SIXTH WORLD

A DUNGEON WORLD HACK

FOR SHADOWRUN

Contents

WELCOME TO SIXTH WORLD

Sixth World is a "hack" of the game *Dungeon World* which attempts to capture the flavor of the world of the well-known RPG *Shadowrun®*.

The "Sixth World" is the dangerous and grim future of our own world, where magic has resurfaced, megacorporations rule the world, and humanity has perfected incredible new technological capabilities including advanced cybernetics and the worldwide virtual reality network called the Matrix.

This game assumes familiarity with *Shadowrun*, as well as with *Dungeon World*.

WHAT DO I DO?

You take on the role of a shadowrunner, an individual who conducts, let's say, *quasilegal* activities at the behest of the corporations, governments, and organized crime. You'll build a dossier for a character who will serve as your proxy as you experience the excitement and danger of the shadows of the Sixth World.

FICTION FIRST

Everything that happens in a session of *Sixth World* starts with the fiction, proceeds to rules (if necessary), and ends with the fiction. Most of the rules of the game are encapsulated in items called **moves**. That's simply game terminology for a small package of instructions telling you how to attempt to perform certain actions and resolve them using the rules. So for instance, the move called *Rock & Roll* contains instructions on how to fight with someone.

However, it is important to remember that because the game starts with and ends with the game fiction, you should never say "I use Rock & Roll on that guy!"

In fact, this is a cardinal rule for both players and the GM: **you never say the name of your move**. You simply determine, from what you are doing in the game world (running, shooting, jumping, dying, etc.), what move would apply. When the rolling is done, you conclude with some more fiction (or perhaps the GM does, depending on the outcome). Thus the flow of play is:

FICTIONAL ACTION > RULES > FICTIONAL OUTCOME

For the most part, it's what you've always done when gaming: try something, roll some dice, and see how it comes out.

Also remember this: if you do something in the game world that would trigger a move, then *you must make that move*. You can't say "I'm diving into the closet to avoid being spotted" and then *not* make the *Stay Frosty* move. Likewise, you can't make a move unless the situation actually demands it. If you're not fighting someone who's fighting back, then you *don't* get to make the *Rock & Roll* move.

GM Tips

When a player does something to trigger a move that seems questionable given the circumstances, it's nice to remind them of their situation, and give them a chance to revise what's happening. As the GM, it's not your job to nail them with gotcha moments. Instead, point out the potential issue you see and let them decide.

A good example of this is the *Centering* move from the Mage skillset. It simply says "when you take a moment to concentrate and restore yourself, hold 2 for future spell casting." So all the fiction *requires* is that the mage stop what they're doing, take a moment, and gather their strength. Nothing confusing there. However, if the mage is in the middle of a firefight, and needs to center themselves, they might just say "okay, I need to get things together here...I calm myself and draw on the power of the astral realm."

When they do that, remind them that they're in a firefight, and based on what happened just *before* they needed to center themselves, they could be exposed to real danger. Suggest, for instance, that they dive for cover or get behind something sturdy before they hit the astral gas pump. This isn't hand-holding, this is just making sure the fiction is working. If they say "no, no time, I'll do it now," you can decide what kind of opportunity that gives you, and what you'll do about it.

On a related note, since the fiction anchors the game, remember that if you want to speak to or ask something of a character played by another person, don't say "Hey Keith, do you have a spare frag grenade?" Instead, speak to the Keith's character: "Hey, Valentin, do you have a spare frag?"

Even though character names should be used, you don't have to act in first person. What is important is to remain focused on the characters. So if the GM says, "Valentin, there's an ork with a bat coming your way. What do you do?" Keith is perfectly free to say, "Valentin pulls his trenchcoat aside to show the gleam of his custom Ares Predator."

Just remember: flow from the fiction to the rules and back to the fiction, and stay focused on the characters, and everything will be all right!

STATS

Most of the rules of *Sixth World* rely on the value of a player character's Stats. You'll hear more about these later on (especially when you get to the Dossiers on page **??**), but every player character in *Sixth World* is described by 5 stats:

Oomph: your raw physical power and toughness. A person's Oomph refers to both their strength and their ability absorb punishment, physically and mentally. A character with a lot of Oomph might be a overbuilt street bruiser with fists like concrete blocks, or they could be a quiet spiritual person with near unbreakable willpower.

Twitch: your alertness, reflexes, and ability to react to dynamic situations. Everyone who runs in the shadows develops some amount of Twitch, otherwise you quickly find yourself bleeding out in an alley. Anyone heavily into combat can make use of high Twitch, but good reflexes are never a bad thing.

Mastery: a general rating of your special, usually technical, talents. Mastery represents your finely honed technical, academic, or social knowledge. Mastery is generally more important for Hackers and Riggers, but every archetype has some use for Mastery.

Flair: all the aspects that set you apart from the standard drudgery of metahumanity. Be it a winning smile, imposing stride, or intricate body art, your Flair allows you to make a lasting impression (typically without bullets) on others. Flair is classically important for Faces, but cold-stone killers often use their own special brand of Flair as they curb stomp a ganger.

Essence: your life force and metahumanity, this fuels the supernatural powers of magical archetypes (Adept, Mage, and Shaman) and technomancer archetypes (Botmaster, Architect, Infovore). Essence also controls how easily one recovers from damage and limits personal augmentation.

ROLLING THE DICE

In this game, the dice rolling revolves around the concept of the Move. When you are instructed to roll dice for a move, your responsibility is simple: roll 2d6, and add the value of a stat (or sometimes some other value) to the result. When a roll is needed, it is usually phrased as "roll+Something," where "something" is the value to add to the roll.

Example: *if you are told to roll+**Oomph**, you would roll 2d6, sum the total, and add the value of your **Oomph** stat to the result.*

The total of the roll indicates the outcome of the action taken by the character:

On a 10+, you achieve a strong success: you've achieved your aim without complication, and to the fullest extent possible.

On 7-9, you have achieved a weak success: your achieve your aim, but with a cost. You will usually be presented with a list of complications to choose from, although sometimes instead the GM will tell you what complication occurs.

On a total of 6 or less, you have failed: you don't get what you want. In fact, things are probably going to get worse.

> ### GM Tips
>
> A player's failure on a roll is a opportunity for you as the GM. It should not be seen as a dead zone in the flow of the game where nothing happens. Nor is it a place to unnecessarily punish the player - primarily because this is unfair! They didn't decide to roll badly. Instead, as the GM, you should interpret a failure roll as a point in the game to reclaim narrative control from the players.
>
> This is covered in a later section on GM Moves on page **??**.

Note that if a move just says "roll," then you don't add anything. You just roll 2d6.

In addition to the common 2d6 roll, *Sixth World* uses the other common polyhedral dice: **d4**, **d6**, **d8**, **d10**, and **d12**. Twenty-sided dice are not used for mechanics, but can be used for some of the random generators at the end of this document.

ROLL MODIFIERS

While the basic move roll is 2d6+(*something*), there are a few modifiers and tricks that may apply to a roll. The rules will always indicate when to use one of these modifiers.

hold n: when you are told to Hold *n*, or that you gain *n* Hold, this means you have a small pool of points that can be spent at some future moment of your choosing. You will be told on what, specifically, you may spend the Hold. Note that if you can spend Hold on a dice roll, you can do so *after* you see the results of the roll!

take +n forward/-n forward: this means take a bonus (the +) or a penalty (the -) equal to *n* to your next Move.

take +n ongoing/-n ongoing: this means to take a bonus or penalty equal to *n* to all of your future rolls, until whatever circumstances caused the ongoing modifier have changed.

boosted: whenever you are boosted, your result is never lower than 7 (even if you roll 6 or less). So, when boosted, you cannot fail, though success may still come at a cost (not least of which is the fact that while boosted, you can't mark XP).

glitched: glitched rolls are the opposite of boosted rolls. Whenever you are glitched, your result is never higher than 9, even if you rolled a 10+. You can succeed while glitched, but it will always come with a cost.

b: this means "take the best of" - you roll multiple dice, but keep only one of them to determine the final total. For instance, if you are instructed to roll 2d6b, you would roll 2d6, and keep the highest die. When written by itself (without a dice expression) it will be written as [b].

w: this means "take the worst of" - if you are instructed to roll 2d6w, then you would roll 2d6 and keep the lowest die. When written by itself (without a dice expression), it d will be written as [w].

STATS IN DETAIL

OOMPH

Oomph represents a character's raw power and resilience. It is an abstract rating that rolls in a variety of possible sources. For instance, a heavy muscle-bound jock type might have a lot of oomph, but so too could a lithe monk with powerful self-control and willpower. Oomph fundamentally represents raw, unfocused power. This can be seen in contrast to the power represented by **Mastery** or **Flair**. These forms of power are calculated or channeled for best effect. In terms of the street, **Oomph** is a high explosive grenade, while **Mastery** is a sniper rifle.

Oomph is most important to characters who live and die by physical confrontation. Gangers, bouncers, and street samurai all generally have large amounts of **Oomph**. Generally, feats of athletic prowess are all governed by a character's **Oomph**. Resisting mental influences also draws upon a character's **Oomph**, as they form mental barriers and struggle to maintain a sense of self. Lacking **Oomph** can reflect a character who is physically or mentally weak, lacking in resolve, or simply willing to go with the flow.

Oomph also defines a large part of a character's ability to take damage and recover from fatigue.

TWITCH

In the *Sixth World*, the ability for character to move and react quickly is defined by their **Twitch** stat. Similar to **Oomph**, **Twitch** is an abstract stat that covers many things: reaction time, dexterity, initiative, or even just a sense of danger.

Characters with a large amount of **Twitch** might be especially nervous, ready for anything, or simply unusually keen and aware of their surroundings. Lacking **Twitch**, might mean a character is slower to react, clumsy, or perhaps simply implacable and chooses not to react to external events.

Twitch has a direct role in combat, acting as a limited form of armor, representing a character's innate ability to dodge out of the way of danger. Wearing heavy armor acts as a penalty, however, so characters generally need to choose between being well armored and being nimble. Characters with a negative values of **Twitch** don't necessarily take more damage, but a GM might penalize them in combat more than usual. See Section **??** on Combat for more information.

MASTERY

Mastery represents a character's ability to use trained skills. The skills themselves are represented by the particular moves the character has access to, while the **Mastery** stat represents how much expertise they have with the skill.

Mastery is important to each archetype differently, as every archetype has a different set of skills that uniquely define it. However, most firearm usage depends on **Mastery**, as successfully using a firearm is not as simple as swinging a section of rebar at a ganger's head.

FLAIR

In the *Sixth World* everyone who is anyone has some amount of **Flair**. Runners build and depend on their reputations when dealing with one another. But those with something extra, something *special* have more. Maybe its a signature combat move, a smile that shines like the light of a thousand suns, or simply the ability to adapt to social situations like a fish in water - all of this is covered by **Flair**.

Flair is most important to the Face archetype, though other archetypes have occasional uses for this stat. But given that your reputation is often the only thing that stops you from getting shot or lands you a job, **Flair** important to everyone.

ESSENCE

Every character in *Sixth World* has a stat called **Essence**, representing their metahumanity, life force, and mystical connection with the world. Unlike other stats, Essence values range between 2 and -6. Positive values represent a character who is full of life and vitality, or, if they are Awakened or a Technomancer, possessed of a deep connection to supernatural abilities. Negative values of Essence generally means that a person is damaged in some way. This damage is not simple, like being wounded, but reflects some deep inner damage to their humanity. Over the course of the game, events can alter a person's essence. These changes are typically permanent,

so they reflect major events in a character's life. As an example, a drug user who overdoses might not suffer essence loss, but a drug user that spirals down into broken wreck of their former self probably would.

Another common source of essence loss is the installation of cyberware or other major body augmentations. The cause is unknown, but wholesale replacement of one's body seems to result in a fracturing of a person's fundamental humanity. Magical theorists have made comments about people's auras and spirits losing connection to their physical body, but most medical doctors dismiss such claims as superstition. Regardless, once a person has replaced enough of their original body that their essence would drop below -6, they die. There are rumours on the street of people surviving with extremely low essence, but they are often horror stories of shambling mechanical monsters, or emotionless killing machines.

Less important for the mundane members of metahumanity, is how essence interacts with supernatural abilities. Those members of society who are Awakened or possess the strange Technomancer abilities, depend on high values of essence to practice their crafts. A loss of essence for these people can be a death sentence for their abilities, and they lose them completely if their essence ever drops below -2.

But even for mundane metahumanity, essence is important. High essence values improve healing and increase general resistance to fatigue. Every point of essence provides an additional box of fatigue, but every negative point of essence removes a box.

EDGE

Each Archetype in this game has a variable pool of points called **Edge**. Edge is an in-game currency representing a number of real-world (or at least, game-world) concepts, from combat experience to how many jobs they've pulled off to their ability to turn a bad situation into a survivable one to their general, flat-out awesomeness. A character can never have more edge than their Edge pool (See **EARNING EDGE** on page 4).

SPENDING EDGE

The main way to spend Edge is to gain bonuses to damage and to rolls. When a player wishes it, they can spend edge as follows:

To improve damage: for every point of Edge spent, they can add a point of damage to their most recent attack.

To improve a roll: for every two points of Edge spent, a character can add one point to the result of their most recent move.

Edge is also used to:

○ Attuning to magical items (see page 40)

○ Investing magical fetishes (see page 40)

○ Activating certain cyberware (see page 38)

○ Surviving when things are at their darkest (see the Last **Chance** move, page 7)

Feel free to think of other ways that Edge can be spent; just make sure it's fun.

