



Shadowrun Sixth World Missions Guide V1.7.1

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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 the 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 FAQ](#)
- [Adversary \(CAT26062S\)](#)
- [No Future \(CAT27453\)](#)
- [Firing Squad \(CAT28002\)](#)
- [Street Wyrld \(CAT28003\)](#)
- [Double Clutch \(CAT28004\)](#)
- [Sixth World Companion \(CAT28005\)](#)
- [Emerald City \(CAT28100\)](#)
- [Slip Streams \(CAT28301\)](#)
- [The Kechibi Code \(CAT28302\)](#)
- [Krim Katalog \(E-CAT27002S\)](#)
- [Age of Rust \(E-CAT28840S\)](#)
- [Lofwyr's Legions \(E-CAT28880S\)](#)
- [Ingentis Athletes \(E- CAT28881S\)](#)
- [Collapsing Now \(CAT28450\)](#)
- [Power Plays \(CAT28451\)](#)

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.drivethrustuff.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.Shadowruntabletop.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, pg. 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: GM PRIMER

So, what is Shadowrun? Shadowrun is a role-playing game set in an alternative future where large corporations rule, technology can make you much stronger, and magic has reawoken into the world. Players take on the role of a deniable asset doing jobs the corporations don't want to get caught doing. Shadowrun Missions is a great way to introduce new players to the game and universe. It's a great way for a table to form of both veterans of the game as well as a fresh face. This guide is here to help out Gamemasters as well as supplement the SRM Guide.

Shadowrun Missions (SRM), Convention Mission Packs (CMP), Prime Missions (PM), and Shadowrun Missions Holiday (SMH) are part of the Shadowrun living universe. These missions are intended for use with Shadowrun Sixth World and all character and rules information refers to the sixth edition of the Shadowrun rules.

Build-a-runner

Runners who participate in the Build-A-Runner workshop at conventions or at friendly local game stores will gain 1 Karma and 1,000 nuyen at the end of the session. They can only gain this reward once per character.

First Taste

Runners can participate in a First Taste adventure. These are introductions to the world of Shadowrun and should give the players a taste of what their character archetypes can do and let them roll some dice. These are geared to run in two hours. One option is to run Food Fight or the adventure in the Beginners Box. Another option is to create an adventure on the fly, but make sure that you are tailoring the adventure to what is at your table. If you have a rigger, allowing them to use their drones will help them experience what they need to when they get into the longer living campaign. These adventures grant the characters at most 3 Karma and 3,000 nuyen on adventure completion.

Preparing the Adventure

Adventure Structure

Each mission in the SRM or CMP series represents an adventure that consists of several scenes intended to be completed in approximately four hours. If you are running short on time, you should streamline each scene and be more generous with clues, target numbers, and other requirements to aid in guiding the players through the adventure. Each scene in the adventure outlines the most likely sequence of events, as well as how to handle unexpected twists and turns that inevitably crop up. Each one contains the following subsections, providing gamemasters with the information necessary to run it.

Scan This provides a quick synopsis of the scene's action, allowing you to get a feel for the encounter at a glance.

Tell It to Them Straight is written to be read aloud to the players, describing what their characters experience upon entering the scene. You should feel free to modify the narrative as much as desired to suit the group and the situation, since the characters may arrive at the scene by different means or under different circumstances than the text assumes.

Behind the Scenes covers the bulk of the scene, describing what's happening, what the non-player characters are doing, how they will react to the player characters' actions and so forth. It also covers the setting of the encounter, going over environmental conditions and other properties of the location as well as providing any descriptions of important items.

Pushing the Envelope looks at ways to make the encounter more challenging for experienced or powerful characters and other ways you can add some "extra spice" to the scene. This subsection will offer ways to add challenge to the scene or to extend the scene with additional backstory. At most conventions and Open Play events, you will likely omit this information due to time constraints. It adds to the scene but does not contain important information.

Debugging offers solutions to potential problems that may crop up during the encounter. While it's impossible to foresee everything that a group of player characters might do, this section tries to anticipate common problems and offer suggestions for dealing with them.

Read and Annotate the Adventure

Carefully read the adventure from beginning to end. Get a feel for the overall plot and what happens in each scene. That way, if something different happens, you won't be caught off guard and you can adapt things smoothly. While reading, take notes for yourself that you can refer to later on. Possible things to note include: major plot points (so you can see them all at a glance), the names of various non-player characters, possible problems you notice, situations where you think a particular character can shine, places where allergies or qualities can come into play, and other things you'll want to keep in mind while running the adventure.

Shadowrun Missions adventures use the rules presented in *Shadowrun Sixth World (6WE)*. Standard rules such as success tests, glitches, critical successes, and other common mechanics are described in 6WE and are not repeated in this adventure. It is useful to take note of specific rules and keep notes to help when you run the adventure.

Please keep in mind when preparing for the adventure, the PCs will not necessarily be a balanced party. It's entirely possible that the party will be made up entirely of technomancers or back-to-nature shamans. If the characters run into a brick wall because of such complications, show flexibility and use your best judgment in how you lead them back to the plot.

How much can I change for a legal Missions adventurer?

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. You should absolutely change the mission to incorporate the characters' negative qualities. However, a few things you should never change:

Major NPCs: Never change the names or personalities of major NPCs. These characters can and do come up in other adventures, so you don't want to cause confusion for the players, since not every GM knows you renamed Brynne Taggart to The Scot.

Major Plot Details: Again, these may come up in future Missions, so changing major storyline details could drastically alter the plot and make things confusing for players in the future.

Nuyen Awards: A few gamemasters and players think Missions awards too much nuyen. Many think it doesn't award enough. Regardless, the run rewards are designed with both the campaign balance in general and the suggested SR6 awards in mind, so please don't give out more nuyen (or take nuyen away). It's not fair to players who are playing under other gamemasters. For more information on limits to looting, see Looting the Dead and Dying.

Karma Awards: Same as nuyen awards. It's not fair to other players if you give out more Karma, and not fair to your players if you give out less than the Mission outlines. The missions will outline if the runners do not complete all the objectives and how this impacts mission rewards.

Painting the World

Not every published adventure will have complete descriptions of the scenes or world. The players at the table may ask for specifics concerning what they see when they look at that run down warehouse at the end of Glow City in the Redmond Barrens. Having an idea of what the scene looks like in Astral and Augmented Reality will allow you to paint out the options that they have to solve the mission and more clearly picture of what Shadowrun is.

Meat Space. The Sixth World presents a wide range of life from the highest-profile, high-tech corporate chic shopping centers to a rundown warehouse district that is closer to a war zone than part of a city. When setting up the scene, what buildings are nearby? Are there skyscrapers or half-collapsed tenement buildings? What types of people are around? Are there gangsters and homeless around a 55-gallon drum? Are there hundreds of wageslaves trying to get to their job so they aren't fired? Is the sky filled with drones? What types of drones?

For example, there are a variety of setups that you could see in terms of drone coverage. If you are in a corporate chic area, you are likely to see security drones patrolling the area as well as news drones, personal drones, and delivery drones. If you are out in the barrens, you will likely see some older model drones that have some basic news coverage run by local bloggers. Maybe a gang will use them to patrol their turf, but overall, you will see a lot less drones. The number of drones is going to be tied to the security zone rating. When looking at where you are at, are they in something that is no security, low security, or high security. For information on security zone ratings, see pg. 238-240, 6WE.

If you are describing a building, what type of security would the building have? Most commercial facilities want customers to come into the store or restaurant during operating hours, so their most common set of security will be standard door locks and a basic sensor suite in the door frames. Overnight, they would likely have pressure pads enabled near the entrances. Maglock setups for retail will likely be around Rating 2 for low

range and Rating 4 for higher lifestyle retail. A standard security suite would include MAD scanners, motion sensors, olfactory scanners and security cameras. Corporate facilities would have multiple checkpoints based on the security of different areas as well as higher rating locks. For additional information on the different sensors, see pg. 240-243, 6WE. The facility is also likely to have both metahuman guards as well as drone security.

Astral. Astral space is often described as a muted reflection of the real world. Living entities and magic items glow while not casting light. Dead things, such as walls, books, and technology, appear gray and lack detail. You cannot see through the windows or see your reflection. You cannot read the words on a page. The auras of sentient creatures will crackle and spark with different imagery that a magical person can learn to read with the Astral (Astral Signature) skill. The area itself will be charged with energy which can range from dark and menacing, to bright and hopeful. The feel of the local energy will be a reflection of the mood of the people that live there and can be tainted by pollution and corruption.

