

Shadowrun Second Third Edition Reference Sheet

Weapon Range Table

Weapon - TN# →	4	5	6	9	12
Hold-out pistol	0-5	6-15	16-30	31-50	-100
Light pistol	0-5	6-15	16-30	31-50	-100
Heavy pistol	0-5	6-20	21-40	41-60	-120
SMG	0-10	11-40	41-80	81-150	-300
Taser	0-5	6-10	11-12	13-15	-30
Shotgun	0-10	11-20	21-50	51-100	-200
Sporting rifle	0-100	101-250	251-500	501-750	-1,500
Sniper rifle	0-150	151-300	301-700	701-1,000	-2,000
Assault rifle	0-50	51-150	151-350	351-550	-1,100
Light Machinegun	0-75	76-200	201-400	401-800	-1,600
Medium Machinegun	0-80	81-250	251-750	751-1,200	-2,400
Heavy Machinegun	0-80	81-250	251-800	801-1,500	-3,000
Assault cannon	0-100	101-300	301-900	901-2,400	-4,800
Grenade launcher	5-50	51-100	101-150	151-300	-600
Missile launcher	20-150	151-450	451-1,200	1,201-3,000	-6,000

Melee Modifiers Table

Called Shot	+2 to +6
Visibility	See Table
Friend in Melee	- 1/Friend (Max - 4)
Enemy in Melee	+1/Enemy (Max +4)
Reach is Longer*	- 1 per difference
Reach is Shorter*	+1 per difference
Multiple Targets	+2 per target
Superior Position	- 1
Opponent Prone	- 2
Knockdown TN	L2, M3, S4

* Only one of these modifiers can be applied, the character with the longer reach chooses.

Ranged Combat Modifiers

Recoil, Semi-auto	+1 for second shot
Recoil, Burst-fire	+3 per burst
Recoil, Full-auto	+1 per round
Recoil, Heavy weapon	x2 uncompensated
Blind Fire	+8
75% Cover	+6
50% Cover	+4
25% Cover	+2
Multiple Targets	+2 per Extra Target
Target Running	+4
Target Stationary	- 1
Attacker in Melee	+2 per Opponent
Attacker Running	+3
Attacker Running (Difficult Ground)	+5
Attacker Walking	+1
Smart Link (w/ Smart gun)	- 2
Smart Goggles (W/Smart gun)	- 1
Laser Sight	- 1
Second Firearm	+2
Aimed Shot	- 1 per Simple Action
Called Shot	+2 to +6
Image Magnification	- 1 Range/Rating
Recoil Compensation	Reduces Recoil
Gyro Stabilization	Reduces Recoil or Movement modifier

Object Resistance

Natural Object (tree, water)	TN3
Manufactured Low-Tech (brick, leather)	TN5
Manufactured High-Tech (electronics)	TN8
Highly Processed (computers)	TN10+

*Vehicles add Body to TN10

Conjuring

½ Charisma	(Force)L
Up to Charisma	(Force)M
Over Charisma	(Force)S
1.5 x Charisma	(Force)D

*If the force is more than the conjurers magic rating, damage is physical

Permanent Spells

Drain Level	Time Required	Successes
Light	5 turns	0
Moderate	10 turns	1-2
Serious	15 turns	3-4
Deadly	20 turns	5+

*Effects are assumed to happen when duration is up.

Grenade Range Table

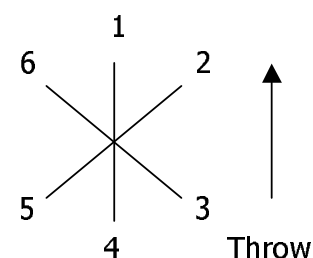
Type	4	5	8	9	12	Scatter
Standard	strx3	strx5	strx10	strx20	strx30	1D6 meters
Aerodynamic	strx3	strx5	strx20	strx30	strx45	2D6 meters
Grenade Launcher*	5-50	51-100	101-150	151-300	-600	3D6 meters

*Grenades fired from a grenade launcher do not arm unless they travel more than 5 meters. Under barrel grenade launchers can be used with the skill of the weapon they're attached to, but at TN +2.

Grenade Damage Table

Offensive	10S	-1 per meter
Defensive	10S	-1 per half meter
Concussion	12M	-1 per meter
Gas Grenade	6S	-1 per meter
White Phosphorus	14M/10L	-2 per meter
Flash	6M	-1 per meter
Super Flash	12S	-1 per meter

IPE Grenades do 15S base.