EARNING EDGE

When Edge is spent, it remains spent until the character has a chance to spend at least a few hours resting in a place of relative safety, at which point the pool of Edge refreshes. Starting characters generally have a relatively small pool of Edge. However, they will increase the size of their Edge pool over the course of their adventures. Players increase their pool size in 2 ways:

○ Choosing to gain a point of edge when they make the **Advance** move (page 5)

○ Attempting something insanely awesome. Actions of this magnitude can be nominated by any other player and the group votes on it. Typically this is a small reward for players who take on extremely dangerous and risky tasks and succeed (or fail!) brilliantly, but it could also result from a particularly excellent job of roleplaying. If you're the GM, don't be too harsh here: players rewarding each other for having a good time and getting into the spirit of things is a *good thing*. Indulge it!

XP

Characters advance by earning **XP** (typically called "Marking XP") as they navigate their shadowruns. Characters can mark XP in the following circumstances:

○ when they fail a move (this is the most common reason XP is marked)

○ when they finish a run, or a significant portion of a major run

○ when they resolve one of the debts or favors they have with another character

○ when they are manipulated (see page 4) by another character

Once a character marks 10 XP, they may use the Advance move (page 5) to "spend" that XP to improve their character. Possible improvements include gaining new moves, gaining more Edge (as mentioned above), or improving a core stat.

DEBTS & FAVORS

Even in the high-tech world world of the 2070's, nobody goes it alone in the shadows for long. Sooner or later, you need to get help from somebody. Sometimes, you can buy that help with money. Other times, legal tender won't cover it and that's when debts and favors come into play.

Together, Debts & Favors form the **bond** between runners in a team. If, at the end of a session, you have resolved one of these bonds, you erase the debt or favor, and you and the other runner mark XP.

DEBT

A debt is something you owe a fellow runner. Maybe they yanked your ass out of a bad situation down in Aztlan, or helped spring you from jail, or just lent you some of their own hard-won experience that saved your bacon.

FAVOR

A favor, conversely, is something owed to you by a fellow runner. Maybe you were the one doing the hot-LZ extraction in Aztlan, or you took the rap for them on a particular smash 'n grab job.

Debts and favors are not necessarily reciprocal! A character might perceive a debt to another that is entirely self-imposed. Conversely, a character might feel like one of their teammates owes them something, while that teammate might be completely unaware of that feeling. So, when establishing debts and favors, don't assume that a debt on one sheet has to correspond to a favor on another!

MOVES

In *Sixth World*, the place where rules and fiction intersect are the character's **Moves**. Moves are the mechanical structure used when the fictional actions of a character require some resolution, and where the outcome of such actions is sufficiently interesting - or in doubt - as to be worth taking a risk to achieve.

ACTIVE MOVES

It is tempting to think of moves as a character's "powers" or "abilities", but remember: you should not be looking for a move to make. Instead, you should describe fictional actions that fit the circumstances, and when those actions coincide with a move, that is the point at which you engage the game mechanics to determine the outcome.

For example, in a situation where Valentin, a street samurai, is raiding a military compound, his player should not be looking to see when he can bust out his Rock & Roll move. Instead, Valentin's player should describe what Valentin is doing, and if what Valentin is doing would fit the criteria for the Rock & Roll move, then the player uses those mechanics. Basically, it is the difference between this:

> **GM:** *A security guard moves into view. What do you do?*
>
> **Keith (Valentin's player):** *I should use Rock & Roll. I'll lean around the corner and shoot.*

and this:

> **GM:** *A security guard moves into view, gun out, looking for you. What do you do?*
>
> **Keith:** *I lean around the corner enough to bring my sights to bear on him, and unload three rounds from my HK227.*
>
> **GM:** *That sounds like the Rock & Roll move, for sure. Roll 2d6 and add your Mastery stat.*

PASSIVE MOVES

That said, some moves do describe passive traits of a character, either as innate qualities or as the result of specialized training. These types of moves are generally distinguished by their lack of rolls and simple passive changes to existing rules.

Types of Moves

There are four general categories of moves in *Sixth World*: **Core**, **Secondary**, **Metatype**, **Background**, and **Archetype**.

> **Core moves** are the most commonly used moves, and

provide mechanics for frequent activities like fighting, hiding, looking around, and interacting. Core moves are described on page 6.

> **Secondary moves** are less frequently used, and are usually situational. Secondary moves are described on page 7.

> **Metatype moves** are moves that reflect the differing traits of the five human metatypes in the game. Metatypes and their moves are described on page 8.

> **Background moves** are moves that reflect your life before the shadows. Everyone starts somewhere and it leaves a mark. Backgrounds and their moves are described on page 9.

> **Archetype moves** are moves unique to one of the character archetypes, and reflect their particular skill sets. Refer to each skillset (starting on page **??**) for more information.

Core, secondary, metatype, and background moves are detailed on the following pages. Archetype moves can be found in the dossier for each archetype.

CORE MOVES

CHECK THE SITUATION: when you **assess a situation** or **determine facts about your environment**, roll+**Twitch**. On 10+, you may ask the GM 3 of the following questions. On 7-9, ask 1 question. Either way, take +1 if you act on the answers.

○ What is my best escape/access/evasion route?

○ Which enemy is most vulnerable?

○ Which enemy is the biggest threat?

○ What is my enemy's true position?

○ What should I be on the lookout for here?

○ Who's really in control here?

Note: you may ask any question you wish; however, the GM is only obligated to give answers the questions from the list above.

DROP SCIENCE: when you **call on your knowledge of a particular subject**, roll+**Mastery**. On 10+, the GM tells you something useful and interesting about the topic. On 7-9, the GM simply tells you something interesting.

FUCK IT UP / MAKE IT RAIN: when you **aid or interfere with someone you have Bond with**, roll+your Bond with them. On 10+, they are boosted or glitched, your choice. On 7-9, they're still boosted or glitched, but you are exposed to danger or retribution.

GUT CHECK: when you **check off your last fatigue box**, roll+**Oomph**. On 10+, you stay on your feet, and if the damage you just received would take you beyond your last box, ignore any excess. On 7-9, as above, but (choose 2):

○ you are glitched

○ you'll pass out in a few moments

○ you're making it worse; First Aid moves to help you take -1

On a failure, you collapse unconscious. If you were taken down by stun damage, you are merely unconscious. Otherwise, follow the rules for GETTING HURT on page 14. You may require first aid (page 7) to stabilize you.

MANIPULATE: when you **have leverage over someone** (something they need, want, or wish to hide) **and wish to get something from them**, roll+**Flair**. If the person is an:

NPC: On 10+, they'll ask you for something in return, but will give you what you need now. On 7-9, they'll need to see some concrete assurance you'll do what they ask before they help you.

PC: on a 10+, both of the following apply. On 7-9, only 1 applies (you choose):

○ If they comply, they get to mark XP.

○ If they refuse, they have to Stay Frosty.

MAKE THEM SWEAT: when you **impose your will on someone by threat of force**, roll+**Oomph**. On 10+, they comply without argument. On 7-9, they comply, but (choose 1):

○ They look for payback

○ They do only the bare minimum

○ They tell someone else about it

ROCK & ROLL: when you **attack an enemy who can defend themselves**, roll+**Oomph** (or **Mastery** if ranged). Determine the result based on the type of attack, as follows:

Melee Attacks: on 10+, you hit and deal damage. On 7-9, you deal damage, but your target attacks you as well.

Ranged Attacks: on 10+, you hit and deal damage. On 7-9, you hit, but (choose 1):

○ You need to expose yourself to danger

○ You burn up ammunition. Mark off 1 ammo.

○ You only graze the target (-2 damage)

STAY FROSTY: when you **act despite imminent danger, fear, or risk**, you must roll. The stat you add depends on how you're addressing the risk. If you're:

○ staying alert and reacting quickly, roll+**Twitch**

○ hoping you're tough enough mentally or physically to weather the storm, roll+**Oomph**

○ banking on your skill or knowledge, roll+**Mastery**

○ flashing a smile or banking on charm, roll+**Flair**

On 10+, you succeed. On 7-9, you succeed, but the GM will present you with a choice: a worse outcome, hard bargain, or ugly choice.

TAKE A BULLET: when you **stand in defense of another**, roll+**Oomph**. On 10+, the attack hits you instead. On 7-9, you take half the damage.

SECONDARY MOVES

ADVANCE: when **you have downtime, and have marked 10 XP**, you can spend time reflecting on your experiences and honing your skills. When you Advance, choose one of the following:

○ Advance a stat (each stat may be advanced one time, fill the small triangle on the dossier when you've advanced a stat)

○ Gain a new move from any skill sets on your dossier

○ If you have at least two moves from each of your current skill sets, you may elect to add an additional Archetype as a new skill set and choose one move from it.

○ Gain 1 Edge

You may only choose one benefit each time you advance. However, you can choose a benefit multiple times, subject to the limits specified above. Once you have advanced, clear your XP track.

LAST CHANCE: when **you are facing death and out of options**, permanently sacrifice at least 1 Edge and roll+the amount sacrificed. On 10+, you miraculously make it through, and it's not as bad as it looked. On 7-9, you make it through, but you must agree to a painful bargain. On 6 or less...it's all over. Edge sacrificed for this move is gone until you earn it back; it does not refresh with rest as usual.

CITATION NEEDED: when you **research a topic, person, business, or location**, roll+**Mastery**. On 10+, you spend 1 day searching, and locate a useful detail about the topic of the research. On 7-9, you locate a useful detail, but (choose 1):

○ you end up in a rabbit warren of information; spend 1 additional day digging through it

○ your search raises a flag in someone else's systems (the GM determines whose)

○ the information is in hardcopy, and you need to go to it; spend 1 additional day on the search

FIRST AID: when you **try to keep a teammate from dying** from their wounds, roll+**Mastery**. On 10+, you stabilize your teammate. On 7-9, you stabilize them, but (choose 1):

○ you can't move them to cover

○ you expose yourself to danger (take 2 damage)

○ their wounds force you to Stay Frosty

On a failure, you can't help them and your teammate cannot be saved.

GO SHOPPING: when you **hit the market to buy legal or illegal items**, roll+**Flair**. On 10+, you find what you need: if it's a legal item, you'll have it in 1 day; illegal items take 2 days. On 7-9, you can get it, but you must wait 1d4 additional days.

HIT THE BOOKS: when you **spend time training, practicing, or studying your abilities**, you gain Prep. You gain 1 Prep for every 2 days spent in training or practice. When that training and preparation pays off, you can spend 1 Prep to get +1 to any roll. You can only spend 1 Prep per roll.

OVERWATCH: when you're **providing cover for an ally and a threat appears**, roll+**Twitch**. On 10+, your ally gets the drop on the threat. On 7-9, they're alerted, and take +1 on their next move. On a miss, the threat gets the drop on your ally.

POP PILLS: when you **indulge in a drug**, roll+**Essence**. On a 10+, you experience the effects as normal. On 7-9, you experience the effects but you got a weak batch, so the effects last half as long. If you roll snake eyes when you pop pills, you become addicted to the drug. If you go 3 sessions without a hit, roll 2d6w. If you roll a 4 or higher, you are no longer addicted; otherwise, you're still hooked. If you are an addict and roll snake eyes while popping pills, you overdose and either:

○ Take full fatigue

○ Loose 1 point of essence

PULL STRINGS: when you **hit up a contact for info or assistance**, roll+**Flair**. On 10+, the contact provides useful information (related to their own knowledge) or assistance. On 7-9, the contact provides information or assistance, but (choose 1):

○ Has to get back to you; wait 1 day

○ Isn't happy about it; take -1 forward to the next time you Pull Strings with this contact

○ Requires a favor in return

If you fail, your contact doesn't want to see you for a while, and will not return calls or meet with you for 1d6+1 days. Repeated failures of this move can permanently sever your relationship.

SUPPRESSION FIRE: when you **suppress an area to pin the enemy down down**, roll+**Mastery** and mark off 2 Ammo. On 10+, the targets are suppressed and cannot move or return fire. On 7-9, the targets are suppressed, but deal 2 damage first.

METATYPE MOVES

There are five primary metahuman types (or "metatypes") in the *Sixth World*: **Human**, **Dwarf**, **Elf**, **Ork**, and **Troll**, each with their own unique moves. When you choose your metatype, you also choose one move from the list as your metatype move.

While there are regional differences in the appearance and nature of metatypes, such as the trollish Oni in Japan and the elvish Dryad in England, all metahumans have access to the same moves.

Additionally, if there are other metatypes or species you wish to add to the game, don't hesitate: just name the metatype, and come up with a move or two for it (or just lift one from the list here).

HUMAN

Humans are still the majority of all metatypes.

ORDINARY: when trying to remain unnoticed, you blend into crowds easier.

PROFESSIONAL: choose an area of knowledge or training. When you Drop Science about that area of expertise, you are boosted.

PRIVILEGE: when interacting with humans, take +1 to **Flair** moves.

DWARF

All dwarves have natural thermographic vision.

TONIGHT WE DRINK: if you're drinking with someone, you may manipulate someone using **Oomph** instead of **Flair**.

NEVER SICK: you are immune to disease and poisons.

SAVVY: when you repair or improve machines, you are boosted.

ELF

All elves have natural low-light vision.

FANCY: when attempting to blend into high society, take +1 to **Flair** moves.

UNCANNY GRACE: Each day, hold 2. Spend this hold to reduce damage from an attack by half before considering dodge and armor bonuses. This resets each day.

ETHEREAL: when manipulating someone via charm or seduction, you are boosted.

ORK

All orks have natural low-light vision.