Astral security is similar to the security zone rating. Higher security areas will warrant anything as simple as watchers or could warrant spirits or astrally projecting mages. Watchers aren't super bright but can be created to last a longer duration. If the area is more sensitive, you are likely to see mages helping out in the patrol. The patrols will often be a mage and two to three spirits. Some areas will warrant no patrols or astral overwatch.

Another form of protection that some areas will use mana barriers and wards. Small areas will be protected with mana barriers while larger areas or longer-term setups will use wards. These forms of protection are useful in making the Search power for spirits less effective and mages may create nesting layers of wards to protect important items and people. Most retail spaces or areas that see traffic from lots of different mages are less likely to use wards and barriers for protection.

Matrix and Augmented Reality. The Matrix and Augmented Reality are bright and vibrant beacons which make meat space appear drab and boring. Gigantic hosts loom in the neon sky. Icons and AROs litter the world and only the quality of your 'link keeps it from becoming overwhelming and just noise. The equipment of daily life all sparkles with their icons from toaster, lights, and thermostats, to doors and security systems. When looking at the scene, what will a Matrix Perception turn up? Is everything painted in well-designed ARO or gang tag AROs? Do you see the icons of devices needed for luxury living or do you see a few sparse icons of older model ovens and refrigerators? Is the sculpting of a host out-of-the-box generic, or have the owners paid to make it look like an idealized renaissance village?

There are going to be various sized hosts located around the matrix. These hosts will rarely be set up as lone hosts but will be part of a network of hosts and the decker will likely only see the public hosts. Companies will have different hosts for the various departments. Franchises will have a local host that connects into the main corporate hosts. The public hosts will most likely be anywhere from Rating 2 to Rating 6 with its primary attribute as Data Processing to handle the load of traffic. Hidden behind this is going to be the more serious hosts such as building security or research and development. These hosts will range from Rating 4 to Rating 10 depending on the value of things it is protecting. Running on the host network is going to be two to five security spiders but not all hosts in the network will have a spider active. AA corporations and AAA corporations will have +2 and +4 Rating respectively for their host network.

Sample Host Ratings

Examples	Host Rating
Personal sites, pirate archives, public education	1-2
Low-end commercial, private business, public libraries, small policlubs	3-4
Social media, small colleges and universities, local police, international policlubs	5-6
Matrix games, local corporate hosts, large universities, low-level government	7-8
Affluent groups, regional corporate hosts, major government, secure sites	9-10
Megacorporate headquarters, military command, clandestine head office	11-12

Inspecting the Player Characters

Prior to the start of the adventure, examine the PCs' Character Sheet and Character Journal. You should be looking with a couple of viewpoints that will help the adventure run smoother. First, you want to inspect to verify the character is SRM legal and complies with the most recent Guide. Second, you want to see what qualities will come up during gameplay such as allergies or bad memories. Third, you want to determine the mix of archetype roles at the table in order to adjust the adventure to provide an appropriate challenge to the

players. Finally, go over the characters and keep their previous events listed on the Character Journal in mind when determining previous NPC actions in various scenes if such a dynamic has been included.

Examining the Character Sheet

1. Take a look at those **qualities**. Max six qualities total, not including those gained free from race at character creation, however, more can be bought or earned later. If a player buys a racial quality to a higher level, it counts against the limit of six. Do any of the qualities have a chance of coming into play for the mission like Allergy, Phobia, or other similar traits. If they do, take a look at the Guide or Qualities section of Primer for more information on how to handle them. Another gotcha can be the dreaded SINner, depending on how the player role plays this quality, it could require additional GM work to keep the mission moving.
2. Take a look over their **attributes**. If it is a new character, they can have only one metaracial attribute at max. This does not include Edge, Essence, Magic, or Resonance. If they have more than one, check to see if they have run enough missions that they could have bought up the additional point.
3. Take a look at their **skills**. Just like attributes, only one of them can be at 6 (or 7 if the character has the positive quality Aptitude) at the end of character creation. If they have more than one at max just check to see if they have run enough missions to have reached that point. Get a sense of what their dice pools are going to be to understand if you will need to make adjustments to the mission.
4. Take a look at their **gear**. Is the availability rating of any of their gear out of whack? Do they have medium milspec or a bonded high force focus out of the gate? Remember to keep and eye on the availability rules for character creation as well as post-character creation. High availability items are out of the reach of players at character creation, and still difficult to get post-character creation. Also checking for explosives is useful for knowing if security checkpoint chemsniffers in the mission will be applicable.
5. Do the runners have any **quickenened spells** or other permanent enhancements? Note these as they could impact any astral security or scans. This could come into play due to wards and barriers or magical security may ask them to drop the spell or leave the premises.
6. Take a look at their **contacts**. For Missions, a contact's Connection and Loyalty are capped at 6 for character creation. After character creation, check the available SRM and CMP contacts which could be one source of higher end contacts. Improving their Connection after character creation will take a minimum of seven SRM missions.
7. Is there a **team PAN** or PAN(s)? It is helpful to get this discussion going to help them out and to help you figure out how you are going to hack their devices.

Qualities

Many of the negative qualities are tough to deal with in a living campaign like Shadowrun Missions. These qualities require stories that affect the whole table and can negatively impact time slots at a convention. And while everyone loves free Karma at character creation, that isn't the intent. When players have negative qualities, they will need to overcome the ramifications during runs. This section offers up some ways to handle these in regard to Shadowrun Missions.

Some players will be actively looking for ways that their negative quality can come into play. Other players will go out of their way to avoid these elements. You will need to look for opportunities to insert those negative qualities into the mission to impede the group such that the quality has a meaningful impact on the mission and aren't something that a person just puts a respirator on to resolve. If Mr. Johnson wants to meet the runners at a seafood restaurant, and one of the runners has an allergy to seafood, Mr. Johnson will gain a point of edge if the runner doesn't take part in eating. If a runner is afraid of heights and they need to retrieve a case, it might be over a deep pit with no handrails. If they let the allergy or other negative quality stop them from helping the team or accomplishing parts of the mission, reduce their Reputation as a result.

Gamemasters are encouraged to change the challenges that runners need to overcome because of these negative qualities. Players are encouraged to look for opportunities to bring those negative qualities into play.

Allergy, Bad Memories, Flashback, and Phobia. Some negative qualities don't impact a runner on every mission. Some of the qualities specify how common it is, such as an allergen is uncommon, or the item of the phobia is rare. The simplest way to handle whether one of these limited time negative qualities is to use

the roll of the dice, when it isn't already part of the mission. Roll 2d6 and if the sum of the value is less than or equal to the Karma gained by its commonality, then it will take place during this mission.

For example, if the player took a "common" allergy to Plutonium, and the GM rolls a 9 on their 2d6, then you are going to encounter plutonium exposure during part of the mission. In this case a common allergy at its base is going to gain the player 11 Karma, so any roll of 11 or lower would trigger the appearance in the mission. More outlandish combinations of materials and allergy commonalities could cause more horrific timing of the allergy's appearance. All the Karma driven thresholds are based on a mild reaction (11 is common, 8 for seasons, 5 for uncommon, and 2 for rare).

Taking the Bad Memories negative quality nets the player 3 Karma for their character build, so if the trigger isn't already part of the mission, roll 2d6 and if you get a 3 or less, then that memory will play a part in the mission. A very rare Phobia will occur at the same rate as Bad Memories if the object of fear isn't already in the mission because the player was able to gain 3 Karma as part of character creation.

So, what if the Phobia, Bad Memory, or other element is outlandish? The first thing to do would be to help the player try to find one that is more appropriate to the location and matches their commonality. This can be really tricky because there may be core concepts that match their story and have likely spent that Karma already. You can send them back to the drawing board if it is a clear "this is broken". There are other named triggers that are not as clear. Is wheat a common allergen? Or is it uncommon because everything is soy? In these cases, default back to the player when in doubt.

AR Vertigo. Basically, AR is the default for everyone who's not in VR. Opting to drop "down" from AR doesn't have much of a mechanical impact by the rules, but it is a roleplaying issue. If you have to physically pull out your commlink and swipe on the display screen to do things like make commcalls, accept payment from Mr J, and so on, it can have implications on social tests, as well as any kind of technical task where speed is relevant. If a runner is dealing with a highly technical Mr. Johnson and they opt to use their commlink like their grandparents did, Mr. Johnson gains a point of Edge. During combat, runners wouldn't be able to take advantage of what others have seen and marked in AR unless they take the penalties of the quality.

Astral Beacon. Mages can have it. Mundanes can have it. This definitely will have an impact on the runs for any of the astral security. It makes it easier for them to track and follow the runner team. Fun time! For the exact list of game effects, see pg. 75, 6WE.