Visibility Table

Condition	Normal	Low-L	Thermo
Full Darkness	+8	+8/+8	+4/+2
Minimal Light	+6	+4/+2	+4/+2
Partial Light	+2	+1/+0	+2/+1
Glare	+2	+4/+2	+4/+2
Mist	+2	+2/+0	+0
Light Smoke/Fog/Rain	+4	+4/+2	+0
Heavy Smoke/Fog/Rain	+6	+6/+4	+1/+0
Thermal Smoke	+4	+4	+8/+6

Skill Improvement

Base Skill	Active	Know.
Less than or equal to attribute	1.5	1.0
Less than or equal to 2x attribute	2.0	1.5
More than 2x attribute	2.5	2.0

Specialization	Active	Know.
Less than or equal to attribute	0.5	0.5
Less than or equal to 2x attribute	1.0	1.0
More than 2x attribute	1.5	1.5

Social Modifiers

Situation	TN modifier
The NPC is	
Friendly	-2
Neutral	+0
Hostile	+4
An enemy	+6
Suspicious	+2
Player's Result is	
Advantageous	-2
Of no Value	+0
Annoying	+2
Harmful	+4
Disastrous	+6

Assensing

Simple action at TN4.
Roll INT + Aura Reading as a Complimentary Skill.

Assensing Results

Information Gained
Nothing.
Health, Basic Emotion, Awakened, Type of Magic.
Compared Essence/Magic Level, Rough Location of Cyber Implants, Types of Health Problems, Exact Emotional State.
Exact Essence/Magic/Force, Exact Location of Implants, Cause of Emotion, Exact Health Problems, Cause of Astral Signature.

Perception Test Modifiers

Perceiver is distracted	+2
Sight	
Very small object	+6
Object partially hidden	+2
Object brightly colored	-2
Action very obvious	-4
Action not obvious	+4
Sound	
Single gunshot	-2
Silenced single gunshot	+0
Burst fire	-4
Sound-suppressed burst fire	-2
Full auto fire	-6
Sound-suppressed full auto	-4
Grenade blast	-8
A persons yell	-2
Sound is rooms' away	+2
Sound is same floor	+4
Sound is floors away	+6
Smell	
Odor obvious	-4
Other odors present	+2
Touch	
Temperature extreme (hot or cold)	-4
Perceiver wearing gloves	+2
Taste	
Taste obvious	-4
Perceiver has a cold	+2

Driving Test

Unfamiliar Vehicle	+1
Non-stressful Situation	-1
Stressful Situation	+1 to +3
Large Vehicle of Type	+2
Very Large Vehicle of Type	+3
Weather Conditions	
Bad	+2
Terrible	+4
Terrain	
Open	-1
Normal	+0
Restricted	+1
Tight	+3
Non-rigger using Datajack	-1
Rigger in Control	- VCR Level

First Aid Table

Damage	TN	Time
Light	4	5 turns
Moderate	6	10 turns
Serious	8	15 turns
Deadly	10	Special*

*Can only stabilise the target.

Target Number Modifiers

Patient is Awakened	+2
Bad Conditions	+1
Terrible Conditions	+3
Patient's Body is	
1-3	+0
4-6	-1
7-9	-2
10+	-3
No Medkit Available	+4

Perception Success Table

1	That something is there, but little else.
2	Something is definitely there, and the perceiver suspects the kind of thing it is.
3	The perceiver knows what kind of thing it is and suspects its exact nature.
4+	The perceiver knows what it is, but has no specifics without further information or examination.

Barrier Rating Table

Material	Rating
Standard glass	2
Cheap material/Regular tiles	3
Average material/Ballistic glass	4
Heavy material	6
Reinforced/Armored glass	8
Structural material	12
Heavy structural material	16
Armored/Reinforced material	24
Harden material	32

Barrier Damage Table

Power	Effect
Less than 1/2 Barrier	Nothing
Equal to 1/2 Barrier	Reduce Barrier by 1
More than Barrier	1/2 meter hole

Physical Search Modifiers

	Modifier
Professionalism Level	
Average/Amateur (Rate 1)	+2
Semi-trained (Rate 2)	+1
Trained or Better (Rate 3 or 4)	+0
Time Spent on Search	
Cursory (1-2 seconds)	+2
Brisk (3-5 seconds)	+1
Standard (6-20 seconds)	+0
Detailed (21-60 seconds)	-1
Deliberate (1-2 minutes)	-2
Extreme (3-5 minutes)	-3
Strip Search (6-10 minutes)	Found
Searcher is	
Intimidated/Fearful	+2
Normal Circumstances	+0
Complete in Control	-2