'ARD BASTARD: take +1 to gut checks

STREETFIGHTER: the first time you attack an enemy with a nonlethal weapon (fists, feet, batons, etc), you are boosted.

FEARLESS: take +1 to stay frosty in the face of fear.

TROLL

All trolls have natural thermographic vision.

DERMAL BONE PLATING: you have +1 armor.

YOU'LL JUST MAKE IT ANGRY: you gain 1 additional fatigue box.

JUGGERNAUT: your fists should be licensed weapons. You deal lethal damage in unarmed combat.

BACKGROUND MOVES

Your background, in combination with your skills and metatype, is key to defining who your character is. People come to the shadows for all sorts of reasons and from all walks of life. Life in the shadows attracts the desperate and adventurous, provides opportunity to the ambitious and greedy, acts as a shelter to the pursued and cast-out, and grants freedom to the anarchists and those tired of a controlled modern existence. Your character's background is flexible and open. It should primarily add color and flesh out a concept into a real, breathing person with a complex history. This section provides some examples of backgrounds, along with potential moves these life experiences may provide a character. However, don't feel limited to these backgrounds or moves - work with your GM to develop the perfect background for your character.

THE RESEARCHER

>>>Escaped, or ex-filtrated, you used to work for a megacorp as a well known and respected researcher. Now you run the shadows, using your web of academic contacts and cool logic to get you through the night.<<<

PEER REVIEW: When you use CITATION NEEDED, you may roll+**Flair**.

THE EX-COP

>>>You were the law. Emphasis on *were*. Perhaps you did corporate security, enforced the will of governments, or were simply a lowly beat cop.

Regardless, now you inhabit the same world that you once opposed. Adversaries are now potential allies, and your former employers now valuable targets.<<<

HEY BUDDY: When you approach a former associate for a favor, roll+**Flair**. On a 10+, you get what you were after. On a 7-9, also choose one:

◯ Your contact is pissed that you asked for help, given your current *situation*. Gain a **debt** towards this person.

◯ The situation in your old life is not quite what you remembered and your request provokes unintended consequences.

THE WAGE SLAVE

>>>Wake up in friendly corp apartments, consume friendly corp food, work at your friendly corp desk, sleep in your friendly corp bed. These are the things you remember from your former life. On those bad days you sometimes look back on them fondly. On the good days, well, those were the good days, right?<<<

COG IN THE MACHINE: You are an expert at looking normal. When you try to blend into a corporate environment, you are boosted.

THE HIPPY

>>>Peace. Love. Hard, hard drugs. You're not really sure how you got involved in the shadows. It could have been last year or five years ago. Your memories are a little fuzzy. What you do know is that people really need to get along a little more. Lacking that, perhaps some self-medication is called for.<<<

PEACE PIPE: When you POP PILLS, gain 2 hold. You may spend 1 hold to boost any **Flair** move while you are still high.

THE TRUSTFUND BABY

>>>The trids always made runners look so wiz. You grew up watching everything you could find on their legendary exploits. When you got old enough, you cashed out your inheritance and bought some gear. Now you're a runner.<<<

BEGINNERS LUCK: When you try something new for the first time, you are boosted.

THE STREET RAT

>>>The streets were always your home. From the first moment you could remember, you were running. Of course, back then it was generally away from trouble. Now? Trouble runs from you.<<<

CONCRETE PLAYGROUND: When you navigate through an urban environment, roll+**Mastery**. On a 10+, you are able to find a shortcut invisible to everyone else. On 7-9, your shortcut exists, but there is an unexpected complication.

THE DISILLUSIONED

>>>The world doesn't care about you. Maybe it once did. Maybe society, long ago, looked out for its members. Today, we are all just meat. Meat to be ground up and consumed by governments and megacorps, used to fuel their power plays. At one point you cared. Not anymore.<<<

UNNERVING: When you MAKE THEM SWEAT, you can use your emotionless detachment to use **Flair** instead of **Oomph**.

THE ARTIST

>>>It was hard for a while. Your muse gone, your creativity burnt away like grey ashes. Turning to the shadows was partially escapism, partially desperation. But since you've been running, you find your muse has returned. Of course, now your modes of expression are a little more... unconventional.<<<

A BEAUTY TO BEHOLD: When you perform, and describe, your next action in a aesthetically pleasing fashion, it is boosted.

THE ACTIVIST

>>>It was important to you like it was to no one else. The cause. Your cause. You did all you could legally, but it wasn't enough. So now you run the shadows. Here you continue the fight, but without the rules that stopped you before.<<<

THE FIGHT ISNT OVER: When you LAST CHANCE, take +1 if you were actively pursing your cause before you had to make the move.

THE NATIVE

>>>The power of the land is all around you. You can see it in earth, in your family, your tribe, and in yourself. When the Great Ghost Dance helped your people return to the land they came from, everything seemed like it was all going to work out after all. But that was naive thinking. You can see that now. Keeping your land, people, and traditions requires you to fight for them. The corps and governments are too big to take on directly, but you can always strike at them from the shadows.<<<

ONE WITH THE LAND: When you need to survive off the land, roll+**Mastery**. On a 10+, you find food, water, and shelter for yourself and your companions. On 7-9, choose two out of the three.

CROSS-ARCHETYPE MOVES

Archetypes are, in effect, the character classes in *Sixth World*. However shadowrunners need to be adaptable to survive and often pick up skills from other archetypes over the course of their careers. To represent this, the *Sixth World* uses the concept of Micro-Archetypes, where each archetype provides a relatively limited, but focused set of moves. Players are allowed, even encouraged, to "multiclass" their characters by choosing moves from more than one archetype, with some restrictions.

When you make the Advance move, you have the option of selecting a move from another archetype. You can choose moves freely from other archetypes, subject to the following two restrictions:

1. You must have at least two moves from all current archetypes before adding a move from a new one. This requirement exists for two reasons: First, it encourages players to design more focused, thematic characters by carefully considering their makeup, and second it discourages artificial min-maxing by requiring some depth from each archetype chosen.

2. Your character is restricted to their supernatural "class". Mundane characters cannot take moves from Awakened or Technomantic archetypes. Likewise, Awakened and Technomantic archetypes cannot take moves from each other. However, they can take moves from Mundane archetypes.

Of course, both restrictions are entirely subject to GM and group discretion.

Restriction #2, for example, can be modified easily if the group wishes all characters in their game to have some magical potential. Or if players would like to have their characters develop magical or technomantic abilities mid-campaign, GM's might wish to use the optional Awakening/Emergence rules later in this book.

CHARACTER CREATION

Creating a character is a multi-step process (don't worry, though, it's pretty easy) of filling out a personal dossier. The overall process is described here; while specific details can be found in each Archetype's skill set. You'll record the details you create on the dossier page or the supplemental "extra info" page located on page 28.

1. CHOOSE YOUR PRIMARY ARCHETYPE

There are many Archetypes to choose from. Each one represents a small, focused character concept. Archetypes can be divided into three major categories: Mundane, Awakened, and Technomantic. Awakened archetypes represent characters with magical abilities, while Technomantic archetypes represent different forms of technomancy. Your first archetype is considered your Primary Archetype and helps define any initial gear or extra features. List this archetype under the **Role** section of your personal dossier and add it as your first skill set.

Mundane

> **Face** A skilled people person
>
> **Professional** Trained and dedicated
>
> **Hacker** Matrix cowboy
>
> **Infiltrator** Getting in, Getting out
>
> **Driver** Has wheels, will travel
>
> **Mercenary** Everything has its price
>
> **Ganger** Territory. Brotherhood. Blood.
>
> **Street Doc** What can't be fixed, can be replaced
>
> **Street Samurai** Honor and steel
>
> **Radical** Anything for the cause
>
> **Investigator** The truth is never hides for long

Awakened

> **Mage** Spellslinger extrodinare
>
> **Shaman** Communes with spirits
>
> **Adept** Cyberware? Pfff. Who needs it.

Technomantic

> **Botmaster** Speaks with machine minds
>
> **Architect** Shapes the Matrix at will
>
> **Infovore** Collects and Connects

For more detail, consult the Archetypes section, page 16.

2. CHOOSE YOUR METATYPE

There are 5 metatypes: **Human**, **Dwarf**, **Elf**, **Ork**, and **Troll**. Each metatype offers a choice of Metatype Moves. Choose one move from the **Metatype Moves** section, page 6. List your metatype and chosen move in the *Metatype* section of the dossier.

3. CHOOSE YOUR LOOK

Each character primary archetype will present options for look; you are free to make up your own as well.

4. CHOOSE YOUR NAME AND STREET NAME

Pick a real name and street name. You may use the lists provided in the **GM Resources** section on page 72, or create your own. Your street name can be flashy or subtle, its really up to how you want your character to be seen in the *Sixth World*.

5. ASSIGN YOUR STATS

All characters have the following stats: **Oomph**, **Twitch**, **Mastery**, **Flair**, and **Essence**.

All core stats start with a modifier of +0.

6. SPEND YOUR BUILD POINTS

You have **4 build points** to distribute among your stats. To increase a stat by 1 point costs 1 Build Point (e.g., it is a straight 1-for-1 cost).

You may increase a stat to a maximum of +2 as a starting character. Additionally, if you wish, you may lower one stat to -1 in order to gain an additional Build Point to spend elsewhere.

You may, if you choose, reserve one build point to later add an additional starting move. This allows your character to have a larger variety of skills, at the cost of less likely hood of success.

Each archetype has its own affinity with certain stats. Please consult your moves to determine the most advantageous configuration, or choose whatever feels right for your character idea.

7. SET YOUR EDGE

Depending on your primary archetype, you start with a varying amount of Edge. Note this amount on your character sheet.

8. CHOOSE EQUIPMENT

Each primary archetype will present various weapon, spell, cyberware, and equipment options. Choose from the suggested items, or if you want to create your own equipment, use the equipment creation rules starting on page 60 to customize your kit.

Note: Choosing cyberware at character creation still costs points of essence. Reduce your starting essence appropriately for the cyberware chosen.

If you choose cyberware, and one of the options provides a capability you already have (such as thermographic vision), you may exchange it for any equivalent ability or other item; just check with the GM.

9. CHOOSE CONTACTS

Everybody knows somebody. You will be presented with a list of potential contacts your character might know as a result of their experiences both before and after they became shadowrunners.

10. ESTABLISH DEBTS AND FAVORS

In your life before and after becoming a shadowrunner, you've worked with a lot of people, and ended up owing, or being owed, by them. These relationships include at least one of your fellow shadowrunners, and are called **debts** and **favors**. When you are instructed to create your debts and favors with fellow runners, you'll see a list of sample statements to help you create them. You don't have to use these; they're simply suggestions.

To create a debt or favor, place the name of one of the other characters in the blank space in one of the statements presented. You can place the same name more than once (that is, in more than one sentence), but you must establish at least one debt or favor to start with.

Collectively, debts and favors are known as **bonds**. Later, during play, you may end up resolving a bond with someone. If you do, both of you mark XP.

11. STARTING SKILL SETS

Your character knows all the Core and Secondary Moves. Additionally, your primary archetype provides your character a special move that only characters with the same primary archetype can use. You also know one other move from your primary archetype.

At this point, you may optionally add one additional Archetype as a skill set (remember to follow the rules described in CROSS ARCHETYPE MOVES on page 10). Add this archetype to your skill sets, and choose one move from this archetype. If you reserved build points from Step 6, you can spend them now on additional moves from any skill set you have.

12. ADVANCEMENT

Each time you fail a roll - that is, you roll a 6 or less - you mark XP. When you mark 10 XP, and you have downtime, you can make the **Advance** move (page 5).

COMBAT

Shadowrunners tend to get themselves into lots of trouble, the kind that ends with some high-intensity interpersonal conflict resolution. In other words, combat. As you'll find when you read through the rest of this document, most of combat (in fact, pretty much everything the player characters do, ever) is handled through the application of various moves as they intersect with the fiction. This section explains a few specific quirks of combat in *Sixth World*.

Remember: although you're reading a section titled "Combat," there' no point at which the game switches to "combat rounds," and nobody rolls initiative. In other words, there's no true division between combat and everything else that happens in *Sixth World*. Since everything flows from the game fiction and returns to the game fiction, combat is just another part of the regular flow of the game.

ARMOR & DODGE

Because a shadowrunner leads a dangerous life, a big premium is put on not getting hit or at least not taking all the damage. The obvious way to do so is to wear armor. In *Sixth World*, armor reduces incoming damage on a 1 for 1 basis. Of course, adding bulky body armor isn't the only way to avoid damage in the middle of combat. Being light and nimble is often just as effective as being a walking tank.

This is represented by a character's **Twitch** stat. Every point of **Twitch** a character has allows them to avoid a point of damage just like armor by dodging. Unfortunately, heavy armor and dodging don't mix very well. Every point of armor a character is wearing adds a -1 penalty for any **Twitch** based move.

Note: A character with negative **Twitch** (modified or not) doesn't take extra damage from attacks against them, though the DM is free to take your lack of physical dexterity into account when they make their moves. From a game fiction perspective, the other tradeoff, of course, is that you can't spend all day walking around in combat armor—it's hot, itchy, intimidating, and cops tend to notice.

Some metatypes and archetypes offer moves that let you reduce damage, or otherwise avoid some of the less pleasant outcomes of damage. For example, the '*Ard Bastard* move (an ork metatype move) lets the character take +1 to gut checks, and the troll move *You'll Just Make It Angry* grants an additional fatigue box..

SURPRISE

The *Rock & Roll* move and most other damage-dealing moves assume that your target can fight back. If that's not a possibility (that is, if your target is surprised, helpless, etc.), the fiction can't trigger the *Rock & Roll* move. You just put a round in their head and move on.