For the purpose of teams wanting to sneak or hide, the character will always need to roll Stealth twice. For the physical space, they can roll trained if they are trained in it. But they will always roll Stealth untrained for astral sneaking. For example, Hardwire the decker has Astral Beacon and is trying to sneak into the corp facility. They have 4 ranks in Stealth and 4 in Agility. They will need to roll both trained (8 dice) and untrained (3 dice) to keep hidden.

Compulsion. For the levels of Compulsion, follow the guidance of the SRM Guide, where the player needs to indulge in their Compulsion at a frequency as denoted by level (SRM Guide, How often will the Compulsion quality affect me if I take the Compulsion quality?) and is determined by the GM who rolls a 2d6 and if the result is less than or equal to the Karma gained, they must use the required time spent or deal with the withdrawal penalties. Remember that compulsions are not habits or rituals, but uncontrolled.

Beware of Level 6 Compulsion. It means the runner must be doing that activity all the time which would essentially be an unplayable character. Even at Level 5, they need to spend two-thirds of their day indulging in their compulsive behavior. Indulging in the compulsion is intended to negatively impact the character. They may need to re-sort items in a shop. They must spend the time doing that or else they take the negatives. If the runner is a compulsive nose picker and is in a social situation, this could grant Edge to others.

Spirit/Sprite Bane. For Spirit or Sprite Bane, replace any spirits or sprites in the mission to match the character's bane. If this mission does not contain spirits or sprites, add them in at inconvenient times. If the team is in a firefight, a random spirit of air (Force 4 or highest Magic on the team -2) joins the fray or grants their opponents Concealment. If they are sneaking, it might Influence the guards to check where the team is or it could cause an Accident. A random sprite could make an easy data steal into an absolute nightmare as the datafile is Camouflaged or Hashed, or the decker could become the target of an Electron Storm. A runner targeted by an angry sprite while they are in a firefight will find their equipment hacked or their opponent's equipment boosted.

New qualities will be added in future books, but using the Karma bonus of the quality as the threshold of a 2d6 test will get balance play.

Specialties and Expertises

Specialties and expertises are highly specialized skills that allow runners a deeper dice pool, but for limited activities. Some of the listed specialties in the core rule book are subject to wide variations in interpretation in Shadowrun Missions play between different gamemasters. For example, using Electronics (Computers) would apply to which tests? Any test using a computer? Here are the interpretations as defined for Shadowrun Missions in the interest of minimizing table variation.

- Biotech (Biotechnology): This specialization applies to tests for analyzing, healing, and installing bioware. This is not applicable on first aid tests and medicine tests for patients that specifically have bioware but must be applied to action directly applied to that bioware.
- Biotech (Cybertechnology): This specialization applies to tests for analyzing, installing, and repairing cyberware. This is not applicable on first aid tests and medicine tests for patients that specifically have cyberware but must be applied to action directly applied to that cyberware.
- Biotech (First Aid): This does not apply to the medkit test.
- Biotech (Medicine): This applies to the medkit test.

Illegal Characters

Character creation can be tricky and often the player doesn't have a secondary character to play with. They have just come from a convention table to "build-a-runner" as well. The goal is that they have fun and telling them to get a pre-gen sucks. First thing to try is to see if there are some simple ways to bring them to legality. If it means moving one of the attribute points so that you don't have two at max, that is an easy change. If it is more fundamental, or something that is more difficult to fix, then a pre-gen is an ok backup plan. The goal is to help the player have fun.

Running the Adventure

Gamemastering is more of an art than a science, and every gamemaster does things a bit differently. Use your own style when it comes to preparing and running the adventure and do whatever you feel is best to provide the best Shadowrun game you can for your players. Shadowrun Missions adventures are designed to run in a standard four-hour convention time slot.

Please keep this in mind when running the adventure. You should leave at least 15–20 minutes at the end of the time slot to complete any necessary paperwork and pass out the players' Character Journals if they don't already have one. (Make sure that you have enough copies of the Character Journal to give one copy to each player after running the adventure.) This section offers some guidelines you may find useful in preparing to run any Shadowrun Missions adventure.

Don't Panic!

Gamemastering involves juggling a lot of different things. Sometimes you drop the ball and forget something, or you just make a mistake. It happens, don't worry about it. Nobody is perfect all of the time and everybody makes mistakes. Just pick up from there and move on. Your players will understand and forget about it once you get back into the action.

Sometimes the players are having fun or you have a table of new players, and now you are running short on time to finish the mission. If time is getting tight, you can move the combat to be more cinematic. One way is to run a single pass of combat and then narrate based on the first turn what happens through the rest of combat. Another way is to ask each player how they approach the combat and narrate the results. The key is at a convention, that ending games on time is vitally important.

Adjusting the Difficulty

Gamemasters should challenge the players but should not generally overwhelm them. This is not to say that games cannot be deadly. If the characters die through their own actions and repercussions of those actions, then so be it. But the idea is to challenge the players and their characters, allowing them to overcome these challenges and make the characters interesting. If the enemies and challenges are too light for the characters present, then increase them. On the other hand, if the characters are badly outmatched by the enemies, then tone them down. Also be aware that the table can select a Difficulty level which is outlined **Upping the Difficulty of Missions**.

Before doing adjustments, there are three variables that you will need to use to help set the right level of challenge. First, know how much time you have available. Second, you want to know the power level of the

participants at the table. Finally, you want to understand the purpose of the scene as to whether it is meant to provide a challenge or if it is meant to convey information. Once you know these things, you can start looking at the right way to adjust the scene.

The amount of time you have at your disposal is going to be one of the primary drivers of adjustments. Any increase in dice pool or increase in the number of NPC is going to also increase the amount of time it is going to take to get through the scene and the mission. If you have the time to adjust the challenge, look at the purpose of the scene which is often found in the “Scan This” section of the scene. If the scene is not meant to challenge, then your mostly likely adjustment will be to make it easier. Otherwise, look to match the challenge to the maximum dice pools at the table.

You can adjust the difficulty by either adjusting dice pools, or by changing the number and type of NPC in the scene. Adjusting the dice pools and Professional Ratings of the enemy combatants or social characters in the scene is quick and easy. Start with the average dice pool and add +2/+4/+6 or -2/-4/-6 to all relevant tests to give enemies adjustment in power. Adding or removing a couple of the grunts can be an easy adjustment but keeping in mind the different character archetypes is important. If the players have no magical support, replace magical combatants with mundane ones. If the team has a decker or technomancer, adding in a matrix NPC to challenge them can add to their fun. Missions should present a satisfying level of challenge but should not be insurmountable. Another simple method for Adding to their Professional Rating will give them a larger group Edge pool to draw from, and gamemasters are encouraged to use this Edge when logical.

The most difficult table to adjust for are ones with a wide variety of capabilities or Karma levels. A highly specialized, high Karma character in a low Karma party runs the risk of either killing the party or leaving the specialist bored. These specialized characters include the dancing troll bullet sponge, or the world’s best face. Amping up the difficulty to challenge them will absolutely destroy the character that is brand new and built to be a jack of all trades. While you can increase the power of all the NPC, often you may want to just increase the capabilities of two or three of the enemy combatants where they are focusing on the largest threat. Similarly, if a mission is primarily mages, don’t be afraid to swap out some of the gangers for more magical threats so the players can showcase their capabilities. And as for the specialist face, just because you twenty-seven hits on your attempt at seduction, the happily married woman isn’t necessarily going to hand over her bank account and her spouse’s commlink.

Non-Player Characters

Non-player characters (NPCs) are essential to any adventure. They are the allies, antagonists, and background characters in the adventure that interact with the player characters. NPCs in this adventure have already been created and can be found throughout the adventure.

Minor NPCs are found in the individual scene that they appear in, and generally have a brief write up, noting only their important skills and the gear they are carrying. NPC could be found in Wild Life (p. 203, 6WE) or in the Bestiary NPC deck.

Major NPCs can be found in the Cast of Shadows at the end of the adventure, and have a more detailed write ups, and include most of the skills and the gear they have access to.

The NPCs in this adventure should generally stand up to the average player character but may need some adjustment to suit a particular group of characters, especially a more experienced and powerful group. The scenes and NPC descriptions offer tips on adjusting the NPCs to suit the abilities of the characters in your group. To adjust the power level of an NPC, refer to Wild Life (p. 203, 6WE). Take the player characters’ abilities into consideration when assessing the NPCs in this adventure and modify them accordingly. Gamemasters should feel free to modify gear and stats in order to tune the NPCs to the team.