Breaking Barriers

Firearms x2 barrier rating
 Melee attacks X2 barrier rating
 Combat spells X2 barrier rating
Damaging manipulation spells use the normal barrier rating
Normal doors will break open when reduced to half their barrier rating
Security doors will only break open when the barrier rating is reduced to 0

Racial Types and Modifiers

	Bod	Qck	Str	Cha	Int	Will	Misc.
Dwarf	+1	---	+2	---	---	+1	Thermo, +2 Disease/Toxin
Gnome	+1	---	+1	---	---	+2	Thermo, Awakened are Shamans
Elf	---	+1	---	+2	---	---	Low-L
Wakyambi	---	---	---	+2	---	+1	Low-L, Tall, Normal Ears, Black/Brown
NightOne	---	+2	---	+2	---	---	Violet Blue to Black Fur
Dryad	-1	+1	-1	+3	---	---	Mother Shamans
Ork	+3	---	+2	-1	-1	---	Low-L
Hobgoblin	+2	---	+2	-1	---	---	Low-L, Reddish Skin
Ogre	+3	---	+2	---	-1	---	Short, Stout, No Hair
Satyr	+4	-1	+3	-1	-1	+1	Low-L, Hooves, Furry Legs, Horns
Troll	+5	-1	+4	-2	-2	---	Thermo, Dermal, Reach 1
Cyclops	+5	-1	+6	-2	-2	---	+2 TN all ranged attacks, Reach 1
Fomori	+4	-1	+3	---	-2	---	Thermo, Reach 1
Minotaur	+4	-1	+3	-1	-1	---	Thermo, Dermal, Reach 1

Spirits and Elementals

Air	F-2	F+3	F-3	F	F	F	Rea F+2, Init F+12+1d6
Powers - Engulf, Movement, Noxious Breath, Psychokinesis							
Earth	F+4	F-2	F+4	F	F	F	Rea F-2, Init F+8+1d6
Powers - Attack (F+4)S, Reach 1, Engulf, Movement							
Fire	F+1	F+2	F-2	F	F	F	Rea F+1, Init F+11+1d6
Powers - Attack (F-2)M, Engulf, Flame Aura, Guard, Spell Flamethrower							
Water	F+2	F	F	F	F	F	Rea F+1, Init F+11+1d6
Powers - Attack (F)S Stun, Engulf, Movement							
Spirit of Man	F+1	F+2	F-2	F	F	F	Rea F+1, Init F+11+1d6, Att (F-2)M
Spirit of Land	F+4	F-2	F+4	F	F	F	Rea F-2, Init F+8+1d6, Att (F+4)S
Spirit of Sky	F-2	F+3	F-3	F	F	F	Rea F+2, Init F+12+1d6, Att (F-3)MS
Spirit of Water	F+2	F	F	F	F	F	Rea F-1, Init F+9+1d6, Att (F)SS

Accident: **Man**, Forest, Mountain, Prairie, Mist, Wind, **Water**.

Concealment: **Man**, **Land**, Mist, Storm, River, Sea, Swamp.

Confusion: City, Hearth, Forest, **Sky**, Sea, Swamp.

Fear: City, Forest, Storm, **Water**.

Guard: **Man**, **Land**, Mist, Wind, **Water**.

Movement: Desert, Mountain, Prairie, Mist, Wind, **Water**.

Search: **Man**, Desert, Mountain, Prairie, Wind, **Water**.

Engulf: **Water**

Binding: Swamp

Lightning Bolt: Storm

Lonestar Reaction Times

Type of Response	Time in minutes for response (minutes)						
	AAA	AA	A	B	C	E	Z
Aware of Problem	Instant	D6/3	D6	D6	D6x2	D6x2	D6x3
First Response	1 or 2	D6/3	D6	D6	D6x3	N/A	N/A
Second Response	1 or 2	D6/3	D6	D6	N/A	N/A	N/A
Patrol Arrives	2	D6/3	D6/2	D6/2	D6	D6	N/A
Reinforcements 1	D6	D6	D6	D6+2	D6+4	D6+6	D6x3
Reinforcements 2	2	2	2	4	6	6	8
Continual Response	3	3	3	3	6	6	8

Lonestar Response

First	Astral mage/spirit AND a rigger on hidden cameras
Second	Spotter Drone, or Strato-9
Patrol	Vehicle carrying two officers, one more every other minute.
Rein 1	City Master with 6 fully armed officers, one rigger and mage
Rein 2	VTOL's and combat drones
Cont.	Every turn Rein 1 or 2 will arrive for back-up