When you get the drop on someone in combat, you don't need to use a move to deal damage to them—you can simply deal your damage (or kill them outright, depending on the situation). Likewise, if someone gets the drop on you in combat, expect to eat some lead.

FIRE MODES

Weapons in the game can fire in semi-automatic, burst, or full-auto modes, depending on their specific capabilities. Semi-auto is the "default" assumption; in that mode you only use up ammunition when you roll 7-9 on the *Rock & Roll* move, and choose to burn extra ammo.

Firing in **burst** or **auto** modes when using *Rock & Roll* allows you to add +1 damage to your attack; however, it always uses 1 ammo (even if you roll 10+).

Finally, full-auto mode is very useful for suppression fire, and lets you take +1 when you use the Suppression Fire move.

RELOADING

Most of the weapons indicate some ammo capacity using the ammo tag - this indicates how much ammunition a weapon can carry in its magazine or clip before it must be reloaded. If a weapon has 3 ammo, for instance, you have ammunition in the gun until you have marked off all three ammo. Ammo is an abstraction - 1 ammo does not represent a single round, but simply "some ammunition." The game assumes (for the most part) that a character fires multiple shots in a single move.

During combat, assume that combatants are reloading their weapons when appropriate, keeping them topped up. Mechanically, this is handled by the fact that *Rock & Roll* doesn't cost ammo unless you roll a 7-9, and choose to burn up extra ammo (or if you use burst or full-auto weapons).

When you mark off all your ammo, you'll need to reload. There is no specific move to reload a weapon. If taking the time to reload would not expose you to danger, then you can reload simply by saying so. On the other hand, if you're reloading despite an imminent risk, that's a job for the Stay Frosty move.

LIGHT AND SOUND

You'll note in the Metahuman Moves section that some metahumans have the ability to see either in low-light, or see into the infrared (and you'll also note in the Cyberware section

that cyberware can grant similar abilities). At the GM's discretion, he or she may establish that the area the characters are in has low visibility due to one of the following factors, and impose modifiers on players' rolls. There are four visibility options:

Darkness: both low-light and thermographic vision allow normal vision in dark environments. Characters with normal vision must use a light or take -1 ongoing as long as it remains dark. **Note:** low-light vision is ineffective in truly complete darkness, and no vision type is effective in supernatural darkness.

Smoke/Fog: characters with normal or low-light vision take -1 ongoing while the smoke or fog persists; characters with thermographic vision suffer no vision

difficulties.

Glare/Flash: in circumstances of very bright light, all characters without some sort of compensation (sunglasses, or flare compensators for things like flashbang grenades) take -1 ongoing until they recover or compensate from the bright light.

As with vision, it's important to be able to hear in combat. In a very noisy environment (a factory, an active airstrip, etc.) or in the event of intensely sharp or loud noises (flash-bangs, explosions, even sustained gunfire), the GM may impose -1 forward or -2 forward penalties. Certain cyberware (such as frequency filters or dampers) or protective equipment like earplugs can eliminate these penalties.

DAMAGE AND HEALING

Inevitably, when you play with guns, magic, and sensitive secrets, somebody is going to get shot. Or burned, or hit with a brick, or drenched in elemental acid summoned from beyond the realm of mortal ken, or thrown out a window, or...well, you get the point.

In any case, damage will be given and taken, and quite possibly end with someone being little more than yesterday's garbage.

DEALING DAMAGE

When you make a move that has the potential to deal damage, the move will usually say, as a possible result, "deal your damage" or "you deal damage." Damage in the game is usually variable, based on the damage dice for the weapon being used (see the **Equipment** section for information on weapons). This is the amount of damage that is applied to your target.

Example: *Johnny Chopz hits a ghoul with his trusty katana. The katana deals 2d6b damage (meaning roll 2d6, and take the best result). Johnny's player rolls 2d6, getting 3, 5. Thus, the attack deals 5 damage to the ghoul. Bad news, creep.*

If a move indicates that you deal half damage, roll the damage as normal, and then divide the result in half (rounding up) to get your final damage amount. The most common situation in which you'll deal half damage is if you're shooting at a vehicle with small arms. Vehicles take only half damage (before armor) from small arms, and no damage from melee weaponry.

Example: *Johnny is being chased down by a goganger, and turns to shoot at the onrushing psycho with his Ares Predator. When he rocks & rolls with the ganger, he's able to deal his damage (1d8+1) and*

wants to hit the vehicle, not the ganger. He rolls 5 damage. Halving that yields 3 damage (5 ÷ 2, rounded up) means that a bullet just gets through the armor, but it ain't gonna help. If he'd pulled out his katana and stood his ground...well, what would happen is that he'd end up with a motorcycle wheel up his nose.

GETTING HURT

GUT CHECKS

When a character takes damage in the game, it is recorded by marking **fatigue boxes** the character's playbook. Fatigue is an abstract measure of a character's exhaustion and minor damage during combat. All characters have at least four boxes of fatigue. Additional boxes are provided by their **Oomph** stat at a one to one rate, though negative values of **Oomph** don't decrease fatigue boxes. Additionally, some racial moves, archetype moves, magic, or cyberware can increase available fatigue boxes. As long as a character has available fatigue boxes to fill in, taking damage is generally no big deal. However, a character might need to take a GUT CHECK when:

Last Wound: when you check off that last box of your Fatigue track, you must make the Gut Check move.

Major Trauma: if you take 6 or more damage (after applying armor) in a single hit, you have just taken Major Trauma. You will need to make the Gut Check move.

When you run out of fatigue boxes, you are completely exhausted and combat starts to get a lot more dangerous. The maximum fatigue boxes a player's character can have is eight.

PHYSICAL DAMAGE

Most weapons in the game deal physical damage; when taking damage from this kind of weapon, mark off a number of boxes on the Fatigue Track equal to the damage taken. Getting dealt 3 damage, for instance, would mean that (all else things being equal) the player would mark 3 Wounds on their playbook. This value is reduced by a character's armor and ability to dodge, as covered earlier in this section. Once your fatigue is exhausted, physical damage starts to really hurt.

STUN DAMAGE

If a weapon specifies that it deals stun damage, you still check off boxes on the Fatigue Track. However, if a weapon dealing stun damage is the one that takes the last fatigue box (or if you don't have any boxes remaining), you are knocked unconscious.

BLEEDING OUT

Once a character takes physical damage beyond their maximum number of fatigue boxes, they are **Bleeding Out.** This basically means they're on the verge of taking some serious damage.

All characters have six bodily areas that can be damaged severely as a result of heavy physical damage: the head, torso, two arms, and two legs. Each area has a durability rating which is, for unmodified metahumans, zero, except for the body which naturally starts at one. These ratings can be increased with magic or cyberware. Durability acts as a final level of armor protecting each region. Unlike fatigue boxes, each box of durability can absorb the entirety of a single attack (or the results of an attack which overflows your fatigue).

However, if you take damage to an area with no durability remaining, you take a severe, debilitating injury to that area. The precise definition of this term is variable, as are the effects, and depend on the fiction of the game. The GM is encouraged to make such injuries difficult to deal with, potentially immediately life-threatening necessitating stabilization from FIRST AID or a Trauma Patch and/or requiring long term healing. In short, severe injuries are best avoided at all times.

Note: There are two bodily areas which are considered critical: the head and the torso. These areas, if a severe injury is taken there, automatically require stabilization.

CHRONIC INJURY

If a character reaches the Bleeding Out stage, takes a severe injury, and survives their precarious situation, they will be left with a **Chronic Injury.** This is a long-term (and possibly permanent) reminder of their brush with death.

Chronic injuries are generally ruled by fiction more than anything else. They can be anything from lasting psychological damage, missing limbs to the loss of senses (blindness, deafness, etc). The GM is encouraged to make severe injuries and the resulting chronic injuries particularly annoying.

GETTING BETTER

HEALING FATIGUE

Simple fatigue damage is fairly simple to heal. At the end of an encounter, scene, or situation (in other words, once the character has a chance to take a breather), their damage is healed.

HEALING SEVERE & CHRONIC INJURIES

Chronic Injuries are not necessarily permanent injuries, unless the player wishes them to be. However, they can only be healed or ameliorated by major or long-term treatment. A chronic physical injury may be fixed via cybernetic replacement, for instance, which is a major surgical intervention. Chronic psychological injury may require therapy over a long term as well.

It is up to the GM and players to negotiate the specific plan for removal of a Chronic Injury. It may be that recovery may evolve into a shadowrun of its own, but that is not required: spending funds to pay for therapy, new cyberware, surgery, or the like is sufficient if you want to keep the story of the recovery as background events.

GETTING BURIED

With the rules covering stabilization, chronic injury, armor, and so forth it's actually fairly hard to all-the-way die in *Sixth World*. However, it can happen in a few different ways.

Failed to Stabilize: if the person attempting to provide First Aid to Bleeding Out character fails their move, the wounded character cannot be stabilized, and dies at the end of the encounter.

Continued Damage: if a character takes more than one severe injury in an encounter, they're too badly mangled to be saved. Players, understand that this can happen; GM's, be really careful with this one.

Overwhelming Kaboom: if a character is hit with an attack of such overwhelming power that surviving it strains all credulity, they're killed immediately. For example, if a character is, say, hit by an antiship missile, or falls into a crucible of molten iron...just forget it, they're gone.

ARCHETYPES & SKILLSETS

MUNDANE

FACE

The **Face** represents a combination of the frontman and the grifter. When a shadowrunner team needs to do a deal, talk themselves into a complex, slip into complex social situations - they turn to the Face to get it done right.

CRITICAL STATS:

Flair, **Mastery**

> **Special Move**
>
> **DON THE MASK:** When the Face **attempts to slip into a new social role**, roll+**Flair**. On a 10+, they are able to present a convincing new version of themselves and hold 3. While maintaining the role, the Face can spend the hold to gain a +1 on any move required to keep the act believable. On a 7-9, the act is good, but not perfect. Gain 1 hold. On a failure, you can't be sure if you're convincing or not.

RAZOR INSIGHT: when you **have a casual conversation with someone to extract information**, roll+**Mastery**. On 10+, you learn three of the following things. On 7-9, you learn 2.

- ◯ Something they love
- ◯ Something they lost
- ◯ Something they fear
- ◯ Something they took
- ◯ Something they need

If you use this information when **FAST TALKING**, **MANIPULATING**, or **MAKING THEM SWEAT**, you are boosted.

FAST TALK: when you **try to convince somebody of something quickly in a pressure situation**, roll+**Flair**. On 10+, your quick thinking gets you through. On 7-9, they're convinced, but their suspicion is raised. Take -1 ongoing with any further dealings with them.

WORK THE ANGLES: when you **manipulate someone**, take +1.

COME HITHER: when you **attempt to seduce someone**, roll+**Flair**. On 10+, they're into you, and you can get a favor from them or get access to some of their personal stuff. On 7-9, they're into you and will provide minor help, but it will take some more time and *personal attention* to get a favor from them.

CRAZY SMOOTH: when you **FAST TALK**, you are boosted.

MIND TRICK: when you **use your sheer force of personality to convince someone to take an action**, roll+**Flair**. On a 10+, you can convince the person to follow your instruction and they think nothing of it. On a 7-9, they follow your instruction but realize their manipulation moments later.

HONEYED WORDS: when you **MAKE THEM SWEAT**, you may roll+**Flair** instead of **Oomph**.

CHAMELEON: when you **attempt to blend in to a social environment**, roll+**Flair**. On 10+, nobody questions your presence. On 7-9, you catch the eye of someone who becomes curious about what you're doing there.

IRRESISTIBLE: even if you **anger, insult, or otherwise tick off a contact**, they just can't stay mad at you. They only avoid you for half as long as normal.

PROFESSIONAL

The **Professional** is a skilled domain expert. Professionals come from all backgrounds and have turned their unique skill sets to an advantage in the shadows. Professional characters often are seen as a the smart guy of the group, along with the Hackers and Street Docs.

SPECIAL:

Before taking any moves from this skillset, you must choose a *domain specialty*. This is the area of knowledge where you are considered an expert and applies to all moves from this skillset. It should be narrow enough to avoid being generic knowledge, but broad enough to avoid being useless. A good rule is you should be able to describe your domain in two to three words. Examples: *Seattle Motercycle Gangs, New York Political Factions, Psychotropic Pharmaceuticals*

CRITICAL SKILLS:

Mastery, **Twitch**

> **Special Move**
>
> **ITS ALL CONNECTED!:** When the **Professional takes an action directly related to their domain specialty**, they may roll+**Mastery** instead of the normal roll.

ASSURED CONFIDENCE:

RIVALLY:

HACKER

The **Hacker** is a master at operating and disabling electronic systems. Part engineer, part scientist, the Hacker generally understands things well enough to break them and usually well enough to fix them. In the technology driven *Sixth World*, having a hacker on a team is almost essential.

CRITICAL SKILLS:

Mastery, **Flair**

> Special Move
>
> **THIS IS MY WORLD:** While the **Hacker takes actions in the Matrix**, they take +1 ongoing.

INFILTRATOR

The **Infiltrator** is a ghost. Excelling at silent ingress and egress, removing targets, and generally being super annoying in dark rooms, the Infiltrator can fill many roles in a team of runners. Often Infiltrators act as scouts, or hidden backup. More social infiltrators can sometimes be found running high visibility wet work jobs.

CRITICAL SKILLS:

Twitch, **Mastery**

> Special Move
>
> **WHERE DID HE GO:** When the **Infiltrator avoids detection from active pursuers**, roll+**Twitch**. On a 10+, the Infiltrator escapes as if by magic and gains +1 hold for the next combat action against his pursuers. On a 7-9, the Infiltrator escapes, but further investigation reveals a evidence of his presence.

