, and last Potency x 2 hours. The creation of preparations requires the use of a magical lodge.

What is the maximum force magical lodge that I can create?

For the purposes of Missions, the maximum force is equal to your unaugmented Magic.

Do physical augmentations carry over into non-physical spaces (e.g. astral or VR)?

Yes, regardless of sources, augmentations to Attributes and Skills (but not other traits, such as Initiative Dice) carry over. Keep in mind that many attributes are replaced in those situations.

Can I use skillsofts with the Emulate (Program) complex form?

No.

Can I use tattletale on a spider in a host?

No, spiders have been given elevated privileges by GOD while on the host they are currently admin

of. When they get hit by Tattletale, no OS is accrued.

If an item, skill, power, spell, etc. is listed with different stats in two different published books, which book takes precedence?

This should not happen, and when it does it's simply an accident. Usually, it's simply a typo or something didn't get renamed as it is supposed to be a new or separate version of the item or power.

Official errata should be released to correct this oversight. However, if errata are not released before the book becomes *Missions* legal, use the earlier instance of the item until either the Official errata is released or the *Missions* Guide gets updated. As always, keep an eye on the official *Shadowrun Missions* forums for the latest news and rulings before they are released.

Do cyberjaws automatically come with cyberskulls?

No. By default, a cyberskull comes with a non-combat rated jaw. You can purchase the combat rated cyberjaw separately paying nuyen and essence cost.

Can I install any cyberware using the capacity in different cyberlimbs?

No. The type of base cyberware still needs to match the basic concepts of bodyware, headware, eyeware, etc. to fit in the item. You can't put a select sound filter into your cybereyes, for instance. And any cyberware installed cannot be spread between multiple limbs' capacity.

What Augmentation bonuses stack?

The attribute bonuses can stack unless the gear specifically states that it will not stack. The adrenaline pump is special in that Wired Reflexes and Synaptic Boosters state that it does not stack with other items that boost Reaction, but for SRM we are allowing this as the adrenaline pump is releasing a drug in your system which does stack. But here are a couple of basic rules for "does it stack:"

1. Drugs will stack with augmentations that won't stack.
2. Initiative Dice never stacks unless it explicitly says it does, and instead it uses the highest.
3. The adrenaline pump is pumping a drug into your system. See #1.

Can you clarify what constitutes an Augmented Attribute?

Yes. Anything that increases an attribute above its natural, base score is considered an Augmentation. This includes cyberware, bioware, magic, adept powers, drugs, and anything else that adds to your attribute. In all cases, the limit of +4 remains in place unless a power or ability specifically says it breaks that cap.

Can you clarify what constitutes an Augmented Skill?

All dice pool modifications for a skill test, except for modifications already subject to the Augmented Attribute Limit, and specializations/expertise, count against the Augmented Skill Limit. This includes bonuses from foci.

What isn't subject to Augmented maximums?

Specializations/expertises, and other bonuses that give themselves exceptions to augmented maximums, such as teamwork (which limits at the leader's skill ranks), minor actions that don't add a skill (Hit the Dirt, Take Aim), or dice that are added to a test by spending an action.

Augmented maximum examples:

A test consists of two components: an Attribute and a Skill, or an Attribute plus a second Attribute. If you have foci or boost that doesn't specify the Attribute or Skill it affects, the player is able to apply the bonus to which ever part of the test they want, but that bonus can only be applied to a single part of the test. So, if you have a Force 8 power focus, you can't split the +8 into two +4.

There are times when you can have three parts to a test if you spend a Minor action to add a skill to the defense test. In this case, the total maximum dice pool bonus is +12. Teamwork tests or Take Aim actions which follow a different limit as documented in the book are not counted against any of the +4 limits.

Example 1: An adept with Agility 6 + Close Combat 6 + weapon focus 6. This gives them a dice pool of 16, because the adept can only benefit from a +4 augmented bonus from the weapon focus (Force 6). Adept is going to make a melee attack against a target, but also uses a called shot for more damage and a martial art

that reduces the dice pool of -4 to -2 for +2 DV. The -2 dice pool for the Call a Shot/Martial Art action is offset by the +6 of the Weapon Focus and that the +4 Augmented Limit is met. Their total would still be 16 dice. If they Take Aim twice, then the dice pool is 18 dice.

Example 2: A character has Reaction 3 (7) + Intuition 4 and has Athletics 2 (6). On incoming fire, the player uses the Dodge Minor Action, to add their Athletics to their Defense test. In addition, the character has the Adept power Combat Sense at rank 6 but has been wounded with 4 boxes of damage. The normal dice pool would be 21, using 4 of the 6 ranks of Combat Sense. With the wound penalty, the dice pool is still 21, because the 5th rank of Combat Sense offsets the penalty.

Do I get a +2 when I use my exotic weapon because it is a specialization?

No. You're required to have the specialization to even use the weapon and don't get the +2 from the specialization.

Can I buy skill wires for exotic weapons?

Skillsofts are for each specialization. If you want both grenade launchers and monofilament whip, you will need to purchase two separate skillsofts.

When using a drone, do I use Firearms or Engineering to shoot a gun?

You use Engineering (Gunnery) for all mounted weapons. The exception being that you may use Firearms/Close Combat/Exotic, as per the weapon, if you are both jumped in and the drone is wielding the weapon in an arm/hand, rather than a weapon mount. For example, if you have a standard Steel Lynx with a MMG in a Heavy weapon mount, you use Engineering (Gunnery); However, if that same Steel Lynx is holding a katana in a Drone Arm mount, you use the Close Combat Skill

Do datajacks require a fiberoptic cable?

Datajacks can operate as receivers for wireless signals, effectively acting as an antenna in your brain meat. However, some devices will require a direct fiber optic connection (throwbacks or devices that have had their wireless turned off or disabled). But under normal circumstances, you can use a datajack wirelessly. The datajack does include one meter of retractable micro-cable.

How does regular armor interact with vehicle armor?

What are you even doing!? OK, fine, I get it. An anthropomorphic drone wearing regular armor will use the higher rating of its own armor or the worn armor.

How is Heat determined?

For individual interactions, use the individual's Heat. For results that encompass the team, the average Heat of all shadowrunners involved will be used.

When do I use Multiple Attack and when do I use Firing Modes? How do they interact?

As stated in the corrected third printing, firing modes that grant multiple attacks don't require the multiple attacks action. However, if you want to use SS, SA burst, or BF Narrow burst attacks on multiple targets, that will still require the multiple attacks minor action. And the expenditure of that additional ammo!

What about dual wielding firearms? Do I get my full dice pool using Anticipation?

You may make sort-of-aimed shots with two guns at once, but only if they're at the same target. No BF wide bursts and no FA attacks while dual wielding! In SRM, resolve this attack as a Link-Fire action (Double Clutch, p. 143). This is limited to ranged weapons but can be used with any number of arms. Note that this attack is not using the Multiple Attack minor action, and therefore cannot benefit from Anticipation.

How does Clean Living work?

Missions play requires a minimum of Low lifestyle for this quality in addition to paying the additional 500 nuyen per month. As soon as you fail to pay the minimum amount, you immediately lose 2 Body points. Upon paying the required nuyen, your 2 Body points are restored. For the purpose of improving your attribute, your Body score is considered to be the higher value even when you aren't able to pay and is subject to the +4 augmentation limit. This does not adjust the availability of gear at character generation. This includes both the

Emerald City and the Seattle Edition qualities.

Does an addiction have to be illegal?

No, but an addiction always comes with a cost. Your lifestyle cost increases by 5% x addiction level to a minimum of 100 nuyen per month. Gotta feed that addiction and the only way to do that is through paying your dealer.

Can I negate the Wild Die effect with Edge?

No. You can spend Edge to re-roll the die, but the effect doesn't change. If you roll more than one Wild Die, then each of the effects are still in place. So, you could roll a 5 and a 1, and you would have the 3 successes but other non-Wild Dice showing 5s don't count as successes.

Can Edge Boosts and Edge Actions be reduced to cost 0 Edge?

No, unless the Edge cost reduction is specific to a single named action or boost, such as Ballestra (*FS*, p. 103) and the Shank Edge Action (*SR6*, p. 48). Abilities that reduce cost in general, cannot reduce the cost to 0.

Can I negate a Glitch or Critical Glitch with Edge?

Only using specific types of Edge actions. The 2-Edge boost to add +1 to a single die can potentially remove a Glitch or Critical Glitch. The 3-Edge boost to buy one automatic hit can move a Critical Glitch to a Glitch but doesn't remove a Glitch. The 4-Edge boost to add Edge to your dice pool effectively increases the number of 1s required to Glitch or Critical Glitch and can remove a Critical Glitch or a Glitch.

Can all targets spend Edge on LOS(A) attacks like full auto, spells, or grenades?

For spells and full auto, each person can spend Edge on the test. This also means that if there are three targets, they can each spend 1 Edge to have the caster or shooter to reroll successes.

Blast Attacks (*SR6*, p. 114) have no defense test and therefore Edge cannot be spent against the attack.

For Qualities that cost less than 8 Karma, do they give permanent Edge?

See Rebalanced Edge Qualities (6WC, p. 144), as this is used in *Missions*.

How does a drone or vehicle defend against spells?

We have a new rule, please see Double Clutch p. 134.

I don't see a first aid kit?

You can use a medkit as a first aid kit or you can get a separate first aid kit that costs 50 nuyen and is Availability 1.

What happens to net hits when using capsule rounds or injected toxins?

When you hit a target with a toxin using darts, there is no base damage from the weapon. Any net hits do not add to the damage done as all damage is based on the amount of toxin that the target fails to resist.

Do I have to end my movement when I perform another action?

The use of a minor action to move allows you to move your full range during that combat round. This means that during your turn, you can move three meters, shoot, move five meters, and take cover. This set of actions costs a minor to move, a major to shoot, and another minor to take cover.

How do I apply injection toxins to a weapon (*SR6*, p. 121)?

Injection vector toxins may be administered by a bladed weapon (p. 121, *SR6W*) that deals physical damage. To use, it is a Major Action (I) and requires a successful Biotech + Logic (2) test to apply a toxin to a suitable weapon in such a way that it retains its potency for 5 minutes, with an additional minute per net hit. The first attack that succeeds with at least two net hits (or one net hit if the target has no armor) will deliver the toxin as well as the damage from the weapon. If that successful attack has less net hits, the toxin is wiped off the blade without being delivered into the bloodstream and will not be added to the damage from the hit. On a glitch or crit glitch for the Biotech test, you cut yourself on the blade and must resist the toxin. Sheathing the

blade does not wipe away the venom, however retracting an envenomed cyberspur or razors will require the runner to take a toxin resistance test and the toxin is now internal to the street samurai.

Can I stack spells and complex forms?

Casting the same spell or complex form against the same target does not stack the results unless the spell or complex form specifically says that it does. For instance, if you use the Diffusion (Firewall) complex form and get 2 net hits, and then use Diffusion (Firewall) a second time and get 3 net hits while sustaining the first complex form; the Firewall of the target is reduced by 3 and not 5. If you and a friend both cast Increased Reflexes on you, where you get 3 net hits and your friend gets 2 net hits, your Reaction and Initiative Dice increase by 3.

How much do gnat drones cost?

While the description lists that the drones come in ten packs, the cost of 800 nuyen is per drone.

Assist and teamwork tests in initiative don't seem to work well together?

The Assist action is an Anytime action. When the runner declares they are assisting, they must have a Major Action left. The assister only needs to declare they are assisting before the leader acts which does not need to occur on the assister's turn. They then immediately spend the action and perform the teamwork test. The leader of the test must use the bonus dice from the teamwork test on the next action they have, or the teamwork bonus is lost. You cannot assist yourself.

Can I assist someone in combat?

Yes, but the gamemaster has final say if the action you are performing can assist someone else.

Some actions aren't necessarily declared I or A in the books, what do we treat them as by default?

If the action is tied to another action, then treat it as the same such as Riposte in Firing Squad which is considered part of the Block Anytime Action. For other actions that aren't tied to another action, then if the action requires a dice roll, it is considered an Initiative Action, and anything else is considered an Anytime Action.

Can I buy quickened spells in downtime or character creation?

No on character creation. You can buy quickened spells from mages during downtime from one of your contacts. This contact must be a mage with that spell and Connection 3+ and not a contact group. The caster will be willing to quicken a spell with drain up to their Loyalty. The cost of the quickened spell is (2,000 x Drain Value) nuyen. Their dice pool is 14 and will buy hits against the standard resistance for the spell.

The mage contact will only be spending 1 Karma to quicken the spell, so the dispelling resistance pool is the (Drain Value x 2) + 1.

If you are ever arrested, or your SIN is burned, then you have permanently lost that contact and the spell is dispelled.

Why wouldn't I pay to have spells quickened on me?

Quickening can be a cheap way to get a boost for abilities, skills, or even illusions. The main detriment is that you can't turn it off and running into a mana barrier suddenly becomes a big issue for you getting into areas where your objective might be. Besides the spell getting stripped of by barriers, other casters are going to really prioritize stripping the spell off you as well. The more flexible approach is sustained spell and sustaining foci.

When re-registering a sprite, how much time does it take?

Re-registering a sprite is a full register action and takes the same amount of time. In addition, the technomancer still needs to resist fading as per normal.

How can I heal fading damage?

Fading damage is the same as drain damage and can only be healed through Natural Healing. In the case of emergent intelligences, this is done through restoration.

What type of action is Command Sprite?

Command Sprite is a Minor Action (A).

How does a technomancer use a smartgun system?

The same way anyone else can. They just use contacts, goggles, glasses, cybereyes, or the cyberware implant.

Can a drone use a smartgun system?

Drones can only use the smartgun system if they have the targeting autosoft and the gun has the smartgun system installed.

Can I combine drugs for use in capsule rounds, gas grenades, or other delivery mechanism?

No.

From the Berlin Edition, how do you handle the legal qualities and the regions?

Crowd Ghost covers any area that has a high population density such as downtown or French Quarter. Tunnel Rat doesn't apply to any location in New Orleans but is useful in the Seattle Underground. Factory Blood applies to Cancer Alley or the two barrens in Seattle. Under the Radar applies to all locations that are tightly surveilled.

From the Berlin Edition, does Factory Blood reduce Charisma before or after points are assigned?

For *Shadowrun Missions*, the reduction of Charisma does not apply. Instead, the character cannot gain or spend Edge on any test that uses the Charisma attribute.

SECTION 8: MATRIX FAQ

If you are confused by some elements of the Matrix, have a look at the [6WE Matrix FAQ](#). Not all the rules apply to SRM, but there are useful explanations and examples to help you get a leg up on the Matrix.

How many devices can I have on my PAN?

For SRM, there isn't a limit to the networked devices you can have on your PAN. Drones and vehicles attached to your RCC however are considered slaved devices which are limited by the RCC. There is a single device that is the primary which deals with protecting the other devices on the PAN and is the one that takes the damage first. For simplicity, the order of damage goes Cyberdeck, RCC, Cyberjack, Commlink, then devices.

So, I want to hack a device directly, can I do that?

Devices that are on a PAN are always protected by the stats of the PAN. Things on the PAN all share the same User and Admin access levels, so if you hit the cybereyes of the street samurai, you can move on and mess with their biomonitor or their cyberarm next without additional hacking actions. Once you hack into the network, you are in. This means that directly wiring to a camera still means that you are attacking the network. Illegal access of User or Admin on a PAN accumulates Overwatch just like in a host.

Are all hosts in a nested host network part of the same network like a PAN?

They aren't. Each individual host is a network of devices, files, and agents that share access levels, but these aren't shared with the sub-host that is attached to it. However, once you gain access to a host and the sub-host you can take actions on both. Just as a fun reminder, your Overwatch is growing based on both those hosts' access level. You can control the growth of OS by exiting subhosts, but you must retain access to the hierarchy.

Can I use an RCC and a Cyberdeck together for my hacking?

No. The cyberdeck must be used in conjunction with either a commlink or a cyberjack. An RCC and a cyberdeck can be on the same PAN, but the ASDF used is from the commlink or cyberjack plus the cyberdeck.

What specialization and expertise apply to my Matrix Actions?