An average metahuman on the street whether they are a street punk, or a wage slave has Attributes at rating 2. They will have some skills that are appropriate to their profession with a skill rating of 2 to 4. Using this, make adjustments for metatype using the Metahuman Adjustment Chart (p. 211, 6WE). For low-ranking scientists, guards, and gang lieutenants, most of their Attributes will be rating 2, with a couple at rating 3. Their skills will range between a rating of 2 and 4 depending on the needs of the job. This sets up the pattern where average folks will have about 4 dice, lieutenants will have 4 to 6 dice, trained individuals will have 6 to 8 dice, and leaders and specialists will have dice pools ranging from 8 to 12 dice.

Handing out Edge

One of the major aspects of Shadowrun Sixth World Edition is a more complex Edge economy. Edge actions are expensive but that is based on the expectation that the runners are able to gain more by setting

themselves up for success. This means that you will need to look out for your players and make sure they have opportunities to generate more Edge. Missions which include higher-powered NPC combatants, make it unlikely for the runners to gain Edge from combat encounters and more likely to use Edge. One potential way for them to gain more Edge would be if they do smart planning prior to combat or social encounters. If they have organized the situation in their favor, grant them each a point of Edge. Another place where you can grant Edge is if they have a knowledge skill that matches the current situation. So, if the crew is breaking into a corporate facility and someone has the corporate security knowledge skill, grant them a point of Edge. The main punchline is that runners will need your help in finding ways to gain Edge which helps the game feel more dynamic.

Rolling Dice

Rolling dice is a very personal choice for a lot of gamemasters. The ability to fudge rolls when the dice continue to work for or against the runners can lead to more dynamic of a story than one that they steamroll or get crushed by. In Shadowrun Sixth World Edition, players have the ability to spend Edge on your rolls to gain an advantage. Because of this, it's recommended to roll your dice in the open. If you wish to hide your rolls, you need to make the players aware of situations where their Edge actions could come into play.

What about buying hits during the run? The classic example is where the spell slinger or summoner uses a spell or spirit where they make sure that they can just "buy hits" to handle the drain. This saves time, but it also breaks the fickle nature of the dice gods. Manage this at the table with your comfort but some GMs have handled this by only allowing bought hits if they can beat the threshold by two or encouraging for any dice pool greater than 18 (roll the first 18 dice and buy hits on the rest).

Glitches and Critical Glitches

The fickleness of the dice can land the runners in hot water and the players will want to spend their resources to not deal with the ramifications. In Sixth World Edition, two of the Edge Boosts refer to whether you can use them for dealing with glitches. The 4-Edge Boost to reroll failed dice is specifically not allowed. The other is the 2-Edge Boost to add 1 to a single die which can be used to avoid a Glitch. For the purposes of SRM, reroll dice Edge Actions cannot be used to remove a Glitch. However, a player could use the 3-Edge Boost to buy a hit to move a Critical Glitch to a Glitch. A player could also use the 4-Edge Boost to add their Edge to the dice pool to potentially remove the Glitch or Critical Glitch.

The Glitch Suggestions (6WE, pg. 233) includes suggestions for critical glitches of limbs, hands, and eyes being lost or destroyed. For SRM, due to the limited ability to create storylines for a runner to deal with the loss of body parts, instead inflict statuses (6WE, pg. 51-53). For example, on a Ranged (Critical) Glitch, the gun explodes which results in the runner losing the function of their main hand for the duration of the run or until they spend time to deal with the issue. They will take damage that is appropriate to the type of gun or ammo being used and for the remainder of combat will need to rely on their offhand to shoot. In addition, you could inflict the Dazed or Nauseated status. The basics of the Critical Glitch is there is significant impact to the runner that is not fixed with a single action. Damage? Loss of equipment? Status conditions? Yup! Now if the player wants to roleplay that this resulted in the loss of limb, they can still do so and go on to buy the replacement between missions.

Wrong Character for the Run

Sometimes the run is not something that a character would do. You brought your uber black trenchcoat character that won't hurt children, but the mission requires you to go kill the kid of a corp executive. The player isn't really going to find out until the meet with Mr. Johnson. The player may be able to easily handle this with a "well my character happens to know a perfect replacement for me on this run." The only caveat to this is if that character participated in the negotiation with Mr. Johnson. This would result in those successful hits helping Mr. Johnson in his negotiation as opposed to it helping the rest of the team. But the goal is for the players to have fun, so swapping out the character makes sense.

Managing the Spotlight

Making sure that each player and their character get time to shine is a core job of game mastering. The players have carefully crafted their character. This will sometimes come with a quality and other times it will come with just role play. One of the tools to help manage how much time a given character gets is using the archetypes. If someone is playing a rigger, make sure there is a chance for them to be able to shine there by

either using drones to get into the building or showing off their wiz driving skills. If the mission is one where combat is frowned upon, look for opportunities where the violence prone runner can work out that aggression.

Decking, astral, and meat space all at the same time? Each of these activities is a deliberate splitting of the party and the attention of the table. If you are spending fifteen minutes with one or two of the players, it is a good idea to pause on their actions and check in with the other parts of the group and keep their story moving. Bouncing back and forth also lets the player think about what action is next without advancing the in-game timer where they need to hide from IC or deal with astral security.

The other attention stealing comes from characters that dominate outside of their normal sphere. This could be the Adept that has some sort of pacifist power. This could be the face character who uses commanding voice or other forms of persuasion to avoid combat. Keep a pulse on the table and if this isn't fun for the whole table, look for ways to limit the impact. Perhaps the command only affects a small set of gangers. Perhaps the face takes a suggestion and lets the violent characters shine.

Negotiation

In Shadowrun Sixth World Edition, negotiation is an Influence + Charisma versus the opponents Will + Charisma Opposed test. Running this way would lead to an interesting “social combat” where each side attempts to wear down the other side with different counter offers. This could be executed as two separate tests or could be an extended test as the two parties attempt to negotiate the best possible deal using compelling arguments setting up a fun social combat between the parties. In order to speed up play, this will be done via an Influence + Charisma versus Influence + Charisma Opposed test.

Negotiation can also be done using Logic instead of using Charisma as the base attribute. For simplicity in *Missions*, the test will use the standard pool for both parties in the negotiation. So, if Mr. Johnson uses Charisma, and the runner uses Logic, then it is Influence + Logic vs. Influence + Charisma test in play.

Sneaking and Astral

Often shadowrunners are infiltrating a gang territory or corporate facility. These locations may have mages, watchers, or other spirits who are patrolling and attempting to find people that shouldn't be there. A mage or spirit attempting to detect a sneaking opponent makes a Perception + Intuition test versus the shadowrunner's Stealth + Agility to perceive them from astral space or in meat space. If the environment in either astral or meat space is not conducive to hiding because of a lack of other living creatures or a lack of things to blend in with, the guard or spirit gains a point of Edge that must be used in the opposed test. For information on how Astral Beacon affects stealth, see the section on negative qualities earlier in the primer.

Drone, Spirit, and Sprite Commands

These three types of NPC are controllable by players indirectly by issuing commands. Rule number one is to not let the “pets” upstage the runners. No street sam worth his augs is going to like it when the rigger with a drone swarm or a mage with a coterie of spirits is doing a better job at mowing folks down than they do. Second, be careful on how much ambiguity the drone, sprite, or spirit can handle. The guidance in the core rulebook specifies that the GM decides how it executes the commands. Here are some examples to help you determine how to handle the unique table scenario that you encounter.

If a summoner commands their spirit to ‘protect me’, this will have different results based on the type of spirit being commanded. If the summoned spirit for combat in their tradition, then the spirit would take this to mean that it will attack anyone that attacks the summoner. If the spirit is a health spirit in their tradition, the spirit will intercept and take the damage. Or if the spirit has no idea what is going on, it might just not do anything and not use up a service. Similarly, if the summoner commands ‘attack’, who is the target?

If a rigger tells his swarm of roto-drones to attack the enemies, which ones from the drone's point of view are the enemies? Is it everything not on the PAN? What happens if they are running with wireless off? What if there are nearby innocent bystanders? Now if one of the team has spent time to mark targets in AR, then the attack command is easier for the rigger. Once it has attacked the designated target or targets, then it is going to stop attacking.

The technomancer wants their sprite to loop the camera feeds while the team passes through a monitored hallway. If the technomancer is not on the same host as the action they want accomplished, then this counts as a remote task. For remote tasks, the sprite will leave once it completes a single task. The sprite will have 1 major and 4 minor actions, which means that it would Hash to find the file and then Edit File action. But if there are two cameras, the team is out of luck unless there are multiple registered sprites or the technomancer

is in the host. But the same level of direction is needed for sprites as drones or spirits. They have to know what you are looking for. For the list of sprite tasks, see pg. 191, 6WE.