DRIVER

The **Driver** is the quintessential road warrior. Flying, rolling, or pushed by a propeller: if it moves the Driver can drive it. Drivers often are self employed as smugglers or coyotes, but its not uncommon to see them joining a runner team, especially the more professional outfits.

CRITICAL SKILLS:

Mastery,**Twitch**

> Special Move
>
> **JUST WHACK IT:** When the **Driver attempts to fix their vehicle while they are currently driving it**, roll+**Mastery**. On a 10+, they do some fast jury rigging and everything keeps working. On a 7-9, they manage to keep it running, but the machine will need some downtime afterwards.

MERCENARY

The **Mercenary** is a trained troubleshooter, a provider of solutions solved with violence, for a price. Hailing from war torn regions, abandoned slums, or ex-military companies, the Mercenary is better defined by their code rather than their background. Of course, the code is typically more money, more money...

CRITICAL SKILLS:

Oomph, **Mastery**

> Special Move
>
> **I'VE SEEN WORSE:** The first time the **Mercenary receives a severe injury in a fight, they ignore it.**

GANGER

The **Ganger** is the classic tough guy. Life on the streets is all the training a Ganger requires. Living hard, fighting hard, surviving anyway possible is the creed of the Ganger. Lacking the sophistication of other street warriors, the Ganger makes up for it with sheer brutality and guts.

CRITICAL SKILLS:

Oomph, **Flair**

> Special Move
>
> **MY TEACUP:** When the **Ganger searches the immediate area for a weapon**, roll+**Flair**. On a 10+, you find something particularly special and deadly in your hands. Take +1 forward for the **ROCK & ROLL** move with this weapon. On a 7-9, you find something you can use as a weapon, but it's nothing really special. In either case, it is only useful for one attack.

STREET DOC

The **Street Doc** is a medic, sometimes the only one people on the street can get. Street Docs are used to making the most of what they can get. Bootlegged medicines, pirated

cyber-enhancements, shoddy equipment are all part and parcel with a Street Doc's practice. Despite all of this, seeing a Street Doc is often the difference between life and death for a runner.

CRITICAL SKILLS:

Mastery,Twitch

> ### Special Move
>
> **STAY WITH ME:** When the **Street Doc applies FIRST AID to another, they can try again if they fail on their first attempt.**

STREET SAMURAI

The **Street Samurai** is a sleek killing machine restrained only by their personal code. The Street Samurai has dedicated their life and body to the art of combat, sacrificing even their biological flesh for a mechanical edge. Some say that the Street Samurai have lost more than just their bodies. Some say they have lost their souls...

CRITICAL SKILLS:

Twitch, **Oomph**

SPECIAL:

The Street Samurai possesses a code of honor. Their code describes both why they fight and what their limits are. Choose one below, or make up your own:

1. Protect the Weak: The weak and helpless need protection from those who are strong and would harm them. To disregard a plea for help from someone powerless and truly in need would be a disgrace.

> ### Special Move
>
> **STEEL AND BLOOD:** When the **Street Samurai** would install additional cyberware that would kill them due to essence loss, they can survive up to a essence rating of -7. They also start play with one **Major** cyberware item already installed.

RADICAL

The **Radical** is a unrelenting champion of a cause. A Radical can come from many backgrounds, but somewhere along the way they were converted from an ordinary person to someone who would do anything for their goals. Radicals are often referred to as terrorists, but these are labels assigned by those

in power to turn the public away from the cause of the righteous.

CRITICAL SKILLS:

Flair, **Mastery**

> ### Special Move
>
> **MY LIFE FOR THE CAUSE:** When the **Radical** performs an action critical for their cause and rolls, they can add their **Essence** in addition to whatever stat they normally would add. The results of the action proceed as normal, except that if they fail, they lose a point of **Essence** in addition to any other results.

INVESTIGATOR

The **Investigator** is a consumate seeker of the truth. Whether they are a matrix blogger, a private eye, or an ex-cop who just can't let it go, the Investigator is always poking into things better left alone. Part people person, part tech-wizard, the Investigator often employs a wide range of skills and is generally considered a jack-of-all-trades in the dark streets of the *Sixth World*.

CRITICAL SKILLS:

Mastery, **Flair**

> ### Special Move
>
> **TRUST MY GUT:** When the **Investigator CHECKS THE SITUATION**, they can ask the following additional questions:
> ○ Who here is secretly nervous or uncomfortable?
> ○ What details are out of place?

AWAKENED

MAGE

SHAMAN

ADEPT

TECHNOMANTIC

BOTMASTER

ARCHITECT

INFOVORE

MAGIC

In the *Sixth World*, the magic has returned to the world, and dormant powers have reawakened. In the *Sixth World*, magic is a natural force, deeply connected to a person's life force. This is captured by a character's **Essence**, which serves to quantify how *natural* a person still is.

ESSENCE & MAGIC

Three archetypes in the game - the **Adept**, the **Mage**, and the **Shaman** - are magically gifted, or **Awakened**, which means that they depend on their **Essence** to use their magical abilities. When a metahuman is Awakened, they have access to a pool of magical power, called **Power Points**, equal to their **Essence**+2. If this pool ever drops to zero or lower, they immediately loose their connection to the magical forces around them, leaving them powerless. While every magical tradition has their own interpretation of Power Points, mechanically they are identical across all magical traditions.

> **The Adept:** adepts turn their magical ability inward to improve themselves, sometimes to superhuman levels. An adept allocates their Power Points into their abilities, allowing them to augment their natural physical and mental abilities. By locking these points to an ability, the adapt gains its power as long as they remain conscious.

> **The Mage:** when a mage casts a spell, the mage's available Power Points serve as a limit to how powerful the spell can be. The more powerful the spell, the more of a chance something will go wrong - potentially injuring the mage in the process. Mages can also allocate Power Points to maintain spells over time, though doing so limits their ability to cast strong spells simultaneously.

> **The Shaman:** when a shaman summons a spirit or elemental, the shaman's Power Points serve as a limit to the how powerful the spirit can be. More powerful spirits can perform more tasks for their summoner. However, dealing with powerful spirits is risky - the summoning could injure the shaman or even turn an angry spirit loss upon them.

MAGIC, CYBERWARE, AND INJURY

A character's essence is a combination of their life force and humanity, together providing a mystical connection to the astral planes and allowing the character, whether they are an adept, mage, or shaman, to perform magic. Anything that interferes with this connection can reduce a character's essence and consequently reduce their magical abilities. Receiving a serious injury or implanting cyberware into one's body are the most common ways a character can lose essence. As a person loses parts of their body or has them replaced by machines, their life force is diminished.

While mundanes typically pay little attention to a loss of essence, this can have serious consequences for a magic user. Adepts can lose access to magically enhanced abilities, while mages and shamans will have a much harder time casting spells or summoning spirits. So while that implanted sword arm might look enticing to a hardcore melee adept, it is critically important to balance the benefits of the chrome against the loss of one's magical abilities.

MANA BARRIERS

Mana barriers are protective wards shaped by a mage's will. Mana barriers block both astral and physical objects, including spells. They also act as solid barriers towards astral perception and projection. However, barriers are typically limited in scope, either placed across narrow choke points, like hallways, or as full domes several meters in diameter. Larger mana barriers are possible, but only with special training and when working within a group of mages. These large barriers are typically only employed to protect high value corporate or government sites, in conjunction with more traditional security.

From a game perspective, mana barriers possess a single stat: *Force*. The barrier's force determines the following qualities:

> **Wound Boxes & Armor** A mana barrier has its force X 2 as wound boxes. It has its force ÷ 2 as armor.

> **Duration** A mana barrier will last for a number of days equal to its force. However, the barrier's creator can refresh the barrier before it expires.

If you can't wait for a barrier to naturally dissipate, it is possible to destroy one using brute force. Barriers don't fight back, so a Rock & Roll move doesn't apply, but the combination of high armor and numerous wound boxes makes destroying a mana barrier potentially time consuming. Alternatively, an awakened character can attempt to pass through a barrier without destroying it. A word of warning however: dealing damage to a barrier will immediately alert the mage who created it. Passing through a barrier is more subtle, but still carries risks of detection.

Jump the Fence: when you **pass through a mana barrier as an awakened character**, roll+**Oomph**. On 10+, you pass through unnoticed. On 7-9, you pass through, but the barrier's creator is alerted to the attempt. On a failure, you fail to pass through and the barrier's creator is alerted.

ASTRAL SPACE

Much like the Matrix, Astral Space is a sort of alternate universe adjacent to our own. It is where spells, spirits, magical creatures, wards and more reside.

When an individual **perceives** the Astral, they can see the entities existing in Astral Space. All three arcane archetypes can astrally perceive. In addition, they can perceive emotional auras of living beings, as well as background magical nature of the area. When an individual **projects** themselves into astral space, they transfer their consciousness from their physical body to the astral plane, and can fully interact with other Astral entities and traverse great distances.

The following effects occur while perceiving or projecting:

Perceiving: while astrally perceiving, take -2 ongoing to any moves in the physical world.

Projecting: you cannot take action in the physical world (your body is unconscious and helpless). When you make moves in astral space, always roll+**Mastery**, instead of the usual stat.

ASTRAL QUESTS

The Astral also serves as a huge deposit of magical information, though most of the deepest knowledge is hidden in the metaplanes. Metaplanes are the planes beyond the Astral, the real sources of all magic. Every metaplane has a **citadel**, a core of pure magical energy that can alter the magical world. Accessing it can let you destroy a spirit permanently, learn some information such as the true name of a spirit, or learn an individual's true aura. Note, however, an astral quest may only have a single goal.

Astral Quests are also dangerous in that you are stuck in a metaplane until you either complete your Quest or fail. You can't give up, and you can never go back, only forward.

DOMAINS

To go on an Astral Quest, you must visit various metalocations known as domains, similar to Nodes in the Matrix (in fact, mapping these **domains** is a useful tool to keep play on track and engaging). The number and nature of these domains depends on the quest you are undertaking, but each one presents a challenge the character must complete in order to move on to the next domain. This could be fierce combat, a riddle, a puzzle or any variety of things.

Minor quests usually have 3 or 4 domains, while major quests can have up to 10 or more, all of which lead, ultimately, to the Citadel, where the quester will find the object or information they seek. Moving from domain to domain is as simple as willing yourself there once the task in the current domain is completed.

THE DWELLER

The first domain you encounter is always the Domain of the **Dweller**, a mystical being who blocks the entrance to the metaplanes. The Dweller knows everything about the quester, and will always question the nature your quest before granting passage. The Dweller is an enigmatic trickster, but if you go on quests often, you'll get to know this being quite well.

THE MATRIX

The **Matrix**, a world-spanning high-fidelity virtual reality network, is the domain of the Hacker. A hacker's job is unique, and the conflicts they face usually take place in the gleaming virtual world of the matrix. However, this conflict is no less important—or deadly—than the one their street sam buddy is going through. With security hackers, rogue software, and deadly black IC out there, a piece of Matrix code can be every bit as lethal as a 7.62mm bullet.

BUILDING SYSTEMS

Including matrix and hacking challenges for the Hacker is one of the things the GM should keep in mind as gameplay evolves; a hacker with nothing to hack is a sad panda indeed. One way to do so is outlining a **system**. This is different from hacking devices individually or wireless hacking (see "Wired or Wireless?").

SCULPTING

In the classic movies made at the turn of the century, hacking was often depicted as an activity performed in front of a terminal, with text flowing down the screen telling the hacker of its arcane secrets. Now, of course, all interactions with the Matrix involve some level of virtual sculpting. These fabricated environments range from augmented reality to ultra-rez UV environments and everything in between. The amount of processing power dedicated to a System's sculpt is variable, subject to costs and aesthetics preferred by the system's users. Interacting with sculpts can be disorienting, especially if the administrator has chosen a particularly unusual style, but most replicate the environment that corporate admins are familiar with: hallways and rooms. Skilled hackers can attempt to override the default sculpting to suit their needs, though this mostly affects other users - IC isn't generally aware of sculpting. Alternatively, hackers can use sculpting to hide

subtle messages or create digital graffiti.

NODES

A matrix system is made up of a series of Nodes. Each node represents a particular secured (or, if the hacker is lucky, non-secured) region of the network that can be penetrated and controlled. GM's are encouraged to draw simple maps of connected nodes, or create a list of different nodes and brief notes about them for to use when the Hacker starts slinging code.

Different nodes have different purposes, challenges, and pay-offs:

Security Node: this node houses and dispatches intrusion countermeasures.

Datastore: this node contains data, and may have encryption or even a data bomb failsafe to render data useless if intrusions are detected

Credentials Node: contains user credentials or grants permissions which can help the hacker avoid detection or access secured areas

Process Node: runs a process on the network, slowing down the activity of other system software

Control Node: this is a node to which multiple device nodes are connected; it serves as a master controller for the attached devices.

Device Nodes: a single device connected to the network. Devices range from cameras to security drones to maglocks; almost everything is connected. Devices are frequent targets for intrusion attempts. Most simple devices have minimal privilege on the network, but that is often enough.

ARMORED NODES

Many matrix nodes have only one layer of security: once you hack in, the node is yours. However, more secure systems have additional defenses. These nodes, called **armored nodes**, are both hardened against intrusion and contain intrusion countermeasures.

Mechanically, Armored Nodes have both Wounds (how many is up to the GM), and embedded Intrusion Countermeasures (see **Threats**, page 46) which fight back against intruding hackers.