- Cracking
 - Cybercombat: Brute Force, Crash Program, Data Spike, Device Lock, Disarm Data Bomb, Resonance Spike, Tar Pit
 - Electronic Warfare: Calibration, Check OS, Hide, Jam Signals, Masquerade, Popup, Snoop, Watchdog
 - Hacking: Backdoor Entry, Crack File, Delayed Command, Garbage In / Garbage Out, Known Exploit Backdoor Entry, Metahuman in the Middle, Probe, Puppet Cyberware, Spoof Command
- Electronics
 - Computer: Edit File, Encrypt File, Erase Matrix Signature, Hash Check, Matrix Perception, Matrix Search, Modify Icon, Threat Analysis
 - Hardware: Denial of Service, Squelch, Subvert Infrastructure, Turning off Wireless, removing headjammer, using keycard copier, using tag eraser, using bug scanner
 - Software: Control Device, Format Device, Jack Out, Jump into Rigged Device, Reboot Device, Set Data Bomb, Trace Icon
 - Complex Forms: Any complex form that rolls Electronics

Can I use multiple Emergency Boost Matrix Edge Actions?

Yes, you can spend multiple times and stack the bonus up to the +4 maximum.

Is the Probe action's hits subject to the +4 Augmented maximum?

No. Any accumulated hits can be applied on the Backdoor Entry. As part of the Probe action being an Extended test, be aware that the defense dice pool doesn't reduce by 1 on each subsequent round, but the attacker's dice pool does reduce by 1 on each round.

SECTION 9: ENHANCED FICTION/RULES LITE

Disallowed Qualities:

Positives:

Bilko Contact II (Emerald City, p. 110)
Drake (Lofwyr's Legions, p. 16)
Evo In (Power Plays, p. 71)
Ghost Town (Shadow Cast, p. 57)
GOD-Slayer (Shadow Cast, p. 85)
Healthy Community (Shadow Cast, p. 57)
Heart of Humanis (Emerald City, p. 180)
Hipster (Power Plays, p. 85)
Latent Drake (Lofwyr's Legions, p. 16)
Made (Emerald City, p. 194)
Networked In (Power Plays, p. 113)

Negatives:

S-K Swagger (Power Plays, p. 130)
Tragic Regrets (Shadow Cast, p. 57)

Disallowed Quality Paths:

Back in the Game (Shadow Cast, p. 47)
Best of the Best (Shadow Cast, p. 167)
Drone Technologist (Shadow Cast, p. 95)
Enmity of a Dragon (Shadow Cast, p. 16)
Gestalt (Shadow Cast, p. 152)
Home Sweet Home (Shadow Cast, p. 33)
Hunter of Gunmen (Shadow Cast, p. 143)
Mac the Wrench (Shadow Cast, p. 94)
Not So Free Spirit (Shadow Cast, p. 34)
Operations Ace (Shadow Cast, p. 153)
Spiritual Assistance (Shadow Cast, p. 33)
Street Medicine (Shadow Cast, p. 160)
The Bad Beat (Shadow Cast, p. 128)
The Healing Journey (Shadow Cast, p. 68)
The Human Touch (Shadow Cast, p. 63)
The Racing Family (Shadow Cast, p. 135)
Training Montage (Shadow Cast, p. 69)
What is Most Sacred (Shadow Cast, p. 121)
Worse Things than Me (Shadow Cast, p. 26)
Wreck and Recovery (Shadow Cast, p. 135)

From Adversary, is the Adversary mentor spirit allowed?

Yes.

From No Future, can I run concerts and make some nuyen in my downtime?

Unfortunately, this is outside the scope of SRM and not legal.

From No Future, for Candle in the Darkness (p. 161), does this work for group contacts?

No. Candle in the Darkness does not work on group contacts.

From No Future, what skill is used to attack with a yo-yo?

Yo-yos require their own Exotic Weapon skill.

From No Future, what skill is used to attack with a rolling blade?

Rolling blades use the Close Combat skill but require a wild die in the attack test.

From No Future, do Molotovs apply the Burning Condition?

Yes, they apply the Burning Condition at a rating equal to the damage taken after resisting with body.

From No Future, how do I light a Molotov cocktail?

To light a Molotov, you use the Ready Weapon action. This is separate from the Ready Weapon action you use to pull the thing out of the milk crate you have strapped to the back of your Dodge Scoot. So to throw one, it costs 1 Minor Action to pull the cocktail, 1 Minor Action to light the weapon, and then 1 Major Action to toss it.

From No Future, can I fit three dwarfs in a trenchcoat?

No, only two dwarfs can fit in a single trenchcoat.

From No Future, the Cybereyes Rating 5 and Cyberears Rating 5 have different ratings than in the Core Rulebook. Which should we use?

For purposes of Shadowrun Missions in the Sixth World, consider the systems in No Future to be rating 6 and 7, respectively. Thus, the Rating 5 systems use the Core Rulebook, the Rating 5 systems in No Future are now Rating 6 and the Rating 6 systems in No Future are rating 7.

From No Future, how does the Massive Network quality affect Missions specific contacts?

Whenever you choose to Strengthen Loyalty, you may choose any other contact with a Loyalty of 4 or less and increase their loyalty as well, provided you have enough Favor Points.

From No Future, how does the Networker quality affect Missions specific contacts?

Whenever you choose to Strengthen Loyalty, you may choose any other contact with a Loyalty of 2 or less and increase their loyalty as well, provided you have enough Favor Points.

From No Future, how does the Stolen Gear quality work with Missions?

Here is the Missions legal version of the negative quality.

Stolen Gear

Bonus: 0 Karma

You can convert between 1 and 20 Karma to gain one or more pieces of gear worth that amount of nuyen at a rate of 10,000 nuyen to 1 Karma. Any nuyen left over does not go back into your pocket. That money is lost. In addition to the Gear, you automatically start with 2 Heat if you take this quality at character creation and gain 2 Heat if you gain it during play.

Missions play doesn't directly handle bounty hunters during the middle of a run, but your downtime is no longer safe. Based on the hunted frequency, when your character is affected, they start with 1 box of Physical Damage per stolen gear level. This damage cannot be healed with medkit or magic and can only be healed naturally. You also start with a box of Stun for every Karma point above the minimum Karma for that stolen gear level. Damage reduction augmentations such as increased Body or platelet factories does not reduce the damage.

If you wish to buy this quality off, you need to pay both the nuyen and two times the Karma expenditure.

Stolen Gear Table

Karma Spent	Stolen Gear Level	Hunted Frequency
1-5	1	Every Mission
6-10	2	Every Mission
11-15	3	Every Mission
16-20	4	Every Mission

Examples: At 1 Karma, you start every mission you play with 1 Physical Damage filled in.

At 7 Karma, you start every mission you play with 2 Physical Damage and 1 Stun Damage.

At 14 Karma, you start every mission you play with 3 Physical Damage and 3 Stun Damage.

At 20 Karma, you start every mission with 4 Physical Damage and 4 Stun Damage.

From No Future, are the Life Modules something we can use in Missions?

None of the Life Modules from No Future are legal in Missions.

From No Future, both AutoVoice and Vocal Expansion refer to 5th Edition rules, how does it apply in 6th?

For AutoVoice, the rating provides a dice pool modification equal to the rating for any skill test using Con (Singing). For Vocal Expansion, adds its rating to the Social Rating for social encounters using Influence or Con.

From Krime Katalog, how do I resolve a Krime Karpet attack?

For the purposes of SRM, this grenade carpet bomb attack is treated as a Link-Fire attack (Double Clutch, p. 143) and doesn't cost the extra minor action.

From Krime Katalog, does a Krime Party grenade do both DVs at once?

No. The grenade must be configured in either frag or flash-bang mode. It takes a (I) minor action to swap modes.

From Age of Rust, can I purchase a Buzzard Transit?

Certainly!

From Ingentis Athletes, are the Troll Variants allowed?

Yes, however note that the new qualities can only be applied to the respective variant. These qualities do not count towards your quality count.

From Slip Streams, is the Returned Soldier Quality legal for Shadowrun Missions?

For 2081, it is, with the following caveats:

- If Distant Vision is chosen and the character was not otherwise Awakened, they cannot raise their Magic with Karma. Characters that were not otherwise magicians cannot spend Karma to learn any additional spells.
- If Foresight is chosen, then once per Mission, the player may announce that a previous glimpse of the future provides insight into the present moment and thus gain a Point of Edge during a test when they otherwise would not have. If it was an opposed test and the opponent would have gained a Point of Edge, then the player gets it instead.
- If Telekinesis is chosen, they cannot move something if it is contested. They cannot pull something from a person's grasp, override another magic spell or power that is moving an object, or rip an item from something it is attached to.

For 2083, at the start of the year, the ripple impact of the shadow war with Dis has resulted in changes in returned soldiers. The result is that any character who is a returned soldier is impacted. If your character is a Returned Soldier, you have three options to maintain missions-legal status for any games that are 2083.

1. Something happened and your connection with Dis has snapped. The result though is you can now sense the mana sphere. Replace the Returned Soldier quality and associated powers with the Latent Awakening quality (15 Karma version, *Sixth World Companion*, p. 146).
2. If you have an already Awakened Returned Soldier, then you will end up losing that quality and the associated power. You can then spend the associated refunded Karma on a new quality without needing to pay the normal double the Karma cost for buying the quality after character creation. It's recommended to buy a SURGE quality to match some of the associated powers.
3. You get a free mulligan to keep all mission rewards and apply it to a new character concept.

From Collapsing Now, can I buy the GreenWar Gear?

Yes, but you must have a contact that is associated with this faction. In addition to the contact, Asphyxia Spores have an availability of 6I and costs 60 nuyen per dose. Hyperallergenic has an availability of 5I and costs 90 nuyen per dose.

From Power Plays, does my lodge count as a Shinto lodge for Shinto Summoner (p. 146)?

Nope. You need a full-blown Shinto shrine.

From Power Plays, I am a Fashion Influencer, can I buy gear for all my friends (p. 158)?

Nope. The point of being a Fashion Influencer is that it is special because you are wearing it. These outfits are tailor made for you and the brands want to see you in it. You can't buy for others or share your wardrobe with others.

From Power Plays, can I buy a lot of Cheap Knockoffs (p. 172)?

Yes, the product only lasts for the mission that it is purchased in. Once it has finished its couple of days in the sun, it falls apart like the cheap dreck it is.

From The Kechibi Code, can I get the Kechibi Code (p. 85)?

No.

From The Kechibi Code, can I buy Guizhen items (p. 86-87)?

These are not available for Missions play.

From Lofwyr's Legions, can use the new martial art, Drachenklaue (p. 25)?

Yes, if you have a natural edged weapon or a cyber-implanted edged weapon.

From Emerald City, how does So Many Rich Friends work (p. 60)?

You must maintain High lifestyle or higher in order to take advantage of the lifestyle cost reduction and be able to gain Edge. In addition, the Edge gained must be used on that test or lost.

From Emerald City, what are the benefits of Advanced Combat Training (p. 110)?

The game effect could be confusing. When you use a combat maneuver (FS, p. 86), you gain +1 Minor Action and +2 dice pool on the combat maneuver test. In essence, this is a refund on spending the Minor Action to be able to make the combat maneuver test.

From Emerald City, does Event Horizon Access affect character generation Availability (p. 206)?

No. This does impact all Availability post-character generation, but during character generation, the availability of items is the same and doesn't reduce by 2.

From Emerald City, what do the color security ratings mean?

Platinum	AAA
Gold	AA
Silver	A
Bronze	B
Copper	C
Blue	D
White	E
Unlisted	Z

From Lifestyles of the Shadowy and Infamous, is anything banned for SRM?

Clandestine
Day Job
Hotel California
Household Gremlins
Metaplaner Gateway
No Forwarding Address
Self-Improvement

From Lifestyles of the Shadowy and Infamous, does safehouse automatically lower heat?

No. The character must still take a Major Downtime action to lay low.

From Shadow Cast, here are some revisions for *Shadowrun Missions*.

Talismonger's Best Friend (p. 16-17)

- Increase cost of Talismonger's Assistance to 10 Karma at Character Generation or 20 Karma in play.
- Talismonger's Assistant when rolling a 1, you lost a Major Downtime Action, or if you don't have one (in the case of CMP), you lose both Minor Downtime Actions.

Shamanic Hooder (p. 57)

- You must be awakened.
- My Neighborhood: This doesn't decrease in cost for having Home Ground. Buying during character creation is 10 Karma, or 20 Karma after character creation.

Mama Bear (p. 76)

- Combine Mama Bear and Overprotective into a single Positive Quality which costs 5 Karma at character creation or 10 Karma after character creation.
- Mama Bear provides the ability to use a Full Defense anytime action on any defense test other than magical attacks.

I am the Fortress (p. 77)

- Invincibility Complex can only be taken at character generation.

Panopticon (p. 77)

- Combine Dirt Locker I and Big Bad Brother into a single Positive Quality which costs 5 Karma at character creation or 10 Karma after character creation.

Dissonance Technomancer (p. 84-85)

- Instead of reducing the cost of Edge boosts or action by half, it is instead reduced by 1.

Dissonance Negative Qualities (p. 86)

- ~~You can only take these during character creation.~~

Combat Coordination: Force Recon (p. 93)

- This is a Positive Quality and costs 7 Karma.

Purifier: Sense Corruption (p. 104)

- Sense Corruption: You don't need to have assensed the toxic magic or other scary crap in play in order to take this.
- Natural Alchemy: Spending time to collect pure natural ingredients costs a Minor Downtime Action.

Eagles Ex Machina: (p. 105)

- Breath of Binding: The spirit only buys hits if the Force is less than the Magic of the summoner.
- Critters Love Me: Edge actions cost 1 less instead of costing 1/2.
- Higher Expectations: Karma bonus is 5.

From Shadow Cast, multiple quality paths include Negative Qualities; how is the bonus Karma handled?

Normally any Negative Quality gained after character generation grants no bonus Karma. Any Negative Quality as part of a quality path can only be used to reduce the cost of a Positive Quality. This reduction can never result in the character gaining any Karma and always the reduction happens after the doubling the cost of the Positive Quality unless otherwise stated (Control Freak, p. 94, *Shadow Cast*).

From Astral Ways, can I have a free spirit contact (p. 27)?

Yes.

From Astral Ways, can I summon elementals (p. 46) or take Dinosaur Summoning metamagic (p. 141)?

Yes. Dinosaur spirits are special beyond just having a set Force based on the type. They don't have the power Astral Form which means that when they are summoned, they will appear only on the physical plane with a successful summoning. Because of this, they cannot be channeled.

From Astral Ways, can I use true elements or true element foci (p. 57-59)?

No.

From Astral Ways, can I use Faustean crystals (p. 74-75)?

No.

From Astral Ways, can I play as a Tandoran (p. 144)?

Yes.

From Astral Ways, can I have Miggon mutations (p. 152-154)?

No.

From Astral Ways, can I buy shade (p. 164)?

No, use the one from *Body Shop* instead.

From Astral Ways, can I buy a shadow cloak (p. 164)?

Yes.

From Astral Ways, can I buy the sextant of worlds, maps of the astral ways, or shadow amulets (p. 170)?

Yes, but in order to use them, you will need to bind them.

From Astral Ways, can I learn the Metaplanar Stasis spell (p. 173)?

Yes.

From Astral Ways, can I buy an encounter suit (p. 176)?

Yes, but wearing one on a mission increases your heat modifier for each scene you wear it in.

From Bestial Nature, can I play a shifter?

Yes. As a point of clarification, when selecting the Shifter quality, you add additional qualities that are associated with that main quality. These qualities must thematically fit the base animal that you have selected. Having an armored sparrow would not be legal. This still provides a lot of leeway in what you build, but essentially you are creating existing mundane critters. The qualities that are associated with the base animal do not counter towards the limit of 6 total qualities, only the Shifter quality counts.

From Bestial Nature, does Shifter Grace, Might, and Reflexes (p. 17) count against augmented maximums or racial maximums?

These three qualities do not adjust the racial maximums and therefore count as augmentations.

From Bestial Nature, does supernatural healing override damage from Stolen Gear or other sources?

For *Shadowrun Missions*, damage from a source which contains the allergy for that shifter does not heal at a rate of one test per minute. Instead, damage from these sources is healed at the same rate as other natural healing. In the case of damage from bounty hunters or other quality-based damage, the hunters are using weapons which use the allergen for the character.

From Whisper Nets, can I play a monad (p. 149)?