Gas Grenades and Smoke Grenades

Smoke and gas grenades have their damage resolved differently than blasts. If a gas or smoke delivering weapon does not have a Range attribute defined, then assume grenade-sized weapons have Range 5 and rocket-sized systems have Range 10. See the Gas Ranges, Effect, and Duration chart in SR6, pg. 116.

Concentration only increases when the gas is confined by surrounding barriers, such as being pumped into an enclosed room. Tear gas grenades thrown in the street back and forth between Lone Star and rioters tend to have enough open terrain for the concentration to never build. Multiple doses can still accrue when one point is inside the area of multiple grenades' range!

Note that stun gasses in the Sixth World are not only effective but surprisingly safe! Their damage does not overflow into Physical damage, even when unconscious and suffering additional exposures. Lethal toxins will still keep accruing damage, however. Killing is what they do!

Example: An unlucky shadowrunner infiltrating a corp facility is caught inside a 5m x 5m room serving as a mantrap. Neuro-Stun IX gas begins flooding the room. Since the SRM GM running this scene is sadistic, there are 4 doses being pumped simultaneously into the room! As a "grenade-like" delivery system, each of the 4 vents has Range 5.

On round 1, the unlucky shadowrunner suffers exposure to the toxin's base Power of 12, modified upwards by +3 to Power 15 due to the additional doses (see Concentration, SR6 pg. 122). Even worse, the confined space holds the toxin in a more concentrated space rather than letting it spread out, gaining +1 dose for each range multiplier it cannot expand into. In this case, it cannot grow to Rangex2, Rangex3, or Rangex4, so the power increases by another +3 to Power 18. Worse still, if the runner cannot find a way out of the room before 10 rounds elapse, they suffer another exposure, now at Power 19.

Smoke systems work much the same way, but the DV/Power and concentration is irrelevant. A smoke grenade immediately fills the entire Rangex4 area, with each band successively dissipating as per the Gas Ranges, Effect, and Duration chart.

Lastly: a note on gas masks and chemical protection. In SRM play, they also grant immunity to the CS/Tear Gas and Pepper Punch toxins, despite being contact vector. This is because these toxins must make contact with the eyes/nose/mouth, all of which are protected by a gas mask. Chemical protection grants immunity from contact-based toxins, but not inhalation-based.

Drawing the attention of authorities based on worn gear

Characters are going to be carrying a variety of gear, but it's not clear what will instantly get them into trouble with the local authorities. There is no be-all-end-all flat list of gear that will get you in trouble. The law enforcement officer might just be having a bad day and you wore a color he hated. Or maybe just because you are an ork. There are some guidelines that might help a gamemaster make this easier on you. First, if they are wearing bulky armor in the summer, this would potentially give the runner Fatigued I, but also might draw the attention of authorities. This includes when using a Fashion spell since this calls out that it doesn't affect the bulk of the gear. Second, carrying a rifle, bow, sword, or any larger weapon category will cause the local police to engage you. While you may have a license, they are going to come over and talk to you. Third, if you are wearing a tac-vest which has ammo clips and grenades, you are going to draw the attention of the police. Fourth, your cyberdeck is going to draw attention as well unless you have this tucked in some backpack or implanted in your skull.

Now all this depends on the Security Zone that the runner is in. Security D might not care about a bandolier of throwing daggers, but Security B will. Once you catch their attention, then they will dig deeper.

Grenade and Rocket Monsters

So, some of the players may have noticed that grenades, missiles, and rockets do a metric dreckload of damage. While grenades, rockets, missiles, and explosives are amazing at causing damage, there is a very real impact in how hard the local authorities are looking for you. For each explosive device used, the team's Heat Modifier increases by 1. Not only will the character be drawing heat, but the modern Sixth World places of business are worried about terrorist activities and have installed appropriately rated chemsniffers (suggested Rating 4, see pg 242, 6WE) at all the points of entry that you see fit.

Don't forget that an Airburst Link (pg. 259, 6WE) requires the explosives to be wireless-on. Wireless-

on grenades can be remotely hacked. The Spoof Command matrix action (pg. 184, 6WE) is usable at Outsider access, so a hostile hacker wouldn't even need to hack access first to make bombs go off in the Grenade Monster's pockets. Just sayin'.

High Force Spirits

High force spirits are likely to overshadow the other runners on the team as being a catch all win. A smart summoner will spend their Edge to have the spirit re-roll their successes on the resistance. But a high force spirit probably has better things to do with its time than to be at the beck and call of a mage with its risk of being disrupted. Any spirit where the force is higher than the summoner's Magic - 2, is considered a high force spirit. They will spend half their force as Edge to re-roll the summoner's successes.

An alternative is when summoning high-force spirits, the spirit will draw additional spirits during combat. During combat where the summoner brings the big spirit to bear, this draws an additional spirit (Force - 2). This second spirit is hostile to the summoning mage and is aiming to free the other spirit. However, this option will increase the length of combat, so use this sparingly.

Commanding Voice and Mental Manipulation Spells

The use of mental manipulation spells and commanding voice is an act that removes the free will of someone else, essentially making them a slave in their own body. Any runner using these spells will risk a hit to their reputation for using a distasteful method of completing a mission unless the mission specifically calls for them to do it. Even a hardened criminal, like a shadowrunner would cringe when their mage tells a security guard to turn his gun on himself. Colleagues and Contacts will ask themselves, "When is the mage going to make me do that to myself just to earn a few extra nuyen."

What happens if a runner uses one of these spells or abilities to cause a character to harm themselves? Giving -1 Reputation to the mind slave mage is a good start. Additionally, at your discretion, no matter what the mechanic is of the effect forcing the victim to act may be, the victim may always refuse to act at all and instead freeze for the combat turn as they temporarily resist the compelled order. Alternatively, if the effect does spell out an additional test to resist such orders, don't forget that you are empowered to award a point or two of Edge for that test. In egregious cases of puppeteering victims into harm, feel free to consider docking Loyalty with one or more Contacts as they reconsider their associations with the perpetrator. Loss of freedom isn't popular in neo-anarchist circles, after all!

Combat Damage Monsters

Some characters are built to be absolutely destroyers of life. The game's damage soak pools and damage levels are typically based around the range of 2 to 7 DV. But some runners can exceed that. What we don't want is for a player at the table to not have fun because their combat character is falling short of someone who has built a damage specialist. The damage specialist generally comes in three flavors: martial arts mundane, physad melee, and drone/vehicle linked firing mode.

There are two ways to handle this and can be used in conjunction with each other. The first is that SRM combat is meant to take between forty and sixty minutes, so simply adding a second wave of enemies could allow other combat players targets to use their skills against and fit within the limited time windows of a convention play. The second way to deal with the issue is to adjust the enemy combatants to be able to provide additional challenge for the runner. This could be done by having the NPCs spread further out since melee damage specialists can only move fifteen to twenty meters per turn. For drone linked firing, adding additional NPCs works to some degree, but also you can use additional cover or an enemy drone swarm to similar effect just keeping in mind the lethality of a linked firing drone swarm.

Hiring Contacts as Runners

Many of the missions call out when you are able to hire an NPC or Contact to help out with the mission. These will call out specific costs. Outside of call outs in the mission, the SRM Guide specifies that hiring Contacts to participate in Missions is expensive. The cost of hiring them is variable as a way to balance for different sized tables. Hiring a contact costs $(2,000 \text{ nuyen} \times \text{Number of Players}) + (\text{Connection} \times 1,000 \text{ nuyen})$. So, if a group of six players want to hire a Connection 5 decker, it will cost them 17,000 nuyen. If solo player wants to hire a Connection 2 street samurai, it will cost them 4,000 nuyen.

So how do you play the contact? This is one of those risky areas because the player may have a really fleshed out idea of what the NPC cares about and would do in specific scenarios. But as pointed out in the

Guide, the NPC is not a giant bullet sponge and really shouldn't be charging into a room of gangers headfirst. They didn't survive this long in life by being an idiot. So as long as the player is handling them appropriately, letting them control the NPC, otherwise you will need to take over.

Buying Gear During a Run

Buying gear takes time and pausing in the middle of a mission to try and buy that fragging cool RPK HMG may not be possible. Well, how long does it take? Is it easy to find in short order? In order to find out, have an appropriate contact make a Connection + Connection (Availability) test to determine if they are able to get it in the next hour. The team can pay extra to provide contact with some additional buying power. For each 25% increase, the contact gains 1 additional die up to their Connection rating. If the contact is successful, the team is able to buy the item for the price + 10% for each point of Heat you have + the additional money spent to help acquire the goods. You can use Favor Points to help reduce that cost by 5% per Favor Point spent. You can only spend up to Loyalty/2 (rounded up) Favor Points in this way. Even if the contact is at Loyalty 0, you can always spend a single Favor Point if you have one.