It's possible to have nodes that have only Wounds, but no defensive IC. In this case, the node is effectively defenseless, and the Hacker simply deals damage to the node.

ALERT LEVELS

A System has four **Alert Levels**, representing both how aware the system is that it has been compromised, and how actively it will attempt to locate, identify, and stop the intrusion.

Green: the system is unaware that it has been compromised.

Yellow: the system has detected a possible intrusion. Routine notifications are dispatched, but no direct countermeasures are taken.

Orange: the system is aware of an intrusion and is actively trying to locate, disable, and trace the hacker. Nonlethal countermeasures are approved.

Red: the system is aware of a serious intrusion. Lethal countermeasures are approved.

HACKING

When a Hacker encounters a node or device, he or she must first hack into the node using the **Sling Code** move. Once inside, the Hacker can transit through the node, or take advantage of any actions or bonuses the node provides (unless it is an Armored Node or is protected by IC, in which case it will not be nearly so trivial to use the node's functions).

WIRED OR WIRELESS?

Although node maps evoke a particular style of Matrix runs, namely using the "wired connection" paradigm of older editions of Shadowrun, you can easily use wireless hacking, or a mix of the two. For wireless hacking, all devices are a node. They may contain multiple nodes inside, as well, or be standalone., but they're also usually accessible via a wireless connection (or if not, accessible via connection to another device that is).

Devices such as firearms, cyberware, and other items carried by individuals are also fair game for hacking. In such case, assume them to be armored nodes. You'll need to indicate how many wounds the device has, and how much damage it can do to a hacker, if any.

A sample device might be:

Commlink [6 wounds, 1d4 stun dmg]

An armored node or device can only deliver its damage in matrix combat; the commlink above didn't suddenly become a taser.

LEGWORK & DOWNTIME

While most of the interesting parts of *Sixth World* happen in the middle of a shadowrun, most shadowrunning teams, if they have the opportunity, will take time to do some research on their run and the people associated with it, and gather necessary equipment, before they stick their head in the alligator's mouth.

Likewise, after a run, shadowrunners might take some time to go to ground, heal up their wounds, spend some of their ill-gotten nuyen, and generally maintain a low profile while the aftermath of their latest job blows over. The cycle of activity in *Sixth World*, then, can usually be described as

<div align="center">

LEGWORK > THE RUN > DOWNTIME

</div>

(Please note this is descriptive, not prescriptive: your games don't have to resemble this in the least, if you don't want them to!)

In *Sixth World*, the research portion of the run is called legwork, and the time after a run—and before the work starts on the next run—is generally referred to as downtime. While legwork has some optional rules to structure it, downtime is much less rules-oriented, and is handled much like downtime in other games: narratively, as a chance for players to talk about what's going on without rolling dice, and to set the stage leading up to the next run.

LEGWORK

Shadowrunners do not (always) charge headlong into danger, guns and spells blazing. In fact, those who do generally only do it once.

Instead, a savvy runner does legwork before a run, getting as much information as possible within the time they have. This section outlines how to play through the legwork process, letting the players create details that give them advantages, while giving you a few wrenches to throw in the works in return. The methodology below was originally described in the "Dirty Dungeons" segment of John Wick's Play Dirty gaming advice videos, and is an option for lending more mechanical weight behind the legwork that goes into a shadowrun. There are 3 basic steps:

1. PROVIDE THE ANCHOR

Give the players a premise they have to deal with. This can be anything from "extract scientist X from the corporate facility at Y" to "a Humanis Policlub group is preparing a terrorist attack and we want it stopped."

2. START THE LEGWORK

During the actual legwork, characters search for information, speak to contacts and other NPCs, purchase or otherwise acquire equipment, get assets into position, and discover details that will help flesh out the mission. Details discovered in this fashion are awarded through moves taken during the legwork phase.

When a detail is uncovered, the player establishes the nature of the detail: what it is and why it's valuable. Details found this way can be anything from floor plans to passkeys to security procedures, whatever a player might think is useful. Problematic details (too much of an advantage, one-shot-mission-solvers, mission-evaders, and the like), however, should be discussed immediately, and replaced with something else that's more reasonable and believable.

When a character discovers or establishes a detail, add a point to the Mission Pool (it's probably best to use poker chips or pennies or something to track Mission Points). Continue gathering details and building the Mission Pool until the players are satisfied or any game-imposed time limits run out.

3. GATHER COMPLICATION POINTS

While the players are prepping their info, they are also building up a number of Complication Points you'll have available. Every Legwork move specifies how much time is spent, and for every day of "game world time" spent on Legwork, you add one point to your Complication Pool—the longer they spend getting ready, the more likely it is that the details might change a bit.

MISSION POINTS

At any point during the run, a player may draw one point from the Mission Pool and spend it to boost their next move. Players must use the Mission Point on their next move (they can't hold onto it until later - once drawn from the pool, it's use it or lose it). Additionally, once a Mission Point is used, it is removed from the mission pool. Mission Pools do not refresh (the only way to get another mission pool is, of course, to get another mission).

COMPLICATION POINTS

When the characters gather information for a run, it is important for the GM to remember that all of the information they gather is true. Detail gathering is an opportunity for players to declare what they know to be true about a mission, and not an opportunity for the GM to feed them erroneous information. On the other hand, if everything always went exactly to plan, it wouldn't be a shadowrun!

To introduce these little wrinkles, the GM may spend complication points to throw a small wrench into the works, by declaring a change or inaccuracy in one of the details discovered during mission prep.

> **Example:** *during mission prep, the characters discovered that security patrols on the 6th floor of their target building happen in two shifts, but there is a 5 minute gap in coverage they could exploit. As they approach the entry point from an adjacent building, the GM elects to spend a complication point to introduce a twist - a new guard is being trained, and he and his*

supervisor happen to be right near the window where the team was going to make their entry.

Complication Points are an opportunity to use a GM Move to alter a detail the characters discovered legwork (in the example above, the GM has revealed an unwelcome truth about the security patrols), with the added concession that you have spent a limited resource in order to do so.

In that vein, a caution to the GM: use care when introducing complications. Remember that much of the detail provided by the players will be plenty exciting - and get plenty complicated - simply by playing to see what happens, Because success with a cost is a constant companion in *Sixth World*, the characters' own actions are going to complicate things, so you should let the details they have help them out.

Finally, remember that Complication Points can only be spent to alter a mission detail, and they must be spent if you wish to do so. Spend carefully, and only when it will make things more interesting – never just to screw the characters. Like Mission Points, Complication Points, once spent, are gone.

LEGWORK MOVES

This section's title is a bit of a misnomer. *Sixth World* doesn't specify a fixed set of approved "legwork moves," nor any "legwork only" moves. Nevertheless, several moves (both secondary moves as well as some archetype moves) involve preparation, information gathering, training, and similar activities, Moves that feature prominently in preparation and legwork include:

- ◯ Citation Needed
- ◯ Pull Strings
- ◯ Hit the Books
- ◯ Go Shopping
- ◯ Build a Legend (Face)
- ◯ I Know A Guy (Face)
- ◯ Contracts Available (Mercenary)

- ◯ Field Trial (Mercenary)
- ◯ Gun Cage (Ex-cop)
- ◯ Pharmacy is Open (Street Doc)

OTHER ACTIVITIES

Other activities that can be done during legwork (or during downtime) include writing programs (page 66), spellcrafting (page 67), working on gear (page 60), or bonding with new spirits (page 69). The rules for each of those activities specify the time the character must spend to successfully complete the activity.

DOWNTIME

Downtime is, in effect, "free time" for the characters. This is the time spent dealing with their lives outside of shadowrunning: recovering from injury, paying their rent, working out, getting drunk, or spending time with family (believe it or not, not every shadowrunner is a hyper-paranoid loner drifter with nothing to lose).

Time spent in downtime is handled in a narrative fashion. If something done during downtime specifies an amount of time required, that time is spent, but that serves mainly to indicate the overall passage of time in the world, rather than racing toward an oncoming deadline.

On the other hand, the world does live and breathe. If an event is coming, it will happen when it happens, and will not necessarily wait for the characters' schedules to line up. (On the upside, unless the event is "bombs fall, everybody dies," then world events that happen during downtime should only serve to make the runners' lives more interesting).

DOWNTIME MOVES

Although downtime is largely a move-free time, moves can occur then. One move that must occur during downtime is the Advance move (page 5), where characters can to reflect on their experience and improve themselves.

EQUIPMENT

In this section you'll find example equipment (weapons, cyberdecks, vehicles, etc.) available in the *Sixth World*. This isn't an exhaustive list of what's available; rather, they're just samples of some classic items to help you get playing quickly. Also, although it's not exactly the correct word, in this document the term equipment refers to pretty much any resource the character has (so spells and spirits are also considered "equipment" for the sake of simplicity).

Sixth World also offers rules to create customized and personalized versions of the following:

- ○ weapons
- ○ cyberdecks
- ○ vehicles and drones
- ○ spells
- ○ programs
- ○ spirits

If you want to create and customize your own stuff, check out the **Creating Gear** section starting on page 60. That section explains *Sixth World*'s "template-based" customization system.

Of course, you should also feel free to simply make up new equipment or add in things you think are missing—just because there isn't a set of creation rules for something doesn't mean it doesn't exist!

EQUIPMENT TAGS

Equipment—like many items in *Sixth World*—is described in terms of **tags**, which are short keywords that indicate various capabilities or qualities. Certain tags apply to multiple kinds of equipment (such as obvious, supply, or armor). Tags that only apply to specific kinds of equipment are described in the listing of that kind of item. The following tags apply to multiple types of equipment.

2-hand: this item must be used with both hands

armor +n: grants a +n bonus to existing armor

armor n: grants n Armor (for vehicles or drones, indicates armor rating, and is abbreviated arm)

arcane: can only be used by magical archetypes

area: affects multiple targets

+bonus: grants a bonus to a particular move; e.g. +1 to Stay Frosty

conceal: this weapon or item is easily hidden and will not be spotted by enemies

damage n: the amount of damage a weapon or other item deals. Abbreviated dmg

heal n: restores n wounds

ignores armor: bypasses the target's armor

loud: noisy and audible to anyone with functioning hearing; for weapons, it means the weapon cannot be suppressed

messy: deals damage in a particularly gruesome way

obvious: cannot be concealed, or is immediately visible to any observer

range: the range(s) at which the weapon or other attack is effective. Ranges are **touch (t)**, **close (c)**, **short (s)**, **medium (m)**, and **long (l)**.

shock: the weapon deals electrical shock

special (description): if the effect of the item requires explanation, use this tag.

stun: this weapon or attack deals Stun damage only

subtle: not easily noticed (as opposed to conceal, which means it is unnoticeable)

supply n: the amount of supplies or uses you can get out of an item. Each use of the item consumes 1 supply (unless otherwise stated).

WEAPONS

WEAPON TAGS

2-hand: this item must be used with both hands

AP n: this weapon ignores n points of armor; note that each point of AP requires the payment of the 25% customization premium

auto: this weapon can fire in full auto mode. Abbreviated fa.

burst: this weapon fires in burst mode. Mark off 1 additional Ammo to deal +1 damage. Abbreviated bf.

chem: this weapon delivers a chemical agent of some kind to the target; depending on the delivery mechanism, armor may be ignored.

forceful: when this weapon deals damage, it also deals 1 stun

fuzed: this weapon cannot be used at less than the shortest range increment listed

reload: after using this weapon, it takes more than a moment to reload it.

semiauto: this weapon fires one shot every time the trigger is pulled. Abbreviated sa.

stabilized: this weapon cannot be fired except from a bipod, tripod, or supported position.

suppressed: this weapon makes little to no noise when fired

thrown: this item can be throw. If thrown, the range is short.

vented: the weapon has recoil venting, granting +1 to Suppression Fire

MELEE WEAPONS

Staff [*range c, stun, 1d6+2 damage, 100¥*]

Combat Axe [*range c, messy, 1d6+2 dmg, 1,250¥*]

Combat Knife [*range c, 2d4b dmg, 1 AP, 300¥*]

Compound Bow [*range s/m/l, 2-hand, dmg 1d6+1, ammo 1, 500¥*]

Crossbow [*range c/s/m, 2-hand, dmg 1d6, suppressed, reload, 400¥*]

Fists/Feet [*range c, 1d6 dmg, stun*]

Katana [*range c, 2d6b damage, 1,000¥*]

Spiked Glove [*range c, 1d4 wound + 1 stun, 50¥*]

Stun Baton [*range c, 1d4 dmg, stun, shock, ignores armor, 750¥*]

Tomahawk [*range c, messy, thrown, 1d6 damage, 200¥*]

HOLD-OUT PISTOLS

Streetline Special [*range s, sa, dmg 2d4b, ammo 3, conceal, 250¥*]

 Fichetti Needler [*range s, dmg 2d4b, AP 1, conceal, ammo 3, 400¥*]

Walther PP [*range s, sa/bf, dmg 1d4+1, ammo 1, conceal, 325¥*]

LIGHT PISTOLS

Colt L36 [*range s/m, sa, dmg 1d6, conceal, ammo 3, 500¥*]

Beretta 101T [*range s/m, sa/bf, dmg 1d6, subtle, ammo 2, 450¥*]

Ares Lightfire 70 [*range s, sa, dmg 1d6, conceal, ammo 3, 350¥*]

HEAVY PISTOLS

Ares Predator [*range s/m, dmg 1d8+1, sa, AP 2, 3 ammo, 675¥*]

Colt Manhunter [*range s/m, dmg 1d8, sa/bf, AP 1, 3 ammo, 560¥*]