Yes. There are a few addendums to clarify the use of monads in *Missions* play. When selecting the Nanite Volume during character generation, the following table sets the NV number at each priority. Nanite Volume for monads is separately tracked from any nanites used from *Body Shop*. Any reference to a Nanite Volume test requires you to roll the Nanite Volume of the character. Any time the character loses Nanite Volume, this must be re-purchased using Karma and cannot come from other sources of nanites. Nanite Volume can be allocated between Mental Boosts, Physical Boosts, and Action Use. The total sum of the allocation

cannot exceed the Nanite Volume of the character. Any monad powers are tracked separately from the allocation of boosts but when the Nanite Volume is temporarily decreased for one minute after boosting, the player must allocate which monad powers are temporarily offline.

Because the Monad attribute joins the Magic/Resonance column, a Monad cannot have Latent Awakening.

Resculpt requires a Con + Intuition (16, 1 combat round) test to change appearances.

Tech Blast targets a single device per action.

Priority	Nanite Volume
A	5
B	4
C	3
D	2
E	0

From Shoot Straight, does the purification straw (p. 115) reduce the chances that I get addicted to a drug?

Absolutely! The drawback is that the positive effects of the drug are also filtered out.

From Shoot Straight, what modification or addendums are there?

For the Police Response time, Security Rating B has a response time of 2D6 + 2 minutes.

From Scotophobia, can I learn and use Disian magic (p. 170-173)?

No.

From Scotophobia, can I be a Faustian mage or get Faustian crystals (p. 173-174)?

No.

From Scotophobia, is Grey Mana Technology subject to the +4 limit for dice pool modifiers?

Yes. In addition, the GMT boosts for DR applies to magic DR and not to physical DR.

SECTION 10: FIRING SQUAD

Disallowed Qualities:

Positives:

None disallowed

Negatives:

None disallowed

When I purchase gear with modification, what is the Availability?

If the modification is a flat Availability and not a cumulative Availability, then use the higher of the Availability values. If there are multiple modifications with a mixture of cumulative and flat Availability, add the cumulative value after taking the maximum of flat Availability values.

How many modification slots do weapons without this defined have?

If it isn't mentioned how many slots a weapon has, then it has 2 slots.

Can I wear a ballistic mask and a separate helmet?

If it makes sense (a full-face helmet leaves no room for a separate mask), you may, but the DR does not stack, so it's merely a fashion statement.

Can we use the Small Unit Tactic Rules?

Stack and breach! Small Unit Tactics are in.

Can we use the Codes of Honor listed on pages 117-119?

Yes, however we have to warn you that if you take the Code of Wuxia and accept a job with Mr. Johnson, you'll be in violation of your code. There's no exception... we're not telling you that you can't take that Code... but don't take that code.

How often am I late if I take the Always Late quality?

Always.

How often will a Bad Memory be triggered if I take the Bad Memories quality?

There's a chance every Mission, but on average about once out of every six SRMs or trigger it yourself.

How often will the Compulsion quality affect me if I take the Compulsion quality?

We encourage you to role play this whenever you can. However, every Mission there is a chance your Compulsion will be triggered. If you do not indulge it, you start accruing the withdrawal penalty until you go indulge in your compulsion or the Mission ends.

How often can I expect to suffer a Flashback episode if I take the Flashbacks quality?

There is a chance your Flashback will be triggered in every Mission, but on average a trigger will occur every other Mission.

How often can I expect to encounter the subject of my phobia if I take the Phobia quality?

There is a chance you can encounter the subject of your Phobia in every Mission, but on average a trigger will occur nearly every Mission (common), every other Mission (uncommon), one out of every three Missions (rare) or one out of every six Missions (very rare).

Are Quality Paths used in Missions?

Some Quality Paths are beyond the scope of *Missions*. For more details, please see the **Enhanced Fiction/Rules Lite** section for *Shadowcast* or other sections to view the specific legality for specific quality paths. Note: the hooks are not available in *Missions* in order to reduce the cost of a quality path. They always cost double Karma after character generation unless stated otherwise.

Are there ways to increase Social Rating for Matrix meets?

Runners can pay for sculpted Matrix icons which increase Social Rating. Runners can buy these off the shelf at some Matrix shops or pay to have something completely custom. For each 100 nuyen spent, the runner gets a +1 to Social Rating. Due to the fast-moving nature of the Matrix culture, a custom persona only grant a Social Rating bonus for the duration of a single *Mission*. In addition, the persona should be one that matches the type of meet and who you are meeting with. It doesn't matter how much you spent on your digi-tamagotchi-poke-pet skin, if Mr. Johnson doesn't like it, it's not going to help you.

For the M-TOC (p. 89-90), what Edge gain is eligible and when can I move Edge?

The M-TOC system can store Edge above what you can normally have. This applies both to exceeding 2 in a single round and exceeding 7 overall. The minor action to transfer Edge is an (A)nytime action, but if you wish to transfer Edge again in the same turn, you will need to expend another minor action. **The Edge resets to zero at the end of the scene.**

For Missions, you are unable to hack the M-TOC to delete stored Edge, but you can hack the M-TOC to reboot the device which effectively would do the same.

How much capacity does the MEMS system have?

The MEMS harness has a capacity of 20. The breakdown for the system is 12/8 which is the number for front capacity (12) and back (8). Integrating a MEMS harness into your armor consumes 10 capacity, but you can just put the harness over the top of your armor. If you chose to put it over the top of your armor, you don't have access to any of the gear on your base armor, and during combat you grant Edge to your opponent as the harness can slide while you're moving around.

What rating are the reactive plates in the Ares "Bug Stomper" armor?

The armor does not come with the plates themselves; it has just been modified to have the slots, so the plates do not count against the armor's capacity. You can pay for and install the level of reactive plates you want. This armor has plates for front, back, and sides, which represents the four slots.

How does GelWeave work?

GelWeave stiffens when the wearer is struck for 2+ damage from weapons, blasts, or indirect combat spells. When this happens, that damage is reduced by the GelWeave's rating. In addition, Agility, Reaction, and meters of movement is reduced by (GelWeave rating – 1) for three combat turns. If another attack triggers a subsequent stiffening before this time is up, the time is extended by another three combat turns. Only the largest single penalty to Agility, Reaction, and movement applies.

Does Neijia bypass a spirit's Immunity to Natural Weapons?

Yes, but the martial art generates an Astral Combat attack using Close Combat (Unarmed) + Agility instead of Astral + Willpower. Weapons DVs, weapon skills, and the weapon's AR do not factor into the attack. This uses your Unarmed AR and can be modified with cyberware. With this martial art, you can strike astral entities which include manifested mages and materialized spirits. The Damage Value is not modified by augmentations, except for magic that increases the Willpower of the martial artist.

What is meant by weapon-related penalties for the Artillery Barrage app?

For *SRM*, Artillery Barrage Tac-App only applies to grenade launchers, rocket launchers, and mortars. It does not apply to assault rifles, machine guns, or assault cannons.

If I am a rigger and I jump into a drone, can I use a Martial Art?

Yes, so long as it is an anthropomorphic drone which mimics that of a metahuman using Close Combat skill or Engineering (Gunnery) dependent on the martial art. Sorry, but your dog drone doesn't actually know kung fu. The drones that you can use martial arts with are the Nissan Samurai, Nissan Oni, Shiawase Bi-Drone Butler, and Shiawase Bi-Drone Man-at-Arms.

How much does it cost to perform a Protect the Principal Edge Action (p. 95)?

This action is a modified version of the Intercept Action where instead of using a Minor action to move

and a Major action to attack, you spend 2 Edge and a Minor action to move and absorb damage to the target.

Can I use Precision Strike with any type of attack, like Corrosive Spit?

No. Precision Strike must be used with a melee attack. While the attack specifies Exotic weapons, it is for use with Exotic melee weapons only.

Does the DR I gain from Threatening Edge count towards damage reduction from the Sixth World Companion optional rule?

No, although DR from Cover does count.

SECTION 11: STREET WYRD

Disallowed Qualities:

Positives:

None disallowed

Negatives:

Possession Tradition, except for Broussard Vodou (see below)

Can I use Close-Minded Summoner?

Yes, but you are limited to taking this only once.

Why is Scholastic Mage limited to mages and why is the cost weird?

For SRM, Scholastic Mage can be taken by any runner, even mundane runners. The cost of buying the quality is 2 Karma or 1,000 nuyen per level. If you have In Debt, the cost changes to 2,000 nuyen per level. Each level gains a single knowledge skill or increases the proficiency level of a language skill. There is no limit to the number of levels that a runner can take. The cost after character creation is double for either the nuyen or the Karma option.

Can I summon and bind a free spirit?

No. Sorry, chummer.

Is the Inhabitation or Possession power for spirits *Missions*-legal?

No, except for the Broussard Vodou tradition (see below).

Does a channeled spirit have its own initiative?

No. The spirit doesn't have specific actions while in the summoner's body and is instead lending its abilities and power to the summoner. The summoner uses their own skills and has full motor control of their body. The magician has access to the spirit's powers but at the cost of a service. Because two minds inhabit the same body, powers and spells are resisted by the lowest Mental attribute. Finally, the spirit cannot leave the summoner's body until dismissed, there are no remaining services, or time expires per summoning rules.

A spirit can take over the summoner's body at the summoner's command, but this lasts for a single combat turn. During this turn, the spirit has control of the body and uses its skills.

Can I bind spirits now (p. 62)?

Yes. You can bind your summoned spirits. There are two changes for SRM. The first is that bound spirits cannot be given the Possession (except for Broussard Vodou) or Inhabitation tasks. The second change is that for Extended Time, the number of Task Points grants that number of SRM missions that the bound spirit is available.

Can I get an Ally Spirit (p. 59-61)?

Yes. Creation of the Ally formula requires the use of a Major Downtime Action and must be done by buying hits. Summoning and Binding don't require any additional Downtime Actions, but also must be completed with buying hits. Ally spirits in SRM cannot have the Possession (except for Broussard Vodou) or Inhabitation power.

The spirits in the CRB now have weaknesses, what about the ones in Street Wyrd?

Below is the list of spirits in Street Wyrd. As a note, using a spirit's weakness or vulnerability does bypass Immunity to Normal Weapons. The response of the spirit will be to escape, while trying to still fulfill the summoner's basic command.

- Spirit of guardian: Allergy (Wood, Severe)
- Spirit of guidance: Allergy (Gold, Severe)
- Spirit of plant: Allergy (Fire, Vulnerability (SR6, p. 229))
- Spirit of task: Allergy (Corrosives, Severe)

Can I load a single grenade with all the spirit allergies and weaknesses?

No. In order to get sufficient quantities to affect the spirit, a gas grenade requires a full twenty doses of the allergen, or it dissipates too much. A spirit exposed to an allergen loses its Immunity to Natural Weapons. And because these things don't really have a price:

Grenade	Availability	Cost
Grenade of ferrous metal	4	250 ¥
Grenade of gold	5	700 ¥
Grenade of silver	5	500 ¥
Grenade of wood	4	250 ¥

How does the Wealth spirit power work with Missions (p. 66, 71)?

It doesn't work with Missions. You are unable to use it in Missions play.

Can I take the Channeling metamagic (p. 121-122)?

Yes, but you cannot channel a bound spirit and the channeled spirit counts against your maximum number of spirits.

Can I take Item Attunement (p. 84-85)?

Yes, but there are some restrictions for SRM. First, you can only attune one item per time that you have Initiated and take the metamagic Item Attunement. If you lose the item, you can re-attune without the need to initiate again. For instance, you can attune a knife on your first initiation where you take Item Attunement. On your second initiation, if you take a power point, you can't attune a second item. On your third initiation, you take Item Attunement again, so you can attune a second item. At some point, your knife got lost, you can pay just the attunement cost and attune a new item in its place. As soon as you have attuned a replacement, you have lost your attunement with the original item.

Second, when you attune an item, you select the skill that you are getting the benefit for. The attuned item is subject to the +4 maximum for skill boosts.

Third, you can't attune foci or use the attuned item for Astral, Conjuring, Enchanting, or Sorcery. You also cannot attune an item that costs essence.

Can I buy alchemical preparations from Imbuing Magic (p. 89-103)?

Absolutely! The Availability of all preparation is (Power + Potency - 4) and they all require a license.

Can Mystic Adepts get Adept Ways?

Yes.

Are all the Adept Powers legal to use?

Yes. Don't forget that Commanding Voice doesn't mean that the target will automatically do what you tell them to do. Orders may never result in the target directly harming themselves, though they may freeze up for one full round per level of Commanding Voice.

If I use Cosmetic Control at level 2, do I need to pay the troll or dwarf tax?

Yes.

Can I create new spells using the spell ingredients?

No. But if you have a really cool spell idea, post it in the Shadowrun Tabletop forums (<https://forums.shadowruntabletop.com/>) and it might get added to the SRM Grimoire. There are some unique crafted spells associated with the SRM specific covens and conclaves.

Do I get to track Astral Reputation?

AsRep is disallowed for use in SRM. This doesn't mean that mistreating your current spirit will prevent it from twisting orders.

Can I use Blood Magic? I promise to only use Life Blood Magic.

Yes, this is allowed, however Death Blood Magic is forbidden. First, to learn the Sacrifice Metamagic, you must have the NPC Professor Vincent Grisome at Loyalty 4. Second, you can only generate Blood Magic Points from self-sacrifice and not by using a willing NPC or team member. Third, magic boosted by Blood Magic Points cannot be used where the intention is to kill the target in cold blood. The GM has the final say whether the usage is covered under Life Magic or not. If the GM says you can't do it, then it can't be cast. You don't get access to blood spirits either.

Since you are feeling giving, how about Insect Traditions?

Hey! Don't press your luck. No Insect Traditions.

Can I create my own Conclave or Coven?

No, but for Seattle, we offer you three magical groups that you can join. Joining is as easy as having Loyalty 2 with the contact in the group, spending 6 Karma, and then abiding by the strictures of the conclave. In addition, you need to spend either Contact Points or Karma equal to the Connection + Loyalty of the Group you are joining. Members are also required to spend time helping the conclave. This requires them to spend one Minor Downtime Activity or Major Downtime Activity (p. 32) every other SRM or once per month. The type of Downtime Activity the character needs to spend is based on the Loyalty with the group. Members have access to purchase unique spells that are offered by the magical group. You can join a conclave or coven at character creation.

Can I improve the Conclave or Covens Loyalty?

Yes. This can be bought during character creation by spending the full price of the group contact (as written in *Sixth World Companion*, p. 175). They can be improved during play using Downtime Actions, Karma, and paying the additional cost. This is further elaborated in the chapter on *Sixth World Companion* (**What is the impact of group contact rules (6WC, p. 175-176) on existing groups?**).

What Mentor Spirit do I gain for joining the Missions-legal magical group?

The Missions-legal magical groups are more open than most and do not have a specific mentor spirit for the group and does not require you to change your mentor spirit to join. As such, you do not gain a mentor spirit by joining any of these groups.

Can I use a magical group to assist in conjuration tests to summon or bind spirits?

No.

Conclave: Guild of Freelance Assets

Size and Location: Dozens of mages and shamans in cities with a Shadow Chapters presence including Seattle.

Connection: 7

Connection Type: Magical

SRM Contact: Donovan Pyke, Whiskey

Goals: Support the Shadow Chapters resources and train magical talent that is focused on the goals of the mission without unintended loss, casualties, or victims.

Strictures:

- *Solidarity:* Stand with your fellow members through thick and thin. Must be a member of the Shadow Chapters.
- *Community:* Spend time and resources helping the local communities.

Specialties:

- Usage of magic for shadowrunners.
- Non-lethal and non-area effect spell casting.

Unique Spells:

- Gibberish (Illusion, Range: LOS, Type: P, Duration: S, DV 4) - The target of the spell is unable to speak in any coherent language. Pretty handy to prevent that guard from raising the alarm or notifying a friend. Listeners must make a Judge Intentions test where the threshold is the number of hits on Sorcery, or they only hear gibberish.
- Incomprehensible (Illusion, Range: Touch, Type: P, Duration: S, DV 3) - Ever need to say

something secret? This spell blocks listening devices that try to listen to the target. Observers of the recording or camera feed must make a Judge Intentions test where the threshold is the number of hits on Sorcery, or they only hear gibberish.

- **Pinpoint Punch** (Combat: Indirect, Range: LOS, Type: P, Duration: I, DV 5, Special) - This spell is a variation of Stunbolt but with a focus on making sure that it hits. The spell has pinpoint accurate (+4 AR).