For example, if a team with 3 Heat has a Connection 4 gun smuggling contact that they are using to buy the RPG HMG. The contact would make a 4 + 4 (5) test to acquire the item, which is pretty unlikely. So they decide to spend 100% additional to give the contact an extra 4 dice. The contact would then roll 12 dice to attempt to get 5 successes. The gun smuggler tries their luck, and success! But looking at the price right now, the team will have to pay an additional 130% to buy the item. The weapons specialist has 2 Favor Points saved up, but only 1 Loyalty with the gun smuggler, so they use 1 Favor Point to reduce the cost by 5% resulting in them paying 18,000 nuyen for the gun.

If the item isn't illegal and doesn't require a license, the runners can use Walmart-Kong or Hor-Amazon to purchase items. These can be bought via the Matrix Search (Availability) and delivered to their current location if they are not in a remote location while on a run or in downtime.

Looting the Dead or Dying

Gamemasters should be careful what they allow players access to because they can and will try to steal everything not nailed down (and even then, they often have pry bars and claw hammers to deal with those pesky nails). Shadowrun Missions operate under the assumption that two players who have run the same missions will have roughly the same amount of resources available to them (give or take some negotiation and a little bit of minor loot fenced), so when players are able to steal and fence a lot of gear or are able to get their hands on high-priced vehicles, cyberdecks, or foci, it can unbalance the game and make it unfair to players who didn't have the opportunity to get those items. Fencing gear gains the potential for loss of Reputation or gaining Heat. See Fencing Gear.

Legwork

Runners have three ways to acquire information during legwork. Ask a contact, perform a matrix search, or just remember something with a Knowledge Skill.

Using Contacts. These are the people the runner knows, for mission's play they are primarily a source of information during Legwork. Contacts have three characteristics that determine how successful a call for information will be. They are Connection Rating, Loyalty Rating and Type. The first two are used as presented in the SR6 core rule book p 50-51. Types are specific to Shadowrun Missions.

Connection Rating is the measure of how likely a contact is to know the answer to something within their area of expertise. This could be based on professional knowledge, an extensive information gathering network or maybe the ability to "extract" information from people.

Loyalty Rating is a measure of the likelihood that the contact will share what they know with the runner. High loyalty contacts will share what they know freely while low loyalty ones may demand some type of payment before they agree to dish out the information.

Type determines what types of information the contact has access to. You probably couldn't find out who the mistress of a local A-Corp CEO is from a barren's gang leader, but you can bet that every corporate secretary in the Metroplex has heard about it.

Contact Types. Contacts fall into one or more of the following seven groups; Academic, Corporate, Government, Magic, Matrix, Media, and Street and each of these have a number of Sub-Groups that act as specialties, increasing the connection rating by +1 for information within that specialty. These groups and sub-groups will be referenced on the Legwork blocks to show who may have access to the information. Contacts

may be in more than one group, and more than one sub-group, giving access to a wider range of information. For example, a Knight Errant Detective may have Government (Police) and Street (Seattle, Shadows) as types and a Wage Mage might have Academic (Magic) and Corporate (Ares). Fixers are going to have specialties as well whether it is Street (Shadows) and Government (Police) or Corporate (Horizon).

Types are only a guideline and are open to player and GM interpretation. If the player makes a case as to why a given Contact should have access to particular information the GM should be open to it. If the connection is tenuous, too general, or overly broad, then just decrease the Connection Rating by a -1 regarding that specific information. The GM will have to make the final decision on which contacts have access to what information during Legwork.

- Academic (Diseases, Medical, by Specific Field [Archeology, History, Zoology, etc]). These contacts are primarily going to be called for what they know about a subject.
- Corporate (Specific Megacorporation, Specific Area, by Market [Banking, Manufacturing, Security, etc]). Good for news about what goes on behind the scenes in the world of business.
- Government (Specific Government, by Specific Service [Administrative, Military, Police, etc]). Contacts involved in providing public services, even if that service is provided by a corporation.
- Magic (Awakened Hangouts, Infected, Magical Law, Magical Security, Magical Theory, Magical Threats, Magical Traditions, Parazoology, Spirits). This includes contacts from wiz gangers to corp mages. Talisleggers and talismongers or even university professors will know about magic and some about magical theories.
- Matrix (Data Havens, Matrix, Matrix Games, Matrix Threats) The world of the matrix makes up its own special breed of denizen. Whether it's your average console jockey or an elite gamer, they know the ins and outs of the matrix.
- Media (News, Sports, Music, Hi-Society, by Specific Area [CAS, Japan, Seattle, etc]). Both those who report the news and those that make it, all types of entertainment are here.
- Street (Gangs, Shadows, SINless, by Area, Specific Crime Syndicate [Mafia, Yakuza, etc.]). The shadowy underbelly of the sixth world, these contacts play by their own rules.

Using Contacts during Legwork

Step One: Check to see if the contact's Type has access to the information. If the information is specific to the contacts specialty, they will automatically get threshold 2 information, and each net hit gains additional levels. If the information is outside of the contacts tagged Type but the GM believes that the contact might have some reason to possibly know it, allow the roll but reduce the effective Connection Rating by -1 (or more).

Step Two: The contact takes a Connection + Connection test, the number of successes is referenced on the Legwork Block. This is the information that the contact actually knows.

Step Three: The runner takes an Influence + Charisma + Contact's Loyalty test, the number of successes is the number of levels of knowledge from the Legwork Block that the contact is willing to share for free.

Step Four: If the contact knows more information than they are willing to freely share they will make a request for payment in exchange for the additional information. If the contact knows more, they will require a payment of 500¥-(Loyalty*100¥, minimum 100¥) per rank of information they still know. The contact can only sell information that they know from the connection + connection test.

NOTE: A bad roll shouldn't stop the mission. If the contact does not roll high enough for some important line of information, and the runners have no other way to get it, have the contact offer to "make some calls" and get back with the runners at a future point in the mission, maybe it's for free, maybe there will be a charge.

Using Knowledge Skills. This is a mechanic to see if the runner personally knows the legwork information. Knowledge Skills use the same column as asking a contact, it's like the runner is actually a contact but with the memory test replacing the Connection Rating test. Since Knowledge skills can be literally anything, it's up to the GM to decide how closely the skill matches the information. Those that match up to the subject of the Legwork block will have the listed thresholds for information, exact matches grant the runner a point of Edge to be used in the test. Knowledge Skills that are overly broad, too general, or have a tenuous connection prevent Edge from being used and add 1 to the threshold regarding that specific information. Using a Knowledge Skill takes no in-game time; either the runner remembers the information or doesn't know.

Using Knowledge Skills during Legwork

Step One: Check to see if the runner could possibly know the information they are after.

Step Two: The runner performs a Memory Test and compares the number of successes against the modified threshold of the different lines of the Legwork Block, this is what the runner remembers. In general Edge may be used for this test, as it is made by the runner, not a secondary party.

Using a Matrix Search. The advantage of a matrix search is that it costs nothing but time, however sometimes that can be the biggest disadvantage. Matrix searches have their own column in the Legwork Block and since this is an extended test the runners can keep at it until they find out everything there is to be found on the Matrix. Remember however, not everything “can” be found on the matrix, some information can still only be learned from contacts or known from personal experience.

Using a Matrix Search during Legwork

Step One: The runners make an Electronics + Intuition (Extended, 10 Minutes) test, if multiple runners are doing the research and add the results together, they can continue the extended test until hitting the number of successes they want. Compare the number of successes to the Legwork Block to find out what information is gathered.

Wrapping up the Game

Fencing Gear

In order to fence the valuables, you come across, you need a contact who’s in the right field. Your bartender contact isn’t going to help you unload that cyberdeck prototype you lifted from Mitsuhamma. Your contact needs to have the right connections where the Availability of the item is less than their Connection. Are either you or the item too hot? Will your contact move your gear for you? The runner makes an Influence (Charisma-based or Logic-based) Opposed test capped by your Loyalty - Heat. If the runner is successful, the fence will pay you 10% plus 1% for each hit. If you are not, they won’t sell the item for you.

For a home game, if the item is particularly hot or desired (according to the gamemaster’s discretion) the whole selling process could be more adventurous and offer a bigger payday, but that’s up to the individual running the show. However, for Shadowrun Missions, hot items represent a potential for the loss of Reputation or the chance to gain Heat. Selling gear that the team picks up doesn’t come without risk. The gear can be traced and moving a lot of gear will raise the suspicions of authorities and make it easier for them to track the runners. For every 1,000 nuyen gained through fencing gear, the specific runner selling the gear gains 1 Heat modifier. If the runners glitch the Influence test, the runners gain an additional point of Heat. If the runners critically glitch the test, the runners are caught in a raid by the police, and they are caught and issued a Criminal SIN as well as the item being lost. If the runners are selling any bioware, cyberware, or body parts, they suffer a Reputation loss of 1.