Ruger Super Warhawk [*range s/m, dmg 1d10, sa, AP 1, 2 ammo, loud, 560¥*]

Browning Max Power [*range s/m, dmg 2d8b, sa, 3 ammo, 675¥*]

SUBMACHINE GUNS

HK227 [*range s/m, sa/bf, dmg 1d8, suppressed, ammo 4, 900¥*]

AK-97K [*range s/m, sa/fa, dmg 1d8, AP 1, ammo 3, 1,000¥*]

Ingram Smartgun [*range s/m, bf/fa, dmg 1d6+1, AP 1, ammo 3, 950¥*]

ASSAULT RIFLES

AK-97 [*range s/m/l, 2-hand, sa/fa, dmg 1d10, AP 1, obvious, ammo 3, 800¥*]

Ares Alpha [*range s/m/l, 2-hand, sa/bf/fa, dmg 2d8b, AP 1, obvious, ammo 4, 1,150¥*]

Colt M22A2 [*range s/m/l, 2-hand, sa/bf, dmg 1d10, AP 1, obvious, ammo 3, 850¥*]

FN-HAR [*range s/m/l, sa/bf, dmg 2d8b, AP 2, obvious, loud, 2-hand, 1,050¥*]

SHOTGUNS

Remington 990 [*range s/m, sa, dmg 1d10+1, obvious, loud, forceful, ammo 2, 750¥*]

Enfield AS7 [*range s/m, 2-hand, sa/bf, dmg 1d10, obvious, loud, forceful, ammo 3, 900¥*]

SNIPER RIFLES

Ranger Arms [*range l, sa, 2-hand, dmg 1d10+1, AP 3, ammo 3, 1,150¥*]

Walther WA2100 [*range l, sa, 2-hand, dmg 1d12, AP 2, ammo 4, 1,100¥*]

HEAVY WEAPONS

Ingram Valiant LMG [*range m/l, 2-hand, loud, fa, stabilize, obvious, loud, messy, dmg 1d12, ammo 4, AP 1, 2,000¥*]

Stoner M202 HMG [*range m/l, 2-hand, loud, bf/fa, stabilize, obvious, loud, messy, dmg 2d10b, ammo 3, AP 2, 2,500¥*]

SPECIAL WEAPONS

Narcoject Rifle [*range s/m, 1d8+1 stun, suppressed, chem, slow, 700¥*]

Taser [*range s, 1d8 stun, shock, slow, 500¥*]

GRENADES

EMP [*thrown, area, shock, disables electronis, 95¥*]

Flash [*thrown, area, stun, dmg 2d4, +1 to Rock & Roll/Stay Frosty, 125¥*]

Frag [*thrown, area, forceful, dmg 2d6b, 100¥*]

Incendiary [*thrown, area, 2d6b dmg, burn, 75¥*]

Smoke [*thrown, area, +1 to Stay Frosty, 40¥*]

Stun [*thrown, area, dmg 2d6b, stun, 100¥*]

ARMOR

Armor provides protection against incoming attack, reducing the damage dealt by the armor value. Armor of the same type (e.g inherent) does not stack. Armor of differing types can stack. Armor has the following unique tags: inherent: this armor is either implanted, or occurs naturally. Cyberware armor is inherent armor. worn: this armor is worn on the body mystic: this armor is magical in nature

SAMPLE ARMOR

Lined Coat [*armor 2, obvious, worn, 600¥*]

Ballistic Vest [*armor 2, obvious, worn, 750¥*]

Armorweave Professional Wear [*armor 1, subtle, worn, 1,500¥*]

Chameleon Suit [*armor 1, conceal, worn, +1 to Stay Frosty, 6,000¥*]

Leather Armor [*armor 1, subtle, worn, 250¥*]

Armor Charm [*armor +1, mystic, conceal, 400¥*]

Light Armor Jacket [*armor 2, subtle, 850¥*]

Combat Armor [*3 armor, obvious, 2,500¥*]

Form-fitting Armor [*armor 1, conceal, 550¥*]

Riot Shield [*armor 2, occupies one hand, 700¥*]

CYBERDECKS

Cyberdecks are the essential tool of the hacker. They are the Hacker's connection to the Matrix. Cyberdecks have the following special tags:

CPU: the raw processing power of the deck

Mask: the stealthiness of a cyberdeck

Hardening: the deck's resistance to damage; this acts as armor protecting the hacker

Storage: the deck's capacity for loaded programs

EXAMPLE DECKS

Allegiance Alpha [*CPU 1, mask 1, hardening 1, storage 8, 25,000*]

Fuchi Cyber-4 [*CPU 1, mask 2, hardening 1, storage 8, 50,000¥*]

Fuchi Cyber-7 [*CPU 3, mask 1, hardening 1, storage 8, 75,000¥*]

Fairlight Excalibur [*CPU 3, mask 2, hardening 1, 100,000¥*]

PROGRAMS

Programs run on a cyberdeck. Hackers don't need programs do to their job — they can sling code well enough to bend the matrix to their will on the fly — but a program can improve their chances or offer special tricks to help the hacker.

Programs have the following special tags:

routines: the different routines that make up the program. See **Writing Programs**, page 66, for details about routines.

size n: the amount of space a program takes up in the cyberdeck's storage.

Armor or damage tags on programs only work when in the Matrix.

RUNNING PROGRAMS When a program is loaded into the storage on a cyberdeck, it is assumed to be running. If the hacker has to change programs, they may do so at any time; however, if it would be despite risk of some sort (for instance, while in combat with IC), then they must *Stay Frosty*.

AGENTS

Hackers can compile separate programs into pseudo-sentient matrix entities called **agents**. See the Programs section (page 66) for more information.

SAMPLE PROGRAMS

Armor [*armor +2 (matrix only), routines (armor x 2), size 4, 500¥*]

Black Hammer [*dmg 1d6, relocate hostile programs, routines (armor, bounce), size 4, 500¥*]

Stealth [*mask +2, routines(stealth x 2, interference), size 6, 750¥*]

Lockpick [*mask +1, +1 to hack Data nodes, routines(stealth, decrypt), size 4, 500¥*]

Assassin [*mask +1, dmg 2d6b, armor +1, routines(stealth, armor, attack x 2), size 8, 1,000¥*]

Ghost [*mask +2, routines (stealth x 2), size 6, 500¥*]

Tarpit [*slow alarms and relocate hostile programs, routines (bounce x 2, interference), size 6, 500¥*]

Bloodhound [*+2 Check the Situation in the matrix, +1 to hack data nodes, routines (analyze x 2, decrypt), size 6, 750¥*]

Medic [*heal 2 matrix damage, routines(repair x 2), size 4, 500¥*]

Codebreaker [*+2 to decrypt data nodes, routines(decrypt x 2), size 4, 500¥*]

VEHICLES

Vehicles have the following special tags:

> *Power (pwr):* the vehicle's horsepower, speed, and acceleration.
>
> *Armor (arm):* the vehicle or drone's armor rating.
>
> *Frame (frm):* the vehicle's or drone's resilience. This is the equivalent of a vehicle's wounds. Remember that small arms deal half damage to vehicles (see Dealing Damage, page 9).
>
> *Sensors (ssr):* the quality of the vehicle's sensors (used when Checking the Situation while driving or piloting the vehicle)
>
> *Seats n:* the number of people who can normally occupy the vehicle, including the driver or pilot
>
> *Fuel:* fuel or battery capacity

BIKES

Dodge Scoot [*seats 1, pwr 1, arm 0, frm 4, ssr 0, fuel 4, 1,800¥*]

Yamaha Rapier [*seats 1, pwr 2, arm 0, ssr 1, frm 4, fuel 4, 9,500¥*]

Harley Scorpion [*seats 2, pwr 2, arm 1, frm 7, ssr 1, fuel 2, 17,500¥*]

CARS & TRUCKS

C-N Jackrabbit [*seats 3, pwr 1, frm 6, ssr 0, arm 0, fuel 3, 10,000¥*]

Ford Americar [*seats 4, pwr 1, frm 8, ssr 1, arm 0, fuel 3, 16,000¥*]

Eurocar Westwind [*seats 6, pwr 3, frm 9, arm 1, ssr 1, fuel 3, 200,000¥*]

GMC Bulldog [*seats 8, pwr 2, frm 9, arm 1, ssr 1, 3 fuel, seats 8, 45,000¥*]

Ares Roadmaster [*seats 6, 3 pwr, 11 frm, 2 armor, 2 fuel, 52,000¥*]

DRONES

Drones have most of the same qualities as vehicles, although they lack the seats tag, and replace it with the following:

> *Tactical:* the quality of the drone's tactical expert system, which comes into play when the drone is in autonomous mode. Abbreviated tac.

Armed drones also use the *damage* tag, indicating the damage of their built-in weapon systems.

GROUND DRONES

Aztechnology Crawler [*pwr 1, frm 5, ssr 2, arm 0, tac 0, fuel 3, 4,000¥*]

GM-Nissan Doberman [*pwr 1, frm 7, arm 1, ssr 1, dmg 1d6, tac 1, fuel 3, 5,000¥*]

Steel Lynx [*pwr 1, frm 9, arm 2, ssr 1, tac 2, dmg 2d6b, fuel 2, 9,500¥*]

AIRBORNE DRONES

Lockheed Optic-X [*pwr 1, ssr 2, arm 0, frm 2, tac 1, fuel 2, 12,500¥*]

MCT Roto-Drone [*pwr 2, frm 5, arm 0, ssr 1, dmg 2d4b, tac 1, fuel 2, 15,750¥*]

CD Dalmatian [*pwr 1, frm 8, arm 1, ssr 0, tac 2, dmg 1d8, fuel 3, 22,000¥*]

CYBERWARE

The cyberware items in the Archetype's starting packages are shown here with all their tags. Cyberware has the following special tags:

> *add-ons:* this is installed in an existing piece of cyberware, instead of independently. The item takes up capacity equal to its essence cost.

always on: the implant remains on all the time. If adding this tag to an item that modifies a move, multiply the cost of the implant by 2.

capacity n: the cyberware item has capacity for n add-on items.

device: this implant is a device of some sort (usually a weapon or computing tool) that does not offer sensory modification.

link (device): this cyberware must be connected to the proper kind of device to be effective

loaner: this implant was given to you by an organization lots of money, and they expect you to repay them somehow.

resist (hazard): the augmentation protects against particular environmental hazards such as toxins or electrocution

sealed: a sealed implant requires at least an hour and the proper tools to reload or refill.

sota: state of the art; sota cyberware has a lower essence cost than equivalent standard cyberware

toggle: this item is toggled on and off (that is, once activated, it stays on).

used: this implant started its life in someone else's body. The first time you fail a move related to the implant or are in a situation where the added capability of the device comes into play, roll 1d6. On a 3 or better, you're fine. On a 2, the implant simply fails gracefully. On a 1, the implant goes haywire:

   ○ If the implant modifies a move, that move is glitched until you get it fixed or shut down

   ○ If the implant provides a capability, that ability suddenly poses a big problem

   ○ You can shut down a haywire implant by spending a point of Edge.

ACTIVATING CYBERWARE

To gain the benefits of any of the following items, you must spend a point of Edge to activate the implant. Implants that offer no mechanical benefit (related to moves or defenses), such as cyberlimbs, are always on—you don't have to spend edge to use them.

HEADWARE

EYES

Cybereyes [*always on, capacity 2, essence 1*]

Thermographic Enhancement [*ability(thermographic vision), essence 1*]

Vision Magnification [*always on, ability(long distance vision), essence 1*]

Low-light enhancement [*ability(low-light vision), essence 1*]

Camera [*ability(record video or images), essence 1*]

EARS

Cyberears [*always on, capacity 2, essence 1*]

Damper [*ability(resist:sound), essence 1*]

Noise Filter [*ability(enhanced hearing), essence 1*]

Recorder [*ability(record audio or video), essence 1*]

Ultrasound System [*ability(perceive ultrasound), essence 1*]

OTHER

Cranial Cushion [*always on, armor +1 vs. stun, essence 1*]

Tactical Computer [*modifies(Check the Situation: use Combat instead of Awareness), essence 1*]

Synaptic Hardening [*armor +1(matrix only), essence 1*]

Voice Modulator [*ability(alter voice), essence 1*]

BODYWARE

Active Camouflage [*special(if you remain motionless, enemies cannot see you), essence 2*]

AutoDoc [*special(gain 1 extra wound box), toggle, essence 3*]

Bone Lacing [*always on, special(deal lethal damage when unarmed, gain 1 additional wound box), essence 2*]

Boosted Reflexes [*modifies(Stay Frosty: hold 1), special(incompatible with wired reflexes, cannot be upgraded), essence 2*]

Cyberarm/Cyberleg [*always on, device, obvious, capacity 2, essence 3*]

Dermal Plating 1 [*armor +1, inherent, always on, essence 2*]

Dermal Plating 2 [*armor +2, inherent, always on, essence 3*]

FeatherTouch [*ability(enhanced sense of touch), essence 1*]

Gyrostabilizer [*modifies(Suppression Fire: hold 1), essence 2*]

Hand Razors [*range c, dmg 1d4 dmg, essence 1, toggle*]

Light Cybergun [*range c/s, 1d6 dmg, toggle, sealed, essence 2*]

ReadiMed System [*modifies(First Aid: hold 1), supply 2, sealed, special(can also modify relevant Street Doc moves), essence 2*]

Skillsoft [*link(skillwires), special(required for skillwires to*

function; specify area of knowledge when purchasing)]

Skillwires 1 [modifies(Drop Science: hold 1), link(skillsoft), essence 2]