Description: Donovan Pyke started putting together his union of shadowrunners that the chummers at Jackpoint have dubbed the Shadow Chapters. When getting the organization off the ground, he found building out a magical conclave was a good incentive for recruiting magical talent. Since then, each of the new cities they look at expanding in has a new conclave set up. Being part of the Guild does not automatically make you part of the Shadow Chapters but abiding by the tenets of the Guild make it likely that you get an invite someday.

Turgan Mangu

For more information, see Street Wyrd, p. 138.

Connection: 5

Connection Type: Magical

SRM Contact: Trubble

Unique Spells:

- **Subtle Trace** (Manipulation, Range: LOS, Type: M, Duration: Limited, DV 3) - This spell magically marks a target for following by someone that can view the astral plane. The mark lasts for a number of hours equal to the net hits on the test. It is subtle enough to not be picked up on a glancing assensing, but obvious enough to those who look for it (3 hits).
- **Mindnet** (Detection, Range: LOS(A), Type: M, Duration: S, DV 4) - Developed so that teams could be in communication even throughout a technology failure (that happens regularly in the Underground), Mindnet allows a group of voluntary people to communicate freely, exchange thoughts and images, and emote as long as they are still a part of the spell. This spell uses the same limitations and resistance as Mindlink (SR6, p. 135).
- **Voltaic Fence** (Manipulation, Range: LOS(A), Type: P, Duration: S, DV 8) - A modified version of a physical Barrier spell, this spell creates a physical barrier and imbues it with an electrical charge. Primarily developed for controlling the paracritters in the Feral Underground tunnels, it has proved itself effective at containing/deterring critters (awakened and mundane), spirits, and metahumans of all shapes and sizes from advancing through it. If a creature, spirit, or metahuman contacts the barrier, they must resist Magic / 2 P damage (round up, but the Amp Up effect can be applied), if all the damage isn't resisted, they also gain the Zapped condition (6WE, p109). The spell creates a two-meter by-two-meter by two centimeters thick barrier, usually stylized as a chain link fence. The Increase Area effect can be added to add up to two meters in length and width (but not depth) for each time the effect is chosen. The barrier can be shaped as desired by the caster.

Order of the Redhawk

Size and Location: Dozens of members from Seattle University or through connections to the university.

Connection: 7

Connection Type: Magical

SRM Contact: Professor Vincent Grisome

Goals: Increase magical knowledge through exploration and sharing.

Strictures:

- *Knowledge gained:* Seek and gain knowledge of magic and the metaplanes. Bring that knowledge back to the Order's leadership.
- *Assistance granted:* Give aid to magical researchers within the Order.

Specialties:

- Study of magical traditions
- Spirits and the metaplanes.

Unique Spells:

- **Pierce the Veil** (Detection, Range: LOS(A), Type: P, Duration: I, DV 5) - Delving into magical

effects often means seeing what is unseen. This spell strips away silence, invisibility, and improved invisibility. Each hit removes one level of invisibility or silent, including the improved status.

- Hex Device (Combat: Direct, Range: LOS, Type: P, Duration: I, DV 5) - Someone was probably reading too much early fiction about magic when they created this spell to damage electronics. The spell does matrix damage equal to hits and is resisted by Object Resistance - 6 (p. 129, *6WE*).
- Soften Stone (Manipulation, Range: Touch, Type: P, Duration: S, DV 4) - Originally created to help in mining Orichalcum, the spell has been repurposed to weaken concrete and be able to create new entrances to older buildings. Each net hit versus Object Resistance (p. 129, *6WE*) reduces the Structure Rating by 1, but also increases the drain by 1.

Description: Seattle University origin as a Jesuit Catholic university experienced an upheaval with the return of magic. While it took time for Seattle U to move from its Catholic view into other magical traditions, they brought those in as areas for study. The Order of the Redhawk formed in the early 2060's to gain greater understanding of magical abilities across the different traditions. The group really started making major gains after 2074, when Professor Vincent Grisome joined the university and started bringing in other Seattle community members.

Broussard Vodou Tradition

This is a Tradition of Faith and resists drain with Willpower + Charisma. For more information on Traditions of Faith, see *Street Wyrld*, p. 104.

Vodou focuses on the unseen world which is populated by spirits and mysteries created by God. The primary goal of practitioners of Vodou is to serve the spirits (or loa). However, the Vodou religion has picked up a nasty reputation caused by out of control practitioners, and ritual hexes and curses. Outsiders focus on these hexes instead of the charms and protection spells that are core to the tradition. True adherents of Vodou are deferential to spirits, hoping to gain influence with the major loa. You will never hear them refer to services owed and instead they will refer to gifts granted by the loa. As such, they would never deign to summon a spirit into an inanimate vessel or anything technologically advanced. While practitioners of Vodou can summon spirits to possess sentient creatures, it is taboo for adherents of Broussard Vodou.

Broussard Vodou was formed in the early 2070s from the teachings of Louis Broussard in Baton Rouge. Louis formed the movement at the direction of one major loa. According to Broussard, the loa directed him to not call upon them to possess the bodies of living, intelligent creatures. The cynical observers of the movement believe that this has less to do with the loa and more to do with the cultural norms and biases of those outside the religion.

For SRM, player characters cannot possess sapient creatures. You can possess a non sapient creature or the dead. For non sapient, living creatures, the possession works as specified on *Street Wyrld*, p. 69. They can control the creature and interact with the physical world. In addition to living, non sapient creatures, the spirits can possess the dead (Object Resistance 3), but this is distasteful to the spirit and the wider community resulting in a loss of 1 Reputation per successful possession. When possessing the dead, the spirit does not gain the benefits from any 'ware implants. The possession lasts a sunrise and sunset.

This tradition can be found in *Easy Come, Easy Go* (p. 17). The write up in the eBook is identical to here and is legal for *Missions* play.

Can prepared vessels be re-used?

You must prepare the vessel for each summoning of a spirit. You can prepare a vessel during your downtime (minor). Once the vessel has been possessed, you must re-prepare the vessel prior to another summoning. Preparing the vessel is done by buying hits and is not subject to Edge use.

What covens or conclaves are available in New Orleans?

The League of Laveau and the Order of the Golden Dawn (*Easy Come, Easy Go*, p. 16-17) are both available to runners.

SECTION 11: DOUBLE CLUTCH

Disallowed Qualities:

Positives:

None disallowed

Negatives:

None disallowed

Can I build my own custom vehicle?

Sorry, but no. Just like foci, cyberdecks, and other items, the custom-built options are not available in Missions.

Are there any clarifications on Signature Maneuver (p. 170)?

A signature maneuver consists of two specific Edge boosts or actions. Each of these actions or boosts is only executed once. So, if you select “Reroll one die” and “Anticipation”, you cannot have the “Reroll one die” multiple times on the same maneuver.

Any modification of the cost based on Edge boosts or actions are applied to only one of the two effects. For instance, the Positive Quality Determination would reduce the cost of “Maniacal Slipstream” (the combination of Drafting and Redline) to 5 Edge instead of reducing it to 4 Edge.

Will Bermuda Gremlins leave me stranded in Neo-Tokyo because of a wrong turn in Seattle (p. 171)?

No. Also it won’t land you in enemy territory because that would probably set the mission back completely. Instead, if both dice are 1s, you will always double the time in the late table on p. 171.

Can I take the Remote Pilot negative quality even if I am not a rigger?

Yes, but this negative quality is only available to runners with Piloting at rank 3 or higher.

Won’t Fuzz Magnet make Missions go long (p. 172)?

This applies any time you are in the car, regardless of whether you are driving or not. If both dice are hits on the test, the Heat modifier increases by 2.

If I steal a ride, how long before the doors are locked, and the police are called?

If you are able to steal the vehicle, it lasts until the end of the current scene. Stealing a vehicle increases the Heat modifier by 1.

Is the Nanomaintenance Repair System an extended test?

No, it is a single test. When it assists a mechanic, it is an extended test. On a Glitch or a Critical Glitch, it cannot help or complete the task.

Does standard equipment consume space for mod slots?

No, however removing the mod does not open additional mod slots.

Do drones have smartlinks?

Pilot systems can interface with a mounted smartgun without needing a smartlink.

Is the CF (Cargo Factor) in addition to the seating, or is it only available by removing seating?

A vehicle’s CF is in addition to the seating.

If I buy a drone can I part it out for sale?

No.

Can I install other implants into drone’s cyberlimb(s)? For example, could I install an attention coprocessor (p. 38, *Body Shop*) into a limb?

Yes and no. There are limits to what can be installed into a drone cyberlimb and still provide benefit. Anything installed in a drone or vehicle cyberlimb only augments the drone or vehicle and never the operator, regardless of method of control. Second, it needs to be something that matches the limb. So, it's not possible to install an attention coprocessor into a cyberarm, but it is possible to install a cyberfin.

For the first part, these augments don't help the rigger. Anything that delivers boosts that would need to interact with the body fails to help it. For instance, nanohives and nanites don't provide any benefit to the drone or rigger. Drones and vehicles already have a nanomaintenance repair system (p. 141).

What's the quick list of Drone adjustments or fixes?

- Aerodesign Systems LDS-64 Condor: Add sat-link and retrans unit to the Standard Equipment line of the statblock.
- Evo "Roller-Bombs": The availability of the drone is based on the availability of the type of grenade that it uses. Any toxin or drug for gas grenades needs to be bought separately.
- Federated-Boeing Sky Commander: Add sat-link and retrans unit to the Standard Equipment line of the statblock.
- Hawker-Siddeley Harrier: The standard equipment includes two standard weapon mounts.
- Hawker-Siddeley Rescue Harrier: The standard equipment includes medium drone rack.
- Mitsuhamas Automatronics Bust-a-Move and Friends: This doesn't have a Seat.
- Saeder-Krupp Aerospace Blitz MK II: Add Improved Economy/Capacity 2.
- Shiawase Man-at-Arms: Yes, the cyberlimbs can be used to hold a gun.
- Shiawase Bi-drone Silverback: The Body attribute is 10 (14) for purposes of modification slots.
- Vulcan-Krupp Hollenfaust: The drone does not come with the Krupp Munitions KrE-25.
- Vulcan Systems Utility-One: Availability 2L and costs 3,500 nuyen. It also has gecko tips.
- Whispering Death: The autosoft required to use the monofilament lines is Targeting: Monofilament Wires. If you are jumped in, then you use Close Combat skill or Exotic Weapons (Monofilament DDWhip).

What's the quick list of Vehicle adjustments or fixes?

- All trailers have the Cargo Hauler feature.
- Ares Army-Master: Add Mil-Spec Plate 2.
- BAE Centurion II MBT: Add Mil-Spec Plate 3.
- Ferrari Appaloosa A-04: Add Ceramic Plate.
- General Dynamics Flyer-90: Replace the note on Stealth thresholds with the modification passive stealth features.
- GMC Chariot: Add Ceramic Plate.
- Honda-GM Diamondback: Add Ceramic Plate.
- Yamaha Nodachi: The speed interval is 30.

Are there other miscellaneous fixes?

- The Grey mana integration modification cost should be 2,500 nuyen for non-enclosed vehicles and 5,000 nuyen for enclosed vehicles.
- The Gun Ports modification has no rating and takes 0.5 mod slots.
- Improved Pilot has Rating 1-9.
- xGuide Override doesn't have a Rating.

If I buy Living Space, then I don't need to pay for my lifestyle?

Unfortunately, no. You still need to buy food, pay for incidentals like your trid subscriptions, and also docking or camping fees. Nothing is free in this life, chummer. Living in your vehicle rather than a structure still incurs the same monthly lifestyle cost.

Can I install exotic weapons in a weapon mount?

Yes. See the list of exotic firearms below with the mount size and the ammo capacity. Installing requires the same engineering test as other weapons.

- Ares Antioch II (Large, Body)
- Ares Charybdis (Large, 100)

- Ares S-III Super Squirt (Medium, 250)
- Ares Scylla (Large, *) See description for the impact of mounting to the vehicle.
- Armtech MGL-6/MGL-12 (Large, Body)
- Aztechnology Striker (Large, Body)
- Krime Calliope (Large, Body)
- Krime Escalation (Large, Body)
- Krime Thumper (Large, Body)
- Krime T-Shirt Cannon (Large, Body)
- Onotari Interceptor (Large, Body)
- Parashield DART Pistol (Small, 100)
- Parashield DART Rifle (Medium, 250)
- Narcoject Hornet (Small, 50) This weapon requires both the compressed air and the darts.
- Shiawase Blazer (Large, 50)

For vehicles with cyberlimbs, what is the base Attribute for +4 maximums?

For Strength, use the Body of the drone or vehicle. For Agility, use the Sensor.

Double Clutch refers to Targeting Autosoft (Close Combat) and Close Combat Autosoft. Are they the same thing?

Yes.

How do specializations work for the Engineering autosofts?

Since the autosoft can only be used within that specialization, the bonus +2 dice benefit provided by the specialization does not apply. Additionally, the gunnery specialization is not available as an autosoft in *SRM*.

Can I hire a pit crew (p. 164) to assist in doing modifications?

Yes.

How do I value the cyberlimbs on a drone or vehicle?

While the anthroform cyberlimbs are said to be treated under the same rules as the cyberlimbs for metahumans, this only extends on how to use them when determining strength, agility, and any specific capacity uses. This does not extend to the price of the limbs. Drones with this specific modification cannot be sold separately or modified. There currently aren't rules to specify the capacity of the drone's anthroform cyberlimbs and the price of the limbs does not line up with the price of the drone.

If link-firing (p. 143) uses weapons with the wild die, is it only one wild die replaced, or all?

Replace one die with the wild die for each relevant weapon.

What can link-firing (p. 143) apply to?

First, this is usable for firing all the guns on a single vehicle or drone. Second, this is used for dual wielding. Third, this can be used on a set of cyberlimbs, but each weapon must have an Articulated Weapon Mount. Whether the weapon grants +1 DV or +2 DV is based on the final damage of the gun, ammo, and firing mode.

If I jump into a drone or vehicle and make an Athletics test to sprint, am I limited to the acceleration and top speed?

No, as seen in the [Shadowrun Sixth World FAQ](#), the amount of speed is increased or decreased by up to one meter for each net hit.

If I am using Swarm and link-firing mode, what is the order of applying adjustments?

The order to apply the bonuses is first to apply the link-fire mode on a single drone to create a "virtual weapon". After that, you apply the swarm adjustment. For instance, if you have three MCT roto-drones with two weapon mounts, each bearing an Ares Predator VI, the total DV would be 4P with a near AR of 15 and +3 dice pool modifier.

SECTION 12: SIXTH WORLD COMPANION

Disallowed Qualities:

Positives:

Critter Trainer (p. 133) *note this is only banned because there are no critter ownership rules.

Focused Ambition (p. 133)

More Machine Than Metahuman (p. 134)

Negatives:

Borrowed Time (p. 136)

Disallowed Quality Paths:

Obsession (p. 140)

Vendetta (p. 141)

Sinner's Path (p. 142)

Can I take the Leaking Essence negative quality (6WC, p. 16) to gain 177 Karma during character generation?

No, the gains from this negative quality only happen after character generation.

Can I build a character using the Sum-to-Ten method (6WC, p. 27-28)?

Yes.

Can I build a character using the Point Buy method (6WC, p. 28-30)?

Yes.

Can I build a character using the Life Path method (6WC, p. 30-48)?

Yes. Contact limitations for *SRM* are still in play and you are limited to max Connection 6 and Loyalty 6 at character generation. In addition, *SRM*-named NPC cannot have their Connection raised.

A clarification on **Born This Way** for the Life Path method concerns what attributes count as “racial limit higher than 6”. Metatype, metavariant, metasapient, or SURGE qualities are the only ones used for this purpose. Other qualities or abilities do not provide this benefit.

The number of spells, power points, and complex forms are set once you have selected all your life modules and does not count any Karma spent to raise Magic and Resonance further. Mystic adepts gain either 0.5 PP or 1 Spell for each point of Magic. You may purchase an additional 0.5 power point or 1 spell for 5 Karma each, with a maximum number of power points equal to Magic, and a maximum number of spells equal to Magic x 2.

Life Modules from *No Future* are **not legal at this time using the errata.**

Can I buy adept Power Points using any character generation methods?

No. The character generation options where you can buy Power Points is the Point Buy (6WC, p. 28) method or Life Path (6WC, p. 30-48) method. Limits to this are detailed in those specific Guide entries.