Heat

Applying heat in a Shadowrun Mission, means taking the average heat level of all the runners on the mission. If the response times are reduced, but the mission calls for a specific response time, bias in favor of the mission. If the runners have achieved higher levels of heat, add in two additional Professional Rating 5 combatants for heat of between 11 and 16, and change the difficulty of one of the combat encounters to include Professional Rating 7+ elite guards appropriate to the region. These can come from the NPC deck or from the 6WE p. 207-210. In addition to additional combatants, Heat impacts your ability to buy and sell gear. For more information on that, refer to the sections on Buying Gear and Fencing Gear.

Gaining Heat is done at the end of the mission found on p. 236, 6WE. The Heat roll will be affected by modifiers. The scenes in Shadowrun Missions and Convention Mission Packs will contain callouts for specific actions that will adjust the Heat roll modifier. These modifiers are not all encompassing as shadowrunners have a natural tendency to find creative solutions to situations. When in doubt, check the heat modifier table (p. 236, 6WE). Applying the penalty to kill the lowest-rated SIN used during the mission is applied at the end of the mission in which the team gained that level of heat. The penalty is applied to each of the runners that have heat above the threshold. After burning the SIN, that runner’s heat drops by 2 points.

Lowering Heat. Heat makes life miserable for shadowrunners. Lowering your heat in Shadowrun Missions has a few options. The first option is to work a contact and use their connections and some of their

reputation to help. If their connection is 3 or higher, they can lower the Heat of your crew by 2, however your Loyalty is lowered by 1 or you have to spend 2 points of Favor. If you don't want to involve your friends and contacts, you can use the universal language of the Sixth World. Nuyen. For every 1,000 nuyen spent in bribes, a single person can reduce their Heat by 1. Finally, shadowrunners can lower heat by laying low. If they spend a major downtime activity on laying low, they can reduce their Heat by 1.

The option to find a fall guy is unavailable for Shadowrun Missions.

Reputation

For the purposes of SRM 2081, Reputation represents the runner's reputation within the shadow community. Each mission calls out any Reputation gain for post-mission "Picking up the Pieces." Having a Reputation that is 10 or higher, grants the runners a point of Edge when dealing with other NPC in the shadow community. If their Reputation is -10 or lower, they grant Edge to NPC in the shadow community. Future seasons may align Reputation with specific factions.

Contacts: Connection, Favor, and Loyalty

For Shadowrun Missions, players can take the contacts that are in Shadowrun Missions at character creation. These contacts are listed in Appendix C of the SRM Guide. Missions contacts are limited to a maximum Loyalty 4 at character creation. In addition, the SRM contacts' Connection Rating cannot be improved. Other contacts for character creation are limited to Connection 6 and Loyalty 6.

Once the runners start their life in the shadows, they begin to work on improving their contacts either through the missions or through downtime activities. Players may want to improve their contact's Connection and Loyalty. Improving Connection is a major downtime activity that they can take where they will expend time and nuyen to build up their contact's network, and it also generates favor from the contact. Information for this can be found in **How do I strengthen Connection?**

Improving a contact's Loyalty is a downtime activity, which requires having Favor Points with that contact. Favor Points represent that the contact owes you a favor for helping them out. This could be a large favor which is 3 FP or something smaller. Favor Points are earned in two ways. The first is that by completing mission objectives, these are part of the mission rewards. The second is that you can use a minor downtime activity to build up favors with your contact. Once you have enough Favor Points (equal to the next Loyalty rating), you can then spend a major downtime activity and the Favor Points to increase their Loyalty.

Favor Points have additional uses besides just improving Loyalty. They can be used to reduce the price of gear that you are trying to purchase (see **Can we purchase gear during a Mission?** and **Purchasing Gear** in the SRM Guide). They can also be used to reduce the cost of hiring a contact during a mission for uses like legwork or helping out with specific activities (see **Can I hire my contacts to come on a shadowrun with me?** in the SRM Guide) which allows the player to spend Favor Points to reduce the fee by 1,000¥ per FP up to Loyalty/2 (rounded up) or can provide them with free Legwork. If you have Favor Points with a contact that has Loyalty 0, you can still spend a single Favor Point. Finally, characters can use FP when fencing gear by reducing the effect Heat has on the Loyalty cap.

Adding Your Own Contacts. During a run, the runners may interact with minor NPC or you may need to create an NPC for the runners to deal with. Once the mission is over, if you feel like the runners had a positive interaction with them, you should reward them with 1 Favor Point for that contact at the end of the run. For similar examples, in SRM 2081-02, the runners may use Whiskey to help keep Kingston alive. If they do and treat Whiskey well, then they can gain a Favor Point with her. From there it comes down to what their Connection is. Street level contacts are going to be Connection 1. Shadowrunners are going to be Connection 2. Low-level managers are going to be Connection 3. For contacts you create, their connection cannot exceed 3.

Paperwork

After running a Shadowrun Missions adventure, there are several important pieces of paperwork that need to be filled out.

The first is to make certain to update the character's Character Journal to each player. As the GM, please make certain to fill this out and sign off on it for each character. In the interests of time, you may have each player fill out the sections, with appropriate values that you give them. Consider the PCs actions in the scenario when providing Reputation and Heat. The Character Journal is both your mission debrief log as well as your character calendar.

The character journal contains a list of twelve SRM missions with space to put the results of the mission. The main outputs of the mission are going to be found in the Picking up the Pieces after the last scene of the mission. This will include the guidance for nuyen and Karma rewards as well as Reputation and Heat. While this is guidance, there may be things that the team did that were outside what the original author thought of and you may have results that are outside of the guidance. Next there is space for notes and favor points that the character earned during the mission. Finally, there is the space for you to give the players your signature like the rockstar you are.

Finally, once an adventure is completed gamemasters should submit a report for the mission outcomes at the Catalyst Demo Agent secure site. Future adventures will be affected by these results. Without GM feedback, the PCs' exploits will be unable to affect the campaign.

Gamemaster Rewards

Gamemasters who are members of the Shadowrun Catalyst Demo Team earn rewards for every public event they run at game conventions and their local Venues. The more you run, the better your rewards. Head over to <https://www.facebook.com/CatalystDemoTeam/> to sign up and find out more information.

Gamemasters who are players also get in-game credit for their Shadowrun Missions characters! The Picking up the Pieces section of each Shadowrun Mission contains a Gamemaster Reward section the Karma, nuyen, and any other awards the GM receives for running the adventure, just as if they'd played through it with their character! You also gain any favor points, heat, and reputation the team did. Be fair, be honest, and don't lead your players to pad your own rewards, though! Tracking this is done on your own Character Journal. Just mark it in the journal and list yourself as the GM.

A gamemaster can potentially earn the GM reward every time he/she runs a legal Mission. The GM reward may be credited to a GM's character who has not already played in or received a GM reward for that particular Mission. A character can only gain credit for a Mission once, whether it's from the GM reward or playing it. A character cannot get credit for running it multiple times, nor for playing in it and GMing it.

Miscellaneous Tidbits

Core Rulebook damage is "less than 5th Edition" but what is it?

Shadowrun, Sixth World Core Rulebook The Shadowrun, Sixth World Core Rulebook (CRB-28000 for short) is a subtle weapon. It is easy to sneak into locations due to its unassuming formfactor. It has a concealability threshold of 4. Owners of the CRB-28000 can spend four hours of dedicated time to gain a point of Edge.

Wireless bonus: You gain a temporary point of Edge for use on memory tests when related to a knowledge skill.

Weapon	DV	Attack Rating	Availability	Cost
CRB-28000	2S	5/1*/-/-/-	6	75¥
Executive Ed.	3S	5/5*/-/-/-	8	200¥

* Thrown range is 10 meters.

SECTION 4: SEATTLE 2081

Where do 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](#).

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 pg. 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), 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, pg. 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, pg. 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*. 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, you 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, pg. 244 and 6WC, pg. 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, pg. 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, pg. 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 and all thresholds increase by 2 over what is written. 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 and all thresholds increase by 3 over what is written. 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.

I want to do X, which can be done in game or as a downtime action. Do I roll skill dice or buy hits?

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 or has no explicit “expiration date” (such as Quicken spells) must also use the “buying hits” method.

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.

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

Minor Downtime Activities

- 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 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
- Add one higher effective Connection rating to a gear 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 for the full price even if you are 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 won't just sell your old augmentations, so if you want that go see a fence. But they will allow you to trade it in to be spent on other 'ware.