Can I get bonus Karma for filling out the character development questions (6WC, p. 25)?

No. However, if you are at the table with a filled out Twenty Questions, you can use this at a point of NERPS.

Can I use Character Packs (6WC, p. 49-71) for adding gear and augmentations?

Yes. As a note, if you see some of the bioware or cultured bioware described as “used”, this represents a lower grade of bioware, but accounts to be the same Essence penalty.

Can I play as any of the metavariants (6WC, p. 75-87)?

Yes, just pay the Karma cost. However, there may be specific adjustments for *SRM*.

Does a nocturna (6WC, p. 78-79) have Keen Eared or does it have poor hearing?

The nocturna has the Keen Eared quality and does not suffer from poor hearing as stated in the text description of the metavariant.

Does the nartaki (6WC, p. 78-79) have boosted Agility from Shiva Arms, while the metagenic quality doesn't include it?

Shiva Arms does not increase Agility. The Agility racial maximum for nartaki is 6.

Can I use some super sunscreen or wear head-to-toe clothing to avoid Allergy (Sunlight, Severe)?

Sunscreen and hoodies will help you from getting burned but does not prevent you from experiencing the impact of the allergy.

What is Gender Transmorphism (6WC, p. 79)?

For the purposes of *SRM*, a character with this quality can spend a Minor Downtime Action to change their gender.

How does Symbiosis (6WC, p. 128) interact with SRM play?

In *SRM*, Symbiosis does not automatically grant the Home Ground positive quality. Your neighborhood is considered healthy while you maintain a Lifestyle of Middle or higher. If you are using the expanded Lifestyle rules, then Neighborhood and Security need to be at Middle or higher.

Does Bioluminescence (6WC, p. 128) make it harder to hide?

Yes, but only in a dark room. If anyone is trying to perceive you in a dark room, they gain a point of situational Edge on the test.

Can I fly with Functional Wings (6WC, p. 125)?

Both Type I and Type II wings require at least Magic 1 in order to fly. If the creature has no Magic attribute, then they can still glide. An additional note is that Type I wings do not “transform” but are a permanent replacement for the creature’s arms and hands.

If I can glide, what are the rules for gliding?

Gliding is similar to jumping distances in which the runner performs an Athletics + Strength or Agility (Threshold, SR6, p. 36). The default ratio for gliding is that for every one meter you fall, you move forward by three meters. Net hits from the test can be used to increase the forward distance.

Do valkyries have an increased cost because of their wings (6WC, p. 81)?

Yes. They need to pay the dwarf tax, which is a ten percent cost increase on fitted gear. Some protective gear are just restrictive to wings and just needs to be modified to allow that freedom of movement.

What do Extravagant Eyes (6WC, p. 84) do to Hobgoblins?

A hobgoblin’s eyes are all black in appearance which makes them more memorable to non-hobgoblin populations. This grants Edge on all Memory Tests and when a hobgoblin character would gain Heat, they gain 2 Heat instead.

What is Ogre Stomach (6WC, p. 84)?

This is also known as Tough Gut (6WC, pg 120).

Which Cyclopean Eye quality should I use? (6WC, p. 127 or IA, p. 16)

Use the quality as written in the *Sixth World Companion*.

Can I play any of the metasapients (6WC, p. 87-90)?

Yes. Playing a metasapient requires paying the troll tax (ten percent increased cost for all gear). In addition, all augmentations cost twenty percent extra due to their unusual anatomy. If a character has multiple cost increases due to metaracial qualities or metagenic qualities, only pay the highest. Metasapients do not get a Magic attribute for free, and it must be purchased as for other metahumans and metavariants. This does mean

that they can be mundane, but they can't be technomancers. The generations born since the Awakening have shown a wider variety in genetics with these species and some have been born without a connection to magic. However, those born without magic have lost all connection to powers that had been formerly assumed to be core to their kind.

All centaurs, with or without Magic, lose Search and in its place, they have the Enhanced Perception adept power (SR6, p. 157) as a critter power that costs no Power Points. If you do not buy a Magic attribute, then the critter powers Concealment, Dual Natured, Guard, and Venom are lost. The pixies' Vanishing power is removed entirely for SRM play.

What is Manasense / Magic Sense (6WC, p. 90)?

You know when you get the tingles on the back of your neck when you are near a live wire? Well, this is what it's like for a centaur. If the centaur is mundane, they still retain this ability. Normally, they would not be able to roll the necessary detection (Astral + Intuition) because Astral is non-defaultable, but centaurs can roll 0 dice for a missing Astral skill without needing to default.

Are there any adjustments to play a naga (6WC, p. 88)?

Well, naga don't have arms so you should plan accordingly. Or you could spend 5 Edge to establish that the door you are stuck behind happens to have a doggy door.

Can I play a SURGE (6WC, p. 116-131) character?

Yes. You're able to build a changeling from metagenic qualities as part of the Priority Build system (SR6, p. 58-68). You don't need to use the random selection method and instead, select the metagenic qualities you want to use. Selecting metagenic qualities is done during Step Three where you select Qualities. Your total number of Qualities, including metagenic qualities, is limited to 6 and the net bonus Karma cannot exceed 20. Some metagenic qualities are different for play in *Missions* and are detailed in the *SRM Guide*. Any quality costing less than 8 Karma that grants Edge must be used on that test or is lost.

Alternatively, you can use one of the SURGE collectives. This is selected when you choose your metatype, and you must pay the Karma cost similar to playing as a metavariant or metasapient. In the case of these changelings, the listed metagenic qualities are treated as racial qualities and don't count towards the 6 Qualities restriction unless you increase the level of a listed metagenic quality.

- **Camouflage:** When wearing clothing, the dice pool modifier is lost. This includes basic and dynamic camouflage.
- **Quills:** Grappling (SR6, p. 111) normally doesn't do damage, but for those with quills, you do a base 2P DV. If you take the Damage the Opponent follow-up action, the 2P DV does not apply to this damage.
- **Corrosive Spit:** This quality is limited to 2 levels.
- **Natural Venom:** The exhaled has an attack rating of 5/-/-/-/-.
- **Climate Adaptation:** The Climate Adaptation Table does not apply.
- **Dermal Alteration (Granite):** Hardened armor is replaced with Armor (6). The fine manipulation tests penalty of -1 includes firing weapons unless that weapon is wireless fired via smartgun.
- **Shiva Arms:** Bear in mind that you are limited to 5 minor actions at the start of your turn.
- **Aural Helix Dysmorphia (AHD):** The cost to purchase any headgear is doubled.
- **Mad Eyes:** When in smoke, ash, or other airborne substances, take a -2 dice pool penalty on Perception and Firearms tests.
- **Unusual Hair:** Add 1 to the dice pool of Matrix Searches for the individual with this quality.
- **Poor Healer:** The change in healing thresholds based on Essence does not apply to First Aid for the Augmented (6WC, p. 145).
- **Progeria:** Characters that possess the Progeria metagenic quality suffer a -2 dice pool modifier for any test that includes a physical attribute and also suffers from -2 to their initiative.
- **Feathers:** Add 1 to the dice pool of Matrix Searches for the individual with this quality.
- **Scales:** On every other SRM, a character with this metagenic quality must either spend a Minor Downtime Action or make an Edge (2) test to avoid shedding during the run. If the character fails the test, they take -2 on all actions during the run.
- **Vestigial Tail:** This quality is compatible with other types of tails. The main function of the tail is that it betrays your emotions. So, go on and wag that paddle tail.
- **Berserker:** The character must succeed at a Composure (2) test or fly into a rage.

Changes for metavariants, metasapients, and SURGE:

- Hobgoblins remove Poor Self Control (Vindictive).
- Centaurs remove Search power and replace it with the Enhanced Perception adept power.
- Naga add Scales.
- Pixies add Functional Wings (Type II), and Flight. Also, they remove Vanishing.
- Merrow add Gills. You must select air, freshwater, or saltwater at character generation.
- Raptors SURGE replace Beak with Beak: Raptor quality.
- Humboldt and merfolk SURGE must select air, freshwater, or saltwater for Gill type at character generation.
- By playing a SURGE, collective, metavariant, or metasapient, increase the amount of Heat you gain by 1. For example, if you would gain 1 Heat, then gain 2. If you would gain 2 Heat, then gain 3. This also includes Shifter Tell quality. **If you gain 0 heat on a run, you are not impacted.**

Can I play as an Infected (6WC, p. 104)?

No, except in the case where you have played as part of the Legends of the Shadow and have the challenge coin. See the appendix for additional information.

How does Discreet Smuggler (6WC, p. 133) work when there is no palming test in *Sixth Edition*?

Replace the Game Effect with the following: When you take a Major Action to conceal an item, you increase the Concealability Threshold by 1. This is not cumulative. The size of the item can be no larger than a heavy pistol. This works against both Perception tests and scans using sensors.

What type of action is used for Inspire Competence (6WC, p. 133)?

This uses the rules for Teamwork tests in Initiative. The action to Inspire Competence is an anytime Major action. The character who uses this action must immediately roll Influence (Leadership) + Charisma to assist another character. You cannot inspire competence in yourself.

How does Software Optimization (6WC, p. 135) work?

You must designate one program that Software Optimization gives its bonus Edge for using. “Use” of this program means a test that gets modified by the software. You must designate a single basic cyberprogram or a hacking cyberprogram to benefit from Software Optimization. For example: the armor hacking cyberprogram (SR6, p. 184) grants +2DR constantly, but Software Optimization only grants Edge when your Matrix defense rating is invoked for a test.

This does not work for commlink apps, codemods, skillsoft, autosofts, etc. as these are not cyberprograms.

Does the Bounty (6WC, p. 136) quality work the same as Stolen Goods?

For *SRM*, the Bounty quality operates similar to Stolen Goods where the character starts a mission with 2 Physical Damage and 4 Stun Damage whenever their Heat exceeds 2, in addition to starting the run with 0 Edge. This damage was already healed, and so the only way to heal this is with natural rest.

Does the Hunted (6WC, p. 137) quality work the same as Stolen Goods?

For *SRM*, **characters with** the Hunted quality ~~operates similar to Stolen Goods where~~ must resist the damage as stated in the book at the start of the mission whenever their Heat exceeds 2. This damage can be healed.

What happens if I have Cyber Psychosis III (6WC, p. 136) but only have 2 Minor Actions?

If you are out of Edge, you will lose three actions. If you only have 2 Minor Actions and 1 Major Action, you will lose all three.

How do I know if I will generate an increase in my Heat modifier if I have the Finesse (6WC, p. 137) quality?

The gamemaster will tell you if you’re going to gain Heat or increase your Heat modifier due to an action that you take.

On what actions does the opposition gain situational Edge if I take Hooder (6WC, p. 137) quality?

On every opposed test.

Are Quality Paths legal in *Missions*?

No.

What are the modifications to the Quality Paths (6WC, p. 138-142) are for *SRM*?

Critter Bond: Greater Bond requires Initial Bond. Permanent Improvement requires Initial Bond. Using Permanent Improvement requires a Major Downtime action. Increases to Attribute can only be purchased once per Attribute and no skill can be improved beyond a total of 9. Lost is not considered missions legal as this will not come into play. At the gamemaster's discretion, they can say that you are abusing your critter, and the critter bond is broken, and it will run away, becoming unavailable for the rest of the mission. This can be restored with a Major Downtime action.

Favored Weapon: For the purposes of Favored Weapon, all modifications must be completed by character with the quality path and the armorer test must be completed by buying hits. Typically, in *Missions* play, weapons are not lost or broken unless there is a Critical Glitch. In the case of a broken weapon, it can be repaired using the **Build/Repair Thresholds** table (p. 95, *SR6*).

What Optional Rules (6WC, p. 143-159) are legal in *Missions*?

- **Faster Edge Resets** (p. 143): Edge resets back to the Edge rating at the end of a scene, not just resetting down.
- **Rebalanced Edge Qualities** (p. 144): Any quality that costs less than 8 Karma and grants Edge, that Edge must be used on the test or lost.
- **New Optional Edge Actions** (p. 144): Four new Edge actions related to attacks.
- **First Aid for the Augmented** (p. 145): For augmented characters, they can use Biotech (Cybertechnology or Biotechnology) + Logic (Essence, rounded down) to repair/heal damage.
- **Transhumanism** (p. 146): Mundanes can become more attuned to their 'ware (cyber, bio, gene, etc.) similar to initiation or submersion. Can only be taken by characters with at least 1 Essence worth of 'ware.
- **Burning Out** (p. 146): If your rank in Magic or Resonance ever reaches 0, you become mundane. Incompatible with Latent Awakening. This includes during character generation.
- **Latent Awakening** (p. 146): Characters can't purchase this optional quality at character generation, but they can after character generation to Awaken or Emerge. Cannot be taken if the character has done Transhumanism attunement. If the character loses Essence after taking the quality but before buying up their magic or resonance, they immediately burn out.
- **These Aren't the Drones You're Looking For** (p. 147): Magic can only compel action in non-combat situations.
- **Faster Alchemical Preparation Time** (p. 148): Step 3 of creating alchemical preparations only takes five minutes.
- **Enhanced Aspected Magicians** (p. 148): Enchanters can create batches of preparations. Sorcerers can use reagents for spellcasting drain. Conjurers have reduced drain on conjuring tests.
- **Cover Shield Blasts** (p. 148): Cover reduces the damage from blasts by two times the cover level. Prone acts as Cover 1 for the case of blasts.
- **Alternate Avoid Incoming Action** (p. 148): New anytime Minor Action where they make an Athletics + Reaction – Dodge Penalty roll (see Dodge Penalty table, *SR6*, p. 311) and move net hit meters.
- **Suprathyroid Bonuses Stack** (p. 149): The bonuses from the Suprathyroid gland (*SR6*, p. 292) stacks with other augmentations.
- **Armor Lessens Physical Damage** (p. 149): For every 8 points of DR, convert one box of Physical damage to Stun after resisting the damage. For blasts, for every 4 points of DR, convert one box of Physical damage to Stun damage after resisting the damage.
- **Rolling Strength Instead of Agility in Close Combat** (p. 150): For melee attacks, you can use Close Combat + Strength instead of using Agility for attacks.
- **High Strength Reduces Recoil** (p. 150): For firearms where the runner is using two hands, the AR for all positive range intervals increase by 1 for Strength 7+ or increases by 2 for Strength 10+.

- **Overwatch Actions** (p. 150-151): Runners can delay their action by declaring a trigger for the actions.
- **Dual Wielding** (p. 151): Runners can use a Dual Wield (I) Minor Action which changes the damage to +1 AR and +1 DV. **This doesn't extend further with additional limbs.**
- **Less Punitive Speed Intervals** (p. 153): Change speed interval penalties from being on all vehicle tests to only on crash tests.
- **Expanded Specializations** (p. 153): You can take as many specializations for skills as you want, and you aren't required to buy an expertise before getting a second specialization.
- **Drug Addictions** (p. 154) and Other Addictions: Runners who use addictive drugs twice or more in a two-week period need to make a Body + Willpower vs. Power + (number of times used in the last two weeks) Opposed test. If the runner fails the test, they become addicted or increase the addiction level. Included are rules to get clean which is required for removing the negative quality. This rule does not apply to Blood Magic addiction.
- **Expanded SINs and Licenses** (p. 154-155): There are SIN scanners which roll Rating x 2 (Fake SIN rating) test to see through the fake. There are additional tests if the runner wants to slip DNA samples or attempt to use social skills to aid in preventing a SIN from being burned.
- **Alternate SIN Qualities** (p. 155): Runners can purchase a National SINner quality, Corporate SINner quality, or Criminal SINner quality. Having any SINner quality increases that individual's Heat modifier and buying off SINner costs 3 x Karma cost for National or Corporate SINner, and 4 x Karma cost for Criminal SINner.
- **Wild Die Extra Actions** (p. 159): There are three new options to use the Wild die for reckless actions, adjusting spells, or using skills untrained.
- **Get Ahold of Contacts** (p. 164): To see if a contact is available, roll 1D6 + Loyalty and if the result is higher than the contact's Connection rating, the runner is able to get ahold of them.

Are the Expanded Rules for Contacts at Character Creation (6WC, p. 161) legal for SRM?

Yes, but the hard limit for Connection and Loyalty is 6 for *SRM*. Using this rule, a character with Charisma 1 could get a Connection 5 contact at Loyalty 1 with their base Charisma x 6 pool of points. In addition, characters can spend Karma to gain additional points.

Are gamemasters going to use Contact types (6WC, p. 160-162) when doing legwork or acquiring gear?

Yes. Just because a contact doesn't have a specific type, doesn't mean they don't know anything about a given topic or can't help you out. They just aren't as good at what you are asking them to do. Another way to look at it is that the areas listed are where that contact specializes. One missing connection type is Shadow, but this is implicit that all the contacts have at least one shadow connection which is you. The contact type for SRM connections can be found in Appendix C.

When do I burn out if I have latent awakening?

Once you have purchased the Latent Awakening quality, the first essence drop you take will cause you to burn out if you haven't already purchased your magic up. For instance, if you buy Latent Awakening and then immediately buy a datajack (deltaware), you will immediately burn out unless you have bought your Magic up to 2.

When we want to increase an NPC's Connection, do we use the rules in SRM or the rules from the Sixth World Companion (p. 162)?

We will continue to use the rules contained in the *SRM Guide* so that players are not required to retro fit any spent resources if they had previously increased an NPC's Connection.

Are the rules for Favor Points (6WC, p. 172-175) from the Sixth World Companion in play?

Yes. Runners can gain additional Favor Points through play, but this is ultimately a gamemaster decision if thresholds are met. This does mean that working against a contact can result in the loss of Favor Points. If you would go below 0 Favor Points, you then owe that contact Favor Points.

What is the impact of group contact rules (6WC, p. 175-176) on existing groups?

The existing magical groups are assigned a connection in their respective sections. Increasing Loyalty only occurs after spending the requisite amount of nuyen and time for three consecutive months. The drop in

Loyalty happens immediately if you miss a payment or time investment. If a runner's Loyalty with a group drops, this new Loyalty rating is now the maximum that they can have with that group. The Candle in the Dark quality (No Future, p. 161) does not decrease the cost of Initiation.

Characters with existing Group Contacts purchased prior to the group contact rules established in *Sixth World Companion* have a Karma debt of the Connection + Loyalty (3) and nuyen debt covering the months that they are a member. For example, buying Turgan Magnu requires the player to spend 6 Karma to join the Coven and 8 Karma to buy the Connection 5 group at Loyalty 3. Players building new characters can buy these Group contacts at higher than Loyalty 3, however existing players are unable to retro purchase the contact higher than 3.

Loyalty	Downtime	Nuyen
1-2	Minor	0
3-4	Minor	50 x Connection rating
5-6	Major	150 x Connection rating
7-8	Major	300 x Connection rating

Can group contacts (6WC, p. 175-176) buy or fence gear and what is their maximum loyalty?

When fencing gear through a group contact, instead of rolling the normal opposed roll, instead they will roll Connection + Connection to resist selling gear for the runners. The Loyalty is limited to 8 at character generation and in play.

Are the Lifestyle rules (6WC, p. 178-189) legal in SRM?

Yes. There are six categories as part of designing your own lifestyle: Neighborhood, Necessities, Comforts, Security, Entertainment, and Space. The distance between the highest and lowest value for any of these is 2 LP. The cost of a Lifestyle cannot be shared between two or more characters. For rules that are based on the level of Lifestyle, use the number of Lifestyle Points spent and the table on page 189 to determine your lifestyle, always rounding down. This is used to determine if you start each scene with -1 or -2 Edge based on Lifestyle.

What Factions (6WC, p. 190-193) are in play for Reputation and Heat?

For Seattle missions, there are no tracked factions. These two scores are general area Reputation and Heat. Future SRM locations may include factions to track.

Does Heat and Reputation (6WC, p. 193-195) affect my ability to buy and sell gear?

Yes. For fencing gear, the rules in *Sixth World Companion* are applicable to SRM. The Heat of the team will impact their ability to move gear. The more heat they're carrying, the more likely they are getting a lower price. For buying gear, the Reputation currently doesn't play a role without factions, but Heat will increase the price of goods where the contact's Loyalty is exceeded.

Can I spend money for bribes (6WC, p. 195) to reduce the Heat Modifier while operating in an area?

Yes.

How much can a flying creature or drone carry?

Spirits and creatures, such as valkyrie and pixies, use (Strength / 2) for the maximum amount of weight they can carry while flying. Drones can carry (Body / 2) instead of Strength for flying Lift/Carry (SR6, p. 67-68).

SECTION 13: HACK AND SLASH

Disallowed Qualities:

Positives:

Cyberadept Transcendent (p. 87)
Deck Builder (p. 81)
Jack Jockey (p. 82)
Loner (p. 82)
Profiler (p. 83)
Quick Config (p. 83)

Negatives:

None

Are the Remote Hacking (HnS, p. 27) threshold adjustments in use for *Missions*?

No.

What benefit does Social Engineering and Phishing (p. 27) provide?

Teams who have credentials gained through social methods, gain a temporary point of Edge for all Cracking and Electronics tests on hosts and devices in which the credentials have access.

What can a hacker do with Masquerade (p. 30) and what can't they do?

Masquerade works by mimicking an active persona. If the persona is active on a host using User access, then you can use the Matrix Action to pretend to be that persona and gain that level of access until someone detects you are faking it or until that user logs out of the host. Inbound calls, messages, and other Matrix traffic to the persona goes to both you and your target, but you have the chance to perform the Snoop Matrix Action intercept them before they receive it. The key is that you can read or send commands, but you cannot change a person's PAN, any ownership, or delete things. Masquerade can be used as a self-teamwork test when performing legwork on an individual as you can work to find them and use the ability to have read access to their social media and messages.

If the person I Squelch (p. 30) reboots, do I lose my call prevention?

Nope. The call block continues for the number of minutes or until the attacker reboots their device.

What is the correct dice pool for Subvert Infrastructure (p. 30)?

The correct dice pool to use is Electronics + Intuition vs Intuition + Firewall or 2 x Firewall.

What are the limitations to Threat Analysis (p. 31)?

The bonus dice for this can never stack with another Threat Analysis. If a single decker uses this action multiple times in a single turn, it only uses the highest value. If multiple deckers use this action during a single round, it only uses the highest value. The recipient must also have a DNI or both image link and soundlink. This does not provide a bonus against magical attacks.

Are the optional Movie Matrix Magic (p. 31) actions legal?

No.

Can I build my own cyberdeck (p. 34-38)?

No.

Can I build my own host (p. 50-52)?

Yes. Just remember that the host can't be used to hack things on the Matrix. You should be aware that the bigger the host, the more space and power it needs if it is a framework host. When the owner lacks the lifestyle to maintain the host, the host is offline until the lifestyle required is restored.

Rating	Lifestyle
--------	-----------

1-3	Low
4-6	Middle
7-9	High
10-12	Luxury

When building a host, how do the cost of bricks factor into the cost of building a host?

The host cost list already incorporates the cost of the required data bricks needed to build the host.

Can I write my own code and software (p. 55)?

Yes, but note that this software cannot be sold. For the purposes of *Shadowrun Missions*, programs you've written cannot be given or sold to other runners. For any software, the maximum rating is the same as purchasing the software. For example, autosofts cannot exceed rating 9. This is available during character creation.

Some commlink programs are missing prices, how much do they cost and what are their limits (p. 56-57)?

The programs, Mannequin, eParkour, and SimShare, all cost 100 nuyen. The program, Personal Assistant, is limited to the device rating of the commlink that it is running on.

Can I use Autosofts on the Living Command Console Echo (p. 67 and 68) or the Aspect Peripheral from Machinist Stream (p. 131)?

To use Autosofts, you must use Software Emulator echo or Emulate Program complex form. The Living Command Console or Machinist Aspect Peripheral let a Technomancer share Autosofts, up to the Living Persona's Data Processing, to multiple drones similar to an RCC, but does not give them the ability to directly run Autosofts or Programs on your Living Persona. The Living Command Console or Machinist Aspect Peripheral grant noise reduction equal to the Technomancers Resonance attribute and Program Slots equal to their Living Persona's Data Processing attribute.

However, even without an RCC, Technomancer abilities like Software Emulator echo or the Emulate Program complex form DOES grant the ability to run Autosofts for the purpose of sharing one out to a single drone per Autosoft on your Living Persona's network, per the Shadowrun FAQ.

Can I take the Cyberadept Echo (p. 67 and p. 86) given that quality paths from the *Sixth World Companion* are not *Missions* legal?

The Cyberadept Echo and the quality path for it is *Missions* legal with the following modification: the highest-level quality in the path, Cyberadept Transcendent, is not legal. In addition, for Cyberadept Disciple, channeling resonance through augmentation is still limited to maximum rating of a type of device, so a control rig cannot be boosted past rating 3. If you are using a cyberjack, then you are not using your living persona and have lost access to the resonance pool, complex forms, and sprites.

Can I build Data Structures (p. 69-71)?

No, but you can purchase them.

Can an emergent intelligence use a data structure (p. 69-71)?

Yes, but because the data structure is a physical object, the data structure must be one that can house an EI and the EI must be in that device. This limits the number of data structures that an EI can actively use to one.

What are the limitations in the use of data structures (p. 69-71)?

The use of data structures requires the use of a Minor Action to activate the data structure followed up by the action which will take the use of the data structure. Each data structure requires a separate Minor Action to activate. The increase in fade is handled with the single fade test in which they were used. If the test they are used on does not have its own fade test, then technomancer must still make a fade test with the sum of all data structures used. The total levels of data structures cannot exceed your Resonance x 5 and each data structure in a test must be different types.

The Attributes used to resist Fade from the data structure are based on the primary action for the

associated data structure. If the drain is not associated with either of these, use Willpower + Logic to resist the data structure Fade.

Example 1: A technomancer uses grounding (Level 4), logic virus (Level 2), and data blade (Level 2). The technomancer activates the three data structures using three Minor Actions, and then attacks the IC using a resonance spike. The technomancer receives the bonus dice from the grounding data structure to resist fade of 4 (resonance spike) and a second resistance to fade of 4 (sum of Levels of data structures / 2, rounded up).

Example 2: A technomancer uses grounding (Level 4) and bandersnatch (Level 4). They activate both data structures using two Minor Actions and then run a Trace Icon Matrix Action. Once they have performed the Trace Icon action, they need to resist fade of 4 (sum of Levels of data structures / 2, rounded up) due to the use of the two data structures.

For Captive Audience (p. 73) and Digital Scream (p. 74), how do they work given the sprite doesn't possess a physical location?

Use 100 meters centered on the technomancer who compiled them's physical location. Inside a host, the distance is bounded by the event horizon of the host.

For the new sprite commands (p. 74-75), not all things can be treated as a teamwork test, how should treat those?

Most of these commands work just fine with a teamwork test and the limits it imposes, but the Courier Sprite Task and the Fault Sprite Task don't necessarily work as well. For Signal Boost, it works as it says, but only helps the technomancer and not everyone on the PAN. For Cybercombat Boost, the damage boost is half the sprite's Resonance (rounded up).

Is Sprite Rep (p. 75-76) legal in Missions?

No.

Is permanent and ally sprite creation (p. 77-79) legal?

Yes. Permanent sprites are not *Missions* legal except in the case of ally sprites. An ally sprite cannot be a modular sprite. When an ally sprite crashes, it comes back one day later.

Can I use sprite symbiosis (p. 79)?

Yes. Due to SRM not using sprite reputation, this part of the requirement is waived.

Can I take Qualities that don't impact me?

No. An example of this is a mage who is not doing any hacking or electronics taking Binary Mentality. To take these qualities, you need to also invest in the skills referenced.

Does Brilliant Heuristic bypass the maximum augmented limit?

Yes, because it requires the use of a Minor Action. An additional note on the quality is that it requires a device and associated persona, so this does not work for a technomancer, AI, or EI.

Can I create my own Quality Path (p. 88-89)?

No.

What Emergent Groups (p. 89-97) are available in Seattle Missions play?

While you cannot create your own group, you can use The Everett 811 and The Walking People. The MUGs/Emergent groups in play all have Symmetrical Submersion (p. 101).

If I join the 811, do I gain the free lifestyle?

No.

What Emergent Groups are available in New Orleans?

The River People and the Guild of Digital Killers (*Easy Come, Easy Go*, p. 18-19) are available to runners.

Can I play as an AI or an EI (p. 116-129)?

Yes. However, there are limitations with how some qualities and powers could impact you. An AI or EI doesn't have a physical corporeal body, so Skinlink, Aura Link, or Digital Scream don't make sense.

How many times can I take Neuromorphism (p. 129) at Character Creation?

Similar to transhumanism, you can take neuromorphism one time during character creation, but the character must already have 1 Spark worth of codemods prior to undergoing the expenditure. This means that the highest amount of Spark that an AI with neuromorphism is 5.

Does biofeedback damage (p. 123) hit an AI or EI?

No. Artificial intelligences only have a Matrix Condition Monitor.

If an EI doesn't have a Physical or Stun Condition Monitor, where does fade damage go?

Fade damage hits their Matrix Condition Monitor.

Can I use Reconfigure Matrix Attribute Minor Action to always set my Firewall as my highest Matrix Attribute after doing any attack?

Yes, but the Reconfigure Matrix Attribute action can only be done on your initiative turn and is not an anytime action.

Can I use "Working for the Streetdoc" to purchase CodeMods?

Yes.

Does the Sourceror (p. 131) Resonance Stream benefit reduce Fade to 0 or lower?

No, the minimum Fade is 1.

Can I buy IC for my host (p. 170)?

Yes.

Can an AI, EI, or Rigger in a drone use Neijia?

No, because these entities lack an astral signature and aura.

Can I magically augment an AI or EI?

No.

Can I do a Probe and Backdoor Entry as a Hacker Combo?

No. The clarification is that the Matrix Action selected must be a Major or Minor action and cannot be something as part of an extended test.

Can Fractal Dream affect targets in AR?

No. The target must already be in VR in order to be affected.

SECTION 13: BODY SHOP

Disallowed Qualities:

Positives:

Essence Regrowth (p. 16)

Negatives:

Permanent Damage (p. 16)

Meat Surrogacy (p. 169)

Are any of the Optional Rules in *Body Shop* legal in *Missions*?

Minor Prosthetics (p. 21)

Dying Cyberware (p. 22)

Modifications to Cyberware

Cyberware	Ess	Cap	Avail	Nuyen
Drone Rack (micro/mini)	0.6	[6]	4 (L)	16,000 nuyen
Drone Rack (small)	1.2	[12]	6 (L)	17,000 nuyen
Math SPU	0.25	[2]	4	25,000 nuyen
Modular connector	-	[2]	3	250 nuyen
Modular mount	0.4	[2]	3	1,000 nuyen

Does omega grade (p. 28) replace the used grade in the *Shadowrun Sixth World* core book?

Yes. That means that previously purchased used 'ware gains the Bad Luck quality (p. 75, *SR6*) for any tests involving the augmentation.

The price for electrochromatic hair (p. 33) mentions price is by length, but the table provides a stock price no matter the length. Which do I use?

Use the cost in the table, and the base length can be any length you desire with a max of 100 cm.

Can I have three sets of Shiva Arms along with two more sets of cyberarms?

No, the maximum number of arm pairs is four pairs total. This includes the starting pair you were born with. For example, if you are a nartaki with three pairs of arms, you can add only one additional pair of cyberarms.

How does the modular mount system (p. 46) work?

When using modular cyberlimbs, the connector goes in the smaller body part and the mount goes in the larger. For example, a modular cyberarm has a connector in the arm and the mount goes in the torso. A modular forearm takes a connector, while the arm takes the mount. If a mount is placed into an "upper" cyberlimb or cybertorso the mount consumes capacity instead of essence. If a full arm or leg cyberlimb is the mount for a swappable partial limb, reduce the full limb's capacity by the base capacity granted by the partial limb.

You do still need to pay essence for the modular cyberlimb in order to integrate it into your aura. If you have two limbs that you swap between, you only need to spend the essence cost once.

Does the joint replacement (p. 59) only fix when someone has the Hobbled status?

No. This provides ongoing prevention of the Hobbled status due to the strengthened connective tissue.

How fast does the spidersilk gland (p. 60) generate charges?

The gland generates one charge per twelve hours.

What errata is there for Banshee vocal modification (p. 61)?