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 pg. 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, pg. 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:

Bilko Contacts II (pg. 327)

Negatives:

None disallowed

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 negotiation for better pay with Mr. Johnson?

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

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.

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, with the exception of 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.

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.

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.

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, pg. 143). 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, pg. 103) and the Shank Edge Action (SR6, pg. 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, pg. 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, pg. 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 pg. 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, pg. 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.

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, 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 doing additional hacking actions. Once you are hacked into the network, you are in. This also means that directly wiring to a camera, still means that you are attacking the network. Just as a reminder, that your 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 based on the commlink or cyberjack that is coupled with the cyberdeck.

What specialization and expertise apply to my Matrix Actions?

- Cracking
 - Cybercombat: Brute Force, Crash Program, Data Spike, Disarm Data Bomb, Resonance Spike, Tar Pit
 - Electronic Warfare: Check OS, Hide, Jam Signals, Snoop
 - Hacking: Backdoor Entry, Crack File, Probe, Spoof Command
- Electronics
 - Computer: Edit File, Encrypt File, Erase Matrix Signature, Hash Check, Matrix Perception, Matrix Search
 - Hardware: 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. Emergency Boost is limited by 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, pg. 110)
Drake (Lofwyr's Legions, pg. 16)
Evo In (Power Plays, pg. 71)
Heart of Humanis (Emerald City, pg. 180)
Hipster (Power Plays, pg. 85)
Latent Drake (Lofwyr's Legions, pg. 16)
Made (Emerald City, pg. 194)
Networked In (Power Plays, pg. 113)

Negatives:

S-K Swagger (Power Plays, pg. 130)

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 (pg. 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	Once per 4 Mission
6-10	2	Once per 3 Mission
11-15	3	Once per 2 Mission
16-20	4	Every Mission

Examples: At 1 Karma, you start every 4th mission you play with 1 Physical Damage filled in.

At 7 Karma, you start every 3rd mission you play with 2 Physical Damage and 1 Stun Damage.

At 14 Karma, you start every other 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?

Life Modules are not used in Missions at this time.

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, pg. 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?

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.

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 (pg. 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 (pg. 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 (pg. 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 drek it is.

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

No.

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

These are not available for Missions play.

From Lofwyr's Legions, can use the new martial art, Drachenklaue (pg. 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 (pg. 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 (pg. 110)?

The game effect could be confusing. When you use a combat maneuver (FS, pg. 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 (pg. 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

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?

Quality Paths are beyond the scope of Missions.

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 (pg. 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.

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.

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 (pg. 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 (pg. 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, pg. 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 (pg. 66, 71)?

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

Can I take the Channeling metamagic (pg. 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 (pg. 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 (pg. 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.

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, in order 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 (pg. 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.

What's the Connection of a Conclave or Coven, and can I raise my Loyalty with them?

A conclave or coven doesn't have any Connection rating or way to improve the Loyalty beyond rating 3. With future books, this may be clarified. As such, during character creation, don't spend your Contact points on the coven, but make sure that you have the SRM Contact as one of your connections in order to join that group.

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.

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**, pg. 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. Uses similar rules to MindLink (SR6 p135).
- **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 (pg. 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 (pg. 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 in an effort 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 Wyrd, pg. 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 Wyrd, pg. 69. They are able to 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.

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.

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 Move (pg. 170)?

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 (pg. 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 pg. 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 (pg. 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.

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

- Aerodesign Systems LDSD-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-Siddley Harrier: The standard equipment includes two standard weapon mounts.

- Hawker-Siddley Rescue Harrier: The standard equipment includes medium drone rack.
- Mitsuhamma 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 Whip).

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

- 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-enclose 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*.

SECTION 12: SIXTH WORLD COMPANION

Disallowed Qualities:

Positives:

Critter Trainer (pg. 133) *note this is only banned because there are no critter ownership rules.
Focused Ambition (pg. 133)
More Machine Than Metahuman (pg. 134)

Negatives:

Borrowed Time (pg. 136)

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

Yes.

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

Yes.

Can I build a character using the Life Path method (6WC, pg. 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.

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.

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, pg. 28) method or Life Path (6WC, pg. 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, pg. 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, pg. 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, pg. 75-87)?

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

Does a nocturna (6WC, pg. 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, pg. 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, pg. 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, pg. 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, pg. 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, pg. 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, pg. 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, pg. 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, pg. 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, pg. 84)?

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

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

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

Can I play any of the metasapients (6WC, pg. 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, pg. 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, pg. 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, pg. 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, pg. 116-131) character?

Yes. You're able to build a changeling from metagenic qualities as part of the Priority Build system (SR6, pg. 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.

You can also use one of 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, pg. 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, pg. 145).
- **Progeria:** Characters that possess the Progeria metagenic quality suffers 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.

How does Discreet Smuggler (6WC, pg. 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.

How does Software Optimization (6WC, pg. 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, pg. 184) grants +2DR constantly, but Software Optimization only grants edge when your matrix defense rating is invoked for a test.

Does the Bounty (6WC, pg. 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.

What happens if I have Cyber Psychosis III (6WC, pg. 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, pg. 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, pg. 137) quality?

On every opposed test.

Are Quality Paths legal in *Missions*?

No.

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

- **Faster Edge Resets** (pg. 143): Edge resets back to the Edge rating at the end of a scene, not just resetting down.
- **Rebalanced Edge Qualities** (pg. 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** (pg. 144): Four new Edge actions related to attacks.
- **First Aid for the Augmented** (pg. 145): For augmented characters, they can use Biotech (Cybertechnology or Biotechnology) + Logic (Essence, rounded down) to repair/heal damage.
- **Transhumanism** (pg. 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** (pg. 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** (pg. 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.
- **These Aren’t the Drones You’re Looking For** (pg. 147): Magic can only compel action in non-combat situations.
- **Faster Alchemical Preparation Time** (pg. 148): Step 3 of creating alchemical preparations only takes five minutes.
- **Enhanced Aspected Magicians** (pg. 148): Enchanters can create batches of preparations. Sorcerers can use reagents for spellcasting drain. Conjurers have reduced drain on conjuring tests.
- **Cover Shield Blasts** (pg. 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** (pg. 148): New anytime Minor Action where they make an Athletics + Reaction – Dodge Penalty roll (see Dodge Penalty table, SR6, pg. 311) and move net hit meters.
- **Suprathyroid Bonuses Stack** (pg. 149): The bonuses from the Suprathyroid gland (SR6, pg. 292) stacks with other augmentations.
- **Armor Lessens Physical Damage** (pg. 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** (pg. 150): For melee attacks, you can use Close Combat + Strength instead of using Agility for attacks.
- **High Strength Reduces Recoil** (pg. 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** (pg. 150-151): Runners can delay their action by declaring a trigger for the actions.
- **Dual Wielding** (pg. 151): Runners can use a Dual Wield (I) Minor Action which changes the damage to +1 AR and +1 DV.
- **Less Punitive Speed Intervals** (pg. 153): Change speed interval penalties from being on all vehicle tests to only on crash tests.
- **Expanded Specializations** (pg. 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** (pg. 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** (pg. 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** (pg. 155): Runners can purchase a National SINner quality, Corporate SINner quality, or Criminal SINner quality. Having any SINner quality increases that individuals 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** (pg. 159): There are three new options to use the Wild die for reckless actions, adjusting spells, or using skills untrained.
- **Get Ahold of Contacts** (pg. 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, pg. 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, pg. 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 (pg. 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, pg. 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, pg. 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, pg. 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

Are the Lifestyle rules (6WC, pg. 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, pg. 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, pg. 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, pg. 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, pg. 67-68).

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
- 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 Dreks
 - SRM 2081-16 It Ends, It Begins
 - SRM 2081-17 Framed in Blood
- Prime Missions
 - PM-2081-01 Mayhem and Misdirection

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.

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

Eddie Wei (Triad Johnson), Connection 4 (SRM 2081-02, 08, 12)

- Uses: Business and economics, getting jobs, triads (*Shadowrun Missions* Seattle)
- Types: Criminal, Matrix

Julian Muntefering (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 (SRM2081-04, 12, 16)

- Uses: Seattle Underground guide, rumors, history (*Shadowrun Missions* Seattle)
- Types: Street

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

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: 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.

Find them at <https://srmissionsonline.com/>

Join their discord server here: <https://discord.gg/g9xYmsa>

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: Nuclear Option	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 2081-11:	Results:	Karma	Nuyen ¥	Reputation	Heat	Agent
	FP/Notes:					
SRM 2081-12:	Results:	Karma	Nuyen ¥	Reputation	Heat	Agent

	FP/Notes:	
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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
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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:						