There are a number of modifications to this particular power. First, the action to do this is a Major Action (I). If successful, the target gains the Dazed status condition and if the target loses by 4 or more net hits,

they gain the Immobilized status condition. Sustaining the scream takes a Major Action (I). Everyone within the range is subject to the resistance test including the screamer.

Frog Tongue bioware is missing on the Cultured Bioware table (p. 67)?

Bioware	Essence	Avail	Cost
Frog Tongue	0.1	4	8,000¥

What is the Extreme Essence cost of Awareness on the Biosense table (p. 70)?

This is a typo. The only two types of Awareness are basic and tactical.

There are some minor changes and clarifications to the Bioweapon table (p. 72).

Fangs, 2P 3/—/—/—/—

Retractable Fangs, 2P 2/—/—/—/—

Callus provides a situational point of Edge, but no modification to the AR or DV.

Tusk (having a second tusk increases the AR by +2)

Geneware for Pathogen Resistance (p. 93) and Toxin Resistance (p. 94) don't help low essence characters?

Instead of granting Immunity power, these instead grant 6 automatic hits on the associated resistance test. The specific version of this bioware grants 8 automatic hits on the test.

The Increased Myelination genotype enhancement is missing on the Augmentic Geneware table (p. 97)?

Geneware	Treatment	Time Ess	Avail	Cost
Increased Myelination	2 weeks	0.1	4(L)	14,000¥

The cost of DNA masking is missing (p. 97).

Geneware	Treatment	Time Ess	Avail	Cost
GeneClear	2 months	0.1	6(I)	35,000¥
Masque	2 weeks	0.2	4(I)	28,000¥
Reprint	1 month	0.1	5(I)	23,000¥
Shuffle	2 weeks	0.2	4(I)	18,000¥

Are there modifications to Conspicuous Alteration (p. 104) for *Missions*?

Yes, instead of +2 on Memory tests to remember you, the chance to gain heat is increased. The Heat Modifier for you and everyone seen with you increases by the level of the quality.

Can I take Misaligned Soul (p. 104) and not do a transfusion?

No. You must take a transfusion when you take Misaligned Soul.

Does something bad happen to me if I eat another person per Fine Young Cannibal (p. 105)?

Yes. If you take a bite out of someone, it just makes you that much more memorable. Increase the Heat Modifier for the whole team by +1 when you take a bite out of someone.

Do I need to make an Addiction test (p. 109) each time I use my cyberware or bioware?

For *Missions*, you don't need to make the Addiction test for foci, bioware, cyberware, nanoware, or geneware.

With the immunity to Frightened status condition for guts (p. 115) and zone (p. 119), or Immunity (diseases and toxins) from rock lizard blood (p. 121)?

Guts and zone both prevent the character from gaining the Frightened status condition and do not provide any bonus dice for a test. For rock lizard blood, it grants the critter power which uses the Power of the drug as hardened armor as part of the resistance test. This would allow the user to increase their dosage if they wanted additional resistance.

What is the maximum rating of BTL and ripjacks (p. 125-139)?

The maximum rating is 9 for *SRM*.

Can I manufacture my own drugs, BTL, ripjacks, etc. (p. 129-132)?

No.

Can I buy and keep a biodrone (p. 135-165)?

None of the biodrones from pages 156-165 are available for sale.

What critter augmentations are not legal (p. 136-165)?

All Genetic Augmentations (p. 149-151), Mundane Critter Power Augmentations (p. 151-153), Magical Genetic Augmentations (p. 153-154), and DIY Genetic Engineering (p. 154-155) are not Missions-legal.

Are there any changes to the Delusion or Hallucination Negative Qualities (p. 169)?

Yes. Similar to Phobias and Allergies, at the start of the mission, roll 2D6 and if the number is less than the Karma gained, the subject of the delusion comes into play.

What is a sufficiently stressful situation for TLE-X (p. 171)?

This is subjective to both the player and gamemaster. Due to the Karma gain, every run will include this. This could be the first time there is a social scene or for the first combat of the run.

Can I be a cyberzombie (p. 172-176)?

No.

Can I play a cyborg or cybernetic shell (p. 176-179)?

Yes.

Can an AI reside in a cybernetic shell (p. 176-179)?

No. The cybernetic shell doesn't have the computational resources necessary to run without the brain-in-a-jar.

SECTION 14: WILD LIFE

Disallowed Companion Critter Qualities:

Positives:

Teamwork (Skill) (p. 182)

Negatives:

Feral Frenzy (p. 184)

How do critters powers (Wild Life) and augmentations (Body Shop) work together?

Not particularly well. Augmented creatures will reduce their Essence, Magic, and Resonance and this impacts their abilities. Working for the Streetdoc does not apply to augmentations for pets.

Abrams Lobster (p. 150): Hardened Armor 6 is based on the Essence of the creature. If this is reduced the power is reduced as well.

Icedrake (p. 135): Armor 2, Hardened Armor 4, and Mystic Armor 4 are based on the Magic attribute of the creature. For each point of lost Magic, these powers are reduced by 1.

Young Mongolian Death Worm (p. 21): Regeneration prevents the creature from having any 'ware.

For critters with Edge, will they spend Edge for their owner?

No, if the runner wants their pet to spend Edge, they need to spend it on the critter's behalf out of the player's pool. This means the Edge actions are not spent from the critter's Edge pool.

Can I buy an avalanche lynx (p. 36-37) and sell it for a profit?

No.

Can I buy a glamourworm (p. 39) at the pet store and then sell it as reagents or gemstones?

No. For *Shadowrun Missions*, glamourworms cannot be harvested for nuyen, reagents, or gemstones.

Can I intimidate or appease a critter (p. 176) as an anytime action?

No, the action is a Major Action (I).

If I starve (p. 176) my critter, does it cost less to keep each month?

No, you are not allowed to starve your pet and remain *Missions* legal.

Can I tame a critter (p. 175-179) instead of buying one?

No, taming creatures is not *Missions* legal. Only purchasing is legal.

Can I spend Edge to train new skills for my critter (p. 179)?

No, training takes a Major Downtime action and both the character and critter buy hits.

Can I buy a critter (p. 180)?

Yes, but you can't purchase anything with a Body greater than 5 and the critter cannot have the sapience critter power. You are allowed to buy a critter with a Body 5 or less and improve it higher using the Critter Bond: Permanent Improvement to increase their Body above that purchase limit.

When purchasing the critter, the calculation of the price does not include any 'ware or augmentations for the sake of determining any costs. The final cost of the critter is (critter pricing with qualities) + (price of 'ware or other enhancements). The cost of the critter cannot be reduced by more than 25%.

The following Critter Powers are illegal in *Shadowrun Mission*. The critters that have these powers can be purchased, but you must take Powerless (p. 186) and remove the affected powers:

- Carrier (HMHVV-any) and Carrier (VITAS-any)
- Engulf (Radiation)
- Immunity (Normal Weapons)
- Mutation
- In addition, for any optional power or gamemaster's choice powers are not legal.

Can I train my critter to Teamwork (p. 182) with any skill?

No. For *Shadowrun Missions*, Teamwork for critters is not legal.

For power training (p. 182), what does that entail if they don't have the skill or power?

For *Shadowrun Missions*, this prevents them from getting more comfortable being around that spell, skill, or power but doesn't allow them to actually use that power.

Can I buy a critter with the positive quality Exceptional (p. 184) for Magic, Resonance, or Edge; or to add a skill they did not already have?

No. Magic, Resonance, and Edge are considered Special Attributes and cannot be used for Exceptional.

Can I get the positive quality Low Maintenance (p. 184) and High Maintenance (p. 185) at the same time?

No.

How do Low Maintenance (p. 184) and High Maintenance (p. 185) affect purchase price and maintenance price?

The cost to buy the critter is based on the actual body of the critter. The maintenance cost of the animal is based on the derived Body.

Can I buy a critter with the negative quality Powerless (p. 186) and remove Sapience?

No!

APPENDIX A: FREQUENTLY ASKED QUESTIONS (FAQ)

This section is for items which simply don't fit anywhere else.

Can characters created under prior editions be used in *Missions*?

No, it's not possible to carry from previous editions.

Since you use errata, do I have to go back and fix (fill in the blank) as new errata is released?

Yes, characters will need to be updated as errata is released. Use the following guidelines:

Gear (non-'ware): Use the updated stats. If the cost for the item changes, you'll either get a refund that is added to your total nuyen (if the cost goes down), or you'll need to immediately pay the difference. If an item is removed from the game completely, you get the full value refunded. If the Availability of an item you already possess makes it otherwise unavailable, you do not lose the item. You just got lucky and your contact was looking to unload it fast.

Cyber- and Bioware: Use the updated stats. If the Essence cost changes, you gain or lose the difference in Essence. If you cannot afford to lose the Essence, you may immediately pay to upgrade the item to alpha or betaware (if you have the nuyen), or you can remove the item from your gear list (and get a full nuyen and Essence refund for the item).

Foci: Treat as normal gear. If the foci bonding cost changes, you either get a Karma refund or must immediately pay the extra Karma.

Qualities: If the cost of a quality changes, you either gain additional Karma for negative qualities or must immediately pay the additional Karma cost for positive qualities.

Minor Rules Changes: For most rules changes and errata, your character won't be directly affected. However, some changes may directly impact character generation or how a character plays. If the change is something simple, like a cost change to Karma or nuyen amounts, simply calculate the difference and immediately gain or pay that cost.

Major Rules Changes: If the errata or change is something more drastic that cannot be adjusted by Karma or money, you may rebuild your character completely, sticking as close as possible to the original concept and applying any rewards you've earned for *Missions* played to the new character. This can only be done for major errata, and only if the character cannot be easily fixed.

For the errata, it says I must pay any costs immediately. What if I can't pay?

If you need to pay Karma or nuyen and you do not have enough, you go into debt. This debt must be paid out of your run rewards for the next *Mission(s)*, and nothing else may be purchased until these debts are paid off.

With newer expansion books adding in additional rules and options, can I Retcon (Retroactive Continuity, a.k.a. pretending a new addition always existed) my character, as I'd have used one or more of those options had it been available?

Yes, as with errata, you can make certain minor tweaks to your character. A Retcon to your character should be done before you play the character for the first time after the book the new rule or option appears in becomes *Missions* legal. Use the guidelines for making changes due to errata, except for the following:

Qualities: You may add new qualities at their base price only if you stay within the parameters for purchasing Qualities per SR6 CRB pg 66, or you must discard Qualities to make the room. For Positive Qualities, this may put you into karmic debt, which must be paid off immediately (or as soon as you gain Karma). For Negative Qualities, you may immediately gain additional Karma, which may be spent during your next downtime as normal. If the new quality would put you above your limit, you must purchase the Quality at double the Karma cost as you would any other Quality after character creation.

Alternative Chargin: You cannot do a full rebuild of your character if a new character generation system is approved for *Missions* play.

How much damage does the SR6 book do, anyway?

Less than the SR5 book.

What is the default sensor array for a vehicle or drone? If there is no factory stock sensor array, what are the guidelines for standard sensor arrays?

For *Shadowrun Missions*, each vehicle's sensor rating is the equivalent of a sensor housing of the same rating. Customization is a big selling point for the corps, so you may choose whatever combination of sensors and rating you wish when purchasing a vehicle/drone as long as it does not exceed the capacity of the sensor housing. Some enterprising runners like to "acquire" vehicles from other sources and want to know what these "stock" vehicles have for sensors. Stock vehicles (any vehicle without the sensors specifically described) come with the following sensors at a rating equivalent to the vehicle or drone's sensor rating:

- Sensor Rating 0: None. We suggest not running your Dodge Scoot on Autopilot.
- Sensor Rating 1: Camera w/ image link (DR2) (capacity 1)
- Sensor Rating 2: above + low-light vision and omni-directional mic with sound link (capacity 2)
- Sensor Rating 3: above + flare compensation, spatial recognizer, and atmosphere sensor (capacity 3)
- Sensor Rating 4: above + laser range finder (capacity 4)
- Sensor Rating 5: above + motion sensor (capacity 5)
- Sensor Rating 6: above + ultrasound (capacity 6)

NOTE: The types of sensors on the vehicle will generally not impact sensor tests. This is meant to be a guide for those who wonder what type of sensors come with a vehicle.

With magic and drugs both considered "Augmentations" for the purposes of Augmented Maximums for Attributes, does this mean that they also count against the restrictions on cyberware or bioware?

Yes, they do count against restrictions on cyberware and bioware. Note: initiative dice are not considered attributes, therefore, they can be increased with drugs up to a maximum of 5D6, except in cases where the rules specifically state they may not be further enhanced.

Will I be able to play my SRM character in SR: Anarchy Contract Briefs and transfer earned Karma and nuyen to the SRM Living Campaign?

Only if they are approved as *Missions* Legal. At this time, none of the Contract Briefs found in SR: Anarchy or the prototype release are considered *Missions* Legal.

APPENDIX B: LEGAL SHADOWRUN MISSIONS

The following list of SRMs, *Convention Mission Packs* (CMPs), and special events are considered legal for Shadowrun Missions in Sixth Edition:

Seattle 2081 Arc

- Introductory Events
 - Build-a-Runner Workshop
 - The First Taste
- Neo-Tokyo Twilight
 - CMP 2081-05 Late Night Radio
 - CMP 2081-06 Forbidden Beta Test
 - CMP 2081-07 Countdown to Zero Hour
 - CMP 2081-08 Tears of Amaterasu
- Blood Diamonds
 - CMP 2081-09 Bring Me Prince Charming
 - CMP 2081-10 A Diamond in the Rough
 - CMP 2081-11 Paved with Good Intentions
 - CMP 2081-12 Uneasy Lies the Head
- Big Easy Blues
 - CMP 2081-13 Bright Lights, Big City
 - CMP 2081-14 Hellhound on my Trail
 - CMP 2081-15 Stone Crazy
 - CMP 2081-16 Seventh Son
- Kentucky Fried Shadows 2, Extra Crispy
 - CMP 2081-17 You'll Never Leave Berea Alive
 - CMP 2081-18 Blue Kentucky Girl
 - CMP 2081-19 Blue Moon of Kentucky
 - CMP 2081-20 In the Cold Kentucky Rain
- Shadowrun Missions 2081
 - SRM 2081-01 Death of a Fixer
 - SRM 2081-02 Urgent Care
 - SRM 2081-03 Johnson and Johnson
 - SRM 2081-04 Trailblazers
 - SRM 2081-05 This is Renton
 - SRM 2081-06 Cutting Strings
 - SRM 2081-07 Bootleg Bliss
 - SRM 2081-08 Child's Play
 - SRM 2081-09 Eviction Notice
 - SRM 2081-10 Keep Your Eye on the Lady
 - SRM 2081-11 Power Over Life
 - SRM 2081-12 The Red Pill
 - SRM 2081-13 A Cookie from Uncle Lung
 - SRM 2081-14 The Advantages of History
 - SRM 2081-15 A Bunch of Corporate Drek
 - SRM 2081-16 It Ends, It Begins
 - SRM 2081-17 Framed in Blood
 - SRM 2081-18 Friendships Never Grow Rust
 - SRM 2081-19 False Flag, Pink Mohawk
 - SRM 2081-20 Fairweather Light
 - SRM 2081-21 Grudge Match Gladiators
 - SRM 2081-22 Bloodrocution
 - SRM 2081-23 Severed Roots
 - SRM 2081-24 Punk Rock v Dad Rock
- Prime Missions

- PM-2081-01 Mayhem and Misdirection
- PM-2081-02 Nuclear Option
- PM-2081-03 Entwined Auras
- Holiday Missions
 - SMH-2081-01 Drek the Halls

New Orleans 2083 Arc

- Introductory Events
 - Build-a-Runner Workshop
 - The First Taste
- Bad Blood
 - CMP 2083-01 Nonplushed
 - CMP 2083-02 Royal Road
 - CMP 2083-03 Hell & High Water
 - CMP 2083-04 Hog Wild
- The Price of Flesh
 - CMP 2083-05 Precious Cargo
 - CMP 2083-06 Fragile Contraband
 - CMP 2083-07 Misplaced Loyalty
 - CMP 2083-08 Darkest Jungle
- Shadowrun Missions 2083
 - SRM 2083-01 Small Matter Big Inconvenience
 - SRM 2083-02 Fashionable Cyberpunk Planeteers
 - SRM 2083-03 Unofficial Dunkelzahn Fan Club
 - SRM 2083-04 Gantillon's Last Run
 - SRM 2083-05 Intentions Laid Threadbare
 - SRM 2083-06 Zero Two Murder
 - SRM 2083-07 The Devil's Danse
 - SRM 2083-08 Dragon's Gambit
- Prime Missions
 - PM 2083-01 Come Sail Away
- Holiday Missions
 - SMH 2083-01 The CONquest

APPENDIX C: CONTACTS

This section lists the contacts currently available for SRM 2081, their typical “job” (i.e. fixer, talismonger, etc.), and the SRM/CMP/PM in which the contact appears. As a reminder, some Missions contacts are above the character creation limits. Characters are still limited to the lower of Charisma or Connection/Loyalty 6 at character creation, which makes some Missions contacts illegal to have at character creation.

Seattle Contacts

Brynne Taggart (Fixer), Connection 4 (SRM 2081-01, 03, 05, 06)

- Uses: Getting jobs, fencing gear, gangs (*Shadowrun Missions* Seattle)
- Types: Criminal, Street

Donovan Pyke (Shadow Chapters Leader), Connection 8 (SRM 2081-12, 16)

- Uses: Getting jobs, politics, Shadow Chapters (*Shadowrun Missions* Seattle)
- Types: Corporate, Magic
- Not available after 2081-24

Eddie Wei (Triad Johnson), Connection 4 (SRM 2081-02, 08, 12)

- Uses: Business and economics, getting jobs, triads (*Shadowrun Missions* Seattle)
- Types: Criminal, Matrix
- Not available after 2081-24

Julian Müntefering (Corporate Kid), Connection 1 (SRM 2081-08)

- Uses: Corporate playground rumors, drones, rigging research (*Shadowrun Missions* Seattle)
- Types: Corporate, Engineering

Kingston (Shadowrunner/Street Samurai), Connection 2 (SRM 2081-02, 06)

- Uses: Shadowrunners, street rumors (*Shadowrun Missions* Seattle)
- Types: Criminal, Street

MacCallister (Fixer), Connection 5 (SRM 2081-04)

- Uses: Getting jobs, matrix, street scenes (*Shadowrun Missions* Seattle)
- Types: Matrix, Street

Ms. Snow (Shadow Chapters Johnson), Connection 5 (SRM 2081-09, 12)

- Uses: Corporate rumors, getting jobs, military (*Shadowrun Missions* Seattle)
- Types: Corporate, Government

Ni Ni Xiaolu (Triad Johnson), Connection 3 (SRM 2081-01, 07, 11)

- Uses: Getting jobs, drugs, street rumors, triads (*Shadowrun Missions* Seattle)
- Types: Criminal

Piper (Street Kid), Connection 2 (SRM 2081-04, 12, 16)

- Uses: Seattle Underground guide, rumors, history (*Shadowrun Missions* Seattle)
- Types: Street

Saint James (Fixer), Connection 8 (SRM 2081-06, 18, 23, 24)

- Uses: Corporations, getting jobs (*Shadowrun Missions* Seattle), fencing gear, gangs
- Types: Criminal, Street
- Not available after 2081-24

Toil (Fixer), Connection 4 (SRM 2081-04, 05, 10)

- Uses: Drugs, exotic dancer clubs, getting jobs (*Shadowrun Missions* Seattle)
- Types: Criminal, Street

Trubble (Bodyguard), Connection 1 (SRM 2081-04, 05)

- Uses: Bodyguards, insults, talismans (*Shadowrun Missions* Seattle)
- Types: Magic

Vincent Grisome, Th.D., Ph.D. (Seattle University Professor), Connection 5

- Uses: Life Blood magic, thaumaturgy, Seattle University conclave (*Shadowrun Missions* Seattle)
- Types: Academic, Magic

Whiskey (Street Doc), Connection 2 (SRM 2081-02, 08)

- Uses: Medicine, street docs (*Shadowrun Missions* Seattle)
- Types: Medical

New Orleans Contacts

Claudette Laurier (Order of the Golden Dawn Librarian), Connection 5

- Uses: Getting jobs, magical traditions
- Types: Criminal, Matrix

deBass (Guild of Digital Killers Face), Connection 3

- Uses: Arson, data broker, Matrix
- Types: Criminal, Matrix

Fernand Amato (Kozlowski Capo), Connection 4

- Uses: Getting jobs, fencing gear, organized crime
- Types: Criminal, Street

Indomitable Will (River People Sysop), Connection 3

- Uses: Banking, HVAC systems, Matrix
- Types: Corporate, Matrix

Jolene Price (Riverboat Alliance Leader), Connection 7

- Uses: Getting jobs, dragons, mafia
- Types: Corporate, Street

J. P. Chakraborty (Aurelian Design Model), Connection 4

- Uses: Business and economics, getting jobs, fashion
- Types: Corporate, Matrix

Lanyap (Fixer), Connection 4

- Uses: Getting jobs, fencing gear, gambling, Matrix
- Types: Criminal, Matrix

Le Tigre (Epoch Model), Connection 5

- Uses: Getting jobs, parties, modeling
- Types: Corporate, Magic

Old Man (Zobop Lieutenant), Connection 3

- Uses: Getting jobs, gun smuggling, voodoo
- Types: Criminal, Magic

Renée Martin (League of Laveau Liaison), Connection 4

- Uses: Getting jobs, magic, voodoo, zombies
- Types: Corporate, Magic

Roanoke (Ecological Activist), Connection 3

- Uses: Getting jobs, environmental science, shamanism
- Types: Criminal, Matrix

APPENDIX D: SRM ERRATA

How will the SRM Guide Committee handle the errata issued from the Errata Team?

To maintain continuity across Missions events, the SRM Guide team will sometimes clarify rules prior to the SR6 Errata Team issuing a ruling on them. Sometimes these are rules that the Errata Team has no intention of changing or clarifying since any incongruencies are meant to be handled by GMs at their respective tables. Any Missions ruling in the Guide is not meant to be seen as Official Errata, though GMs are welcome to make use of them for their home tables.

APPENDIX E: LICENSES

How do fake licenses work in *Shadowrun Missions*?

A fake license must and may only be attached to a single SIN, whether fake or not. For example, if you own an Ares Predator V and have two different fake SINs, you need two fake licenses; one for each SIN. You may only acquire a license for an item with an L Availability designation. You cannot get a license for an I Availability item, ever. Some items do not have an L (or I) designation, but you may wish to “legally” conceal them, e.g. a combat knife or taser. In this situation, you would need to get a conceal carry permit.

If you have a valid, non-criminal, SIN, you may attach whatever license you want, free of charge (for the purposes of Missions). Keep in mind, however, that an item used in a crime that is associated with your real SIN opens you up to real trouble.

Licenses are technically valid only for the territory that ‘issued’ them, e.g. you have a fake Ares SIN with fake licenses attached to that SIN. The validity of these licenses can vary when operating outside of the jurisdiction of the issuing entity. Generally, nations will recognize megacorporate issued licenses (or those which appear to be corporate issued) as long as that nation permits extraterritoriality within their borders. For example, the UCAS permits megacorporate citizens with appropriate licenses to possess/transport and even conceal carry. A megacorp may not recognize a national license. In cases where an entity refuses to accept a license, they will generally give the individual an opportunity to resolve the issue, perhaps escorting them from the premises or ‘temporarily’ confiscating the item in question.

There is generally no need to itemize licenses to individual items. For example, a single firearms license is enough to account for any and all licensable weapon that makes use of the Firearms skill. The below list is not exhaustive but contains nearly every licensing situation we can think of.

Gear:

- Driver’s License
- Concealed Carry*
- Bow Hunting License (Bows, Crossbows)
- Firearms
- Smartgun/Smartlink system
- Exotic Weapon (per weapon)
- Skilled Trade**
- RCC (per RCC)
- Cyberjack
- Control Rig
- Cyberware (not including Cyberjacks and Control Rigs)
- Spellcasting***
- Conjuring
- Alchemy****
- Adept Abilities
- Power Foci
- Other Foci
- Metamagic (per Metamagic)
- Technomancy

* Conceal carry is for any weapon that is not plainly visible when carried. Remember, you’ll need a separate firearm license if the concealed weapon is a firearm.

** Nearly every L designated piece of gear not otherwise requiring a license will fall under Skilled Trade in some form. B&E gear are legitimate tools of licensed locksmiths, for example.

*** A single license is required for all non-combat spells. Each combat spell requires its own license. Combat spells with a range of LOS(A) are illegal. Mental manipulation spells such as Mind Probe, Control Actions, and Control Thoughts are illegal. Agony and Chaos are illegal.

**** This license covers the practice of alchemy and the distribution of alchemical preparations. The alchemical preparations themselves are regulated and may be confiscated.

What happens if I am caught possessing, transporting, carrying, using a spell, etc. if I don't have a license for it?

Unless otherwise noted in the *Shadowrun Mission* or CMP, it is up to the GM to decide. It may be something as simple as a small fine of 400-500¥ and confiscation of the offending item, all the way up to arrest and issuance of a criminal SIN (e.g. if used in connection with a crime). There are even nasty rumors of certain prisons removing illegal cyberware or keeping magicians in magemasks permanently.

APPENDIX F: SHADOWRUN SPECIAL EVENTS

What is the Shadowrun Tournament?

The Shadowrun Tournament is a special event for GenCon which takes place over two separate days. This event is a scored event with a winning team that is judged based on their ability to succeed as well as role playing scoring. This event is not *Missions*-legal however, the winners of the tournament do earn Karma which can be applied to their character.

What is the Legends of the Shadows?

The Legends of the Shadows is a premiere event for GenCon which spans multiple tables. Multiple teams of runners are needed to execute as they complete their own separate objectives. This event is *Missions*-legal. Players who complete this event are given a Legends-special challenge coin. The coin grants that player one of four options at character build that would normally be *Missions*-illegal and can only be applied to one active character. When playing a character using one of these options, be sure to bring your challenge coin as part of the character audit.

The first option is the ability to create one Ghoul PC from *Sixth World Companion*. For the purposes of *Missions*, a Ghoul character cannot infect another character and the cost for their lifestyle is increased by 1,000 nuyen in bribes to pay to keep them fed. The Karma cost is 29 at character generation.

The second option is that during character generation, the normal limit of 6 for the total number of qualities is raised to 7.

The third option for players raises the number of initiations, submersions, or transhumanism attunements by 1 during character generation.

The fourth option for players allows them to buy one piece of gear during character creation that exceeds the normal availability limits.

Legends of the Shadows 2022 and 2023: Colloton's Revenge

In late 2080, the UCAS was hit with a myriad of failures ranging from Blackouts to III Corps to Ares Bug City II. Over the last year, the intelligence agency and sets of deniable assets have been sent to investigate what happened, who was involved, and any other sorts of information that they can gather. While that research has turned up a few names and some critical information, much is still unknown. Relying on this information, ex-President Colloton has initiated six specific runs intended to exact revenge and intel gathering. The goal requires that this set of runs not be tied back to UCAS. Maximum paranoia. Each of the six missions has two specific objectives, a primary and a secondary.

Shadowrun Missions: Online

What is SRMO?

Shadowrun Missions: Online is a venue for finding and playing Shadowrun Missions games from current and past seasons and have them count as official games that apply to your characters. They use a combination of Roll20 and Discord to play the various Missions and have a very active community dedicated to the Shadowrun game system. Both 5th edition and 6th edition are represented, and games are offered regularly.

Find them at <https://srmissionsonline.com/>

Join their discord server here: <https://discord.gg/g9xYmsa>

Watch previous live plays on their youtube: <https://www.youtube.com/@SRMissionsOnline>

Watch us our twitch stream: <https://www.twitch.tv/srmissionsonline>

Shadowrun Sixth World Missions 2081 Character Journal							
Player:			Character:				
SRM 2081-01: Death of a Fixer	Results:	Karma	Nuyen	¥	Reputation	Heat	Agent
	FP/Notes:						
SRM 2081-02: Urgent Care	Results:	Karma	Nuyen	¥	Reputation	Heat	Agent
	FP/Notes:						
SRM 2081-03: Johnson & Jo...	Results:	Karma	Nuyen	¥	Reputation	Heat	Agent
	FP/Notes:						
SRM 2081-04: Trailblazers	Results:	Karma	Nuyen	¥	Reputation	Heat	Agent
	FP/Notes:						
SRM 2081-05: This is Renton	Results:	Karma	Nuyen	¥	Reputation	Heat	Agent
	FP/Notes:						
SRM 2081-06: Cutting Strings	Results:	Karma	Nuyen	¥	Reputation	Heat	Agent
	FP/Notes:						
SRM 2081-07: Bootleg Bliss	Results:	Karma	Nuyen	¥	Reputation	Heat	Agent
	FP/Notes:						
SRM 2081-08: Child's Play	Results:	Karma	Nuyen	¥	Reputation	Heat	Agent
	FP/Notes:						
SRM 2081-09: Eviction Notice	Results:	Karma	Nuyen	¥	Reputation	Heat	Agent
	FP/Notes:						
SRM 2081-10: Keep Your Eye...	Results:	Karma	Nuyen	¥	Reputation	Heat	Agent
	FP/Notes:						
SRM 2081-11: Power Over Life	Results:	Karma	Nuyen	¥	Reputation	Heat	Agent
	FP/Notes:						
SRM 2081-12: The Red Pill	Results:	Karma	Nuyen	¥	Reputation	Heat	Agent
	FP/Notes:						

Shadowrun Sixth World Missions 2081 Character Journal							
Player:			Character:				
SRM 2081-13: A Cookie From U...	Results:	Karma	Nuyen	¥	Reputation	Heat	Agent
	FP/Notes:						
SRM 2081-14: The Advantage...	Results:	Karma	Nuyen	¥	Reputation	Heat	Agent
	FP/Notes:						
SRM 2081-15: A Bunch of Corp...	Results:	Karma	Nuyen	¥	Reputation	Heat	Agent
	FP/Notes:						
SRM 2081-16: It Begins, It Ends	Results:	Karma	Nuyen	¥	Reputation	Heat	Agent
	FP/Notes:						
SRM 2081-17: Framed in Blood	Results:	Karma	Nuyen	¥	Reputation	Heat	Agent
	FP/Notes:						
SRM 2081-18:	Results:	Karma	Nuyen	¥	Reputation	Heat	Agent
	FP/Notes:						
SRM 2081-19:	Results:	Karma	Nuyen	¥	Reputation	Heat	Agent
	FP/Notes:						
SRM 2081-20:	Results:	Karma	Nuyen	¥	Reputation	Heat	Agent
	FP/Notes:						
SRM 2081-21:	Results:	Karma	Nuyen	¥	Reputation	Heat	Agent
	FP/Notes:						
SRM 2081-22:	Results:	Karma	Nuyen	¥	Reputation	Heat	Agent
	FP/Notes:						
SRM 2081-23:	Results:	Karma	Nuyen	¥	Reputation	Heat	Agent
	FP/Notes:						
SRM 2081-24:	Results:	Karma	Nuyen	¥	Reputation	Heat	Agent
	FP/Notes:						

Shadowrun Sixth World Character Journal							
Player:				Character:			
First Taste	Results:	Karma	Nuyen	¥	Reputation	Heat	Agent
	FP/Notes:						
Build-a-runner	Results:	Karma	Nuyen	¥	Reputation	Heat	Agent
	FP/Notes:						
CMP	Results:	Karma	Nuyen	¥	Reputation	Heat	Agent
	FP/Notes:						
CMP	Results:	Karma	Nuyen	¥	Reputation	Heat	Agent
	FP/Notes:						
CMP	Results:	Karma	Nuyen	¥	Reputation	Heat	Agent
	FP/Notes:						
CMP	Results:	Karma	Nuyen	¥	Reputation	Heat	Agent
	FP/Notes:						
CMP	Results:	Karma	Nuyen	¥	Reputation	Heat	Agent
	FP/Notes:						
CMP	Results:	Karma	Nuyen	¥	Reputation	Heat	Agent
	FP/Notes:						
CMP	Results:	Karma	Nuyen	¥	Reputation	Heat	Agent
	FP/Notes:						
CMP	Results:	Karma	Nuyen	¥	Reputation	Heat	Agent
	FP/Notes:						
CMP	Results:	Karma	Nuyen	¥	Reputation	Heat	Agent
	FP/Notes:						
CMP	Results:	Karma	Nuyen	¥	Reputation	Heat	Agent
	FP/Notes:						