Skillwires 2 [modifies(Drop Science: hold 2), link(skillsoft), essence 3]

Shocktrodes [range c, dmg 1d4 stun, essence 1]

Smartlink [move(Rock & Roll: add +1 damage on 10+, on 7-9, don't mark off ammo), ranged, essence 1]

Spurs [range c, dmg 1d6, essence 2, toggle]

Wired Reflexes 1 [modifies(Stay Frosty: hold 1), essence 2]

Wired Reflexes 2 [modifies(Stay Frosty: hold 2), essence 3]

OTHER EQUIPMENT

DRUGS

Costs listed below are per dose (one dose equals 1 Supply)
Bliss [take +1 to Gut Check, lasts 2 hours, 15¥]

Cram [take +1 to Stay Frosty, lasts 3 hours, 10¥]

Deepweed: [user can perceive Astrally, lasts 1 hour, 400¥]

Jazz [take +2 to Stay Frosty, lasts 30 minutes, 75¥]

Kamikaze [take +1 to Rock & Roll and Gut Check, lasts 1 hour, 100¥]

Long Haul [you can go without sleep for four days with no consequence, 50¥]

Nitro [take +2 to Rock & Roll and +1 to Gut Check, lasts 30 minutes, 75¥]

Novacoke [take +1 to Push Someone and Check the Situation, lasts 2 hours, 10¥]

Psyche [take +1 to Drop Science, lasts 3 hours, 200¥]

Zen [take +1 to Stay Frosty, lasts 30 minutes, 5¥]

BTLs [allow you to experience almost anything virtually, lasts 30 minutes to 3 hours, 20-100¥]

MISCELLANEOUS

Medic Patch [supply 1, heal 2, 500¥]

Stimulant Patch [supply 1, take +2 to next move, take 1 stun afterwards, 175¥]

Antidote Patch [halts poison damage, 200¥]

Trauma Patch [supply 1, +1 to First Aid Move, 300¥]

Quik-Hax Kit [supply 4, bypasses low-grade security locks/electronic devices, 350¥]

Spy Kit [supply 4, +1 to Citation Needed or Check the Situation (assuming bugs haven't been found), 4000¥]

Countersurveillance Kit [supply 4, +1 to Check the Situation to search for bugs, 3000¥]

Infiltrator's Kit [supply 4, +1 to Stay Frosty to infiltrate or avoid detection, 1,000¥]

MAGICAL SUPPLIES

FOCI

A focus is a mundane item that has been imbued with an astral construct. When used by someone to which it is attuned, a focus helps them channel astral power greatly enhances their abilities.

ATTUNING

Before a focus can be used, the user must **attune** themselves to it. To do so, they must invest at least one point of essence into the focus. Essence committed in this fashion remains spent until the user de-attunes themselves from the focus, or the focus is destroyed, at which point the essence is recovered.

A mage, adept, or shaman can only be attuned to a number of foci equal to their Craft rating.

TYPES OF FOCI

Spell Focus: a spell focus enhances the casting of a specific spell. When attuned, the mage using the spell focus has hold equal to the Essence spent attuning the focus. Spend this hold toward casting that specific spell.

Spirit Focus: a spirit focus enhances the summoning of a specific type of spirit. When attuned, the shaman has hold equal to the essence invested in the focus toward summoning that specific spirit type.

Weapon Focus: weapon foci are primarily used by adepts. When attuned to a weapon focus, the adept using it has hold equal to the invested Essence to spend on the Rock & Roll move or on dealing damage.

FETISHES

Fetishes are essentially one-shot magical supplies—small mundane objects imbued with structure and energy of a spell or summon a spirit, needing only to be triggered by the mage or shaman.

INVESTING

To create a fetish, the mage or shaman decides what spell or spirit to place into the fetish, and then **invests** the fetish with power, spending the Essence required for the spell, or the essence they wish to provide to the spirit. Essence invested in a fetish in this manner remains spent until the fetish is used, at which point it immediately returns.

ACTIVATING A FETISH

Normally, to cast a spell or summon a spirit, the mage or shaman must make the *Cast a Spell* or *Conjure* moves. With a fetish, this is no longer the case: instead, they can simply declare that they're using it (making any other moves that the fiction would dictate of course, for instance, *Stay Frosty*). Once triggered, the stored spell or spirit is immediately cast or conjured. The fetish is good for a single use, after which it crumbles to dust.

SPELLS

Like other equipment, spells (although they're not exactly "equipment") are described in terms of tags. Spells have the following special tags:

Force: the minimum Force required to cast the spell. When determining the effects of the spell, use the **Effective Force**, or **EF**, value which is the **(Force Cast - Minimum Force) + 1**.

Effect: describes the actual result of a successful casting of the spell.

RANGE TAGS

Touch: the spellcaster must touch the target to cast the spell.

LOS: the spellcaster must be within line of sight of the target. Technological vision enhancements (aside from old fashioned optics) do not count for line of sight.

Linked: the spellcaster must possess an object of high significance to the target, or a fresh (under 24 hours old) bodily sample. With an appropriate link, the spell has a range of **EF** kilometers.

TARGET TAGS

Self: the spell only affects the caster

Metahuman: the spell only affects metahumans

Creature: the spell affects any living creature

Spirit: the spell affects only spirit beings

Object: the spell affects inanimate objects

Device: the spell affects technological devices

DURATION TAGS

Instant: the spell occurs very quickly.

Short: the spell lasts long enough for the target to take one move, more or less.

Triggered: this spell is triggered by an outside event (for instance, taking damage)

Sustained: the spell remains in effect for a period determined by the caster. Each sustained spell in effect inflicts a stacking -1 to future spellcasting moves to account for the split concentration of the caster.

COMBAT SPELLS

Spell	Description	Minimum Force	Tags
Mana Bolt	deals 1d4 damage (bypassing armor) to creatures or spirits at LOS	2	LOS, target(creatures, spirits), duration:instant, dmg 1d4, ignores armor, force 2
Fire bolt	deals 1d6 damage and fire effects to creatures at LOS range.	2	LOS, target(creatures), instant, dmg 1d6, fire, force 2
Taser Hands	deals 1d6+EF damage and shock effects to creatures at touch range	2	touch, target(creatures), object, instant, dmg 1d6+EF, shock, force 2
Acid Stream	deals 1d6 damage and acid effects to targets and objects at LOS range	2	Tags: LOS, acid, target(creature), object, instant, dmg 1d6, force 2
Fireball	deals 1d6+EF damage and fire effects to all creatures and objects in an area within short range.	3	LOS, fire, area, target(creature), instant, dmg 1d6+EF, obvious, force 3
Manaball	deals 1d6 damage (bypassing armor) to creatures and spirits within the target area	4	LOS, area, target(creatures, spirits), instant, dmg 1d6, ignores armor, force 4
Knockout	deals 1d6 stun (bypassing armor) to creatures in touch range	1	touch, target(creatures), instant, dmg 1d6 stun, ignores armor, essence 1

DETECTION SPELLS

Spell	Description	Essence Cost	Tags
Analyze Device	take +1 to your next move involving the device being analyzed, or learn what the device does	1	touch, analysis, target(device), duration:short, effect(take +1 to a move involving the device), force 1
Clairvoyance	when you Check the Situation, you can ask questions about a location you cannot see within the range of the spell	2	LOS, perception, target(self), duration:short, area, effect(Check the Situation in a remote area), force 2
Combat Sense	while you sustain this spell, you cannot be surprised, and take +1 to your first Rock & Roll or Stay Frosty move when combat starts	2(S)	touch, perception, target(self), duration:sustained, effect(you cannot be surprised and take +1 to your first Rock & Roll or Stay Frosty), subtle, force 2
Mind Probe	when you touch the target, you can hold 1 toward Manipulate or Make 'Em Sweat	2(S)	touch, telepathy, target(metahumans), duration:sustained, effect(hold 1 toward Negotiate or Push Someone), force 2
Detect Life	when you look for living creatures in an area, take +2	2	LOS, perception, target(self), duration:short, effect(take +2 to look for living creatures with Check the Situation), force 2

HEALTH SPELLS

Spell	Description	Essence Cost	Tags
Antidote	when you touch the target, you halt poison or other toxin effects in the target	1	touch, cure, self, target(metahumans), effect(halts poisons and other toxins), force 1
Heal	when you touch the target, heal a number of wounds equal to the EF	1	touch, heal, self, target(metahumans), effect(heal EF wound boxes), exhausting, force 1
Increase Attribute	when you touch the target, choose 1 stat. Moves using that stat take +1 while the spell is sustained.	2	touch, enhance, target(self), metahuman, duration:sustained, effect(choose 1 stat; moves using that stat take +1 while the spell is sustained), exhausting, force 2

ILLUSION SPELLS

Spell	Description	Essence Cost	Tags
Chaotic World	when you cast this spell, you can hold 1 to spend on your or your teammate's moves	2	LOS, distraction, target(creatures),area, duration:sustained, effect(hold 1 toward your or your teammate's moves in combat), force 2
Group Invisibility	while you sustain this spell, you conceal a number of creatures equal to the EF from being seen by creatures or metahumans	3(S)	LOS, area, concealment, target(metahumans), duration:sustained, effect(you cannot be seen by creatures or metahumans), force 3(S)
Silence	while you sustain this spell, all sound is silenced in the area you specify	3(S)	LOS, area, concealment, target(creatures), duration:sustained, effect(all sound is silenced in the area), force 3(S)
Stink	while you sustain this spell, all creatures in the affected area have to either leave the area or use air filters or take 1 stun	3(S)	LOS, area, distraction, target(creatures), duration:short, effect(enemies must flee, use respirators or filters, or take 1 damage), force 3

MANIPULATION SPELLS

Spell	Description	Essence Cost	Tags
Mana Barrier	while you sustain this spell, you create a barrier that blocks living creatures and spirits	3(S)	LOS, protection, target(creatures,spirits), duration:sustained, effect(create a barrier that blocks living creatures and spirits), force 3
Light	while you sustain this spell, an area you specify is illuminated by bright light	3(S)	LOS, area, energy, duration:sustained, effect(generates bright illumination in an area; large areas cost more essence), force 3
Shadow	while you sustain this spell, an area you specify is cloaked in arcane darkness	3(S)	LOS, area, energy, duration:sustained effect(generates arcane darkness in an area), force 3
Fling	when you cast this spell on a target you are touching, you hurl the target out of melee range	1	touch, telekinesis, target(creatures), duration:instant, effect(hurl target out of melee range; target takes 1 stun), force 1

SPIRITS

Spirits are the companions and tools of the Shaman, who summons them from the astral plane to perform services for him. Spirits have the following special tags:

aspect: the spirit takes on the appearance of their domain, and is invisible in their domain unless it chooses to be seen. Elementals automatically gain this tag, otherwise it requires 1 spirit point.

desert: a spirit of the forbidding landscape of the deserts

earth: a spirit who dwells in the earth, caves, or landscape; earth spirits are widespread

elemental: these spirits represent the basic four elements, air, earth, fire, and water, and can be summoned anywhere.

engulf: the spirit may enclose a target in the ubstance of its domain, typically (but not always) dealing damage.

enthrall: use this stat for the Enthrall move

forest: a spirit of the forests, woods, or similar areas

generous: the spirit will perform one extra move; adding this tag costs 1 spirit point.

guard: use this stat for the Guard move

harm: use this stat for the Harm move

insubstantial: damage dealt and taken is halved

mentor: use this stat for the Mentor move

mountain: a spirit that dwell in foothills, crags, ridges, and other mountainous terrain

natural: natural spirits are spirits associated with particular domains (such as "city spirits" or "mountain spirits").

plains: a spirit of the open plains, grasslands, fields, and farms

robust: the spirit is particularly resistant to damage; all damage rolls against it are [w]. Adding this tag costs 1 spirit point.

search: use this stat for the Search move

sky: a spirit of the open sky

storm: a spirit of storms and harsh weather

swamps: a spirits of the depths of the swamp, bayou, or wetlands

urban: a spirit dwelling in urban or developed lands, especially cities

water: a spirit of lake, river, or ocean

weakness (specify): the spirit has a weakness to a particular material or element which ignores insubstantiality, armor, and robustness. Adding this tag allows the free addition of another tag.

wild: this spirit has an extra spirit point, but the shaman must take -1 when he or she conjures it

SPIRIT MOVES

Spirits are independent entities, and have thier own moves. Their moves correspond to the harm, search, guard, enthrall, and mentor tags.

HARM: when a spirit attacks someone or something, roll+Harm. On 10+, the spirit deals its damage. On 7-9, the spirit deals damage, but also takes damage.

SEARCH: when the spirit attempts to locate individuals or items within its domain, roll+Search. On 10+, the spirit locates the item and can tell the Shaman where it is. On 7-9, the spirit can tell the shaman whether the item or person is within its domain, but not it's specific location. Note: the GM and player should determine the search range for elementals.

GUARD: when a spirit stands in defense of its domain or inhabitants thereof, roll+Guard. On 10+, the spirit prevents damage or hostile effects from occurring. On 7-9, the spirit halves damage or the potency of a hostile effect.

ENTHRALL: when a spirit attempts to control someone's actions or thoughts, roll+Enthrall. If the target is a:

An NPC: On a 10+, the spirit issues two instructions that the NPC must follow, or take 3 damage. On 7-9, the spirit may issue one instruction.

A PC: On a 10+, both of the following apply. On 7-9, only 1 applies:

◯ If the character complies, they mark XP

◯ If the character refuses, they must Stay Frosty

MENTOR: when a spirit imparts knowledge or truth, roll+Mentor. On 10+, the GM provides, in secrete, a useful or interesting piece of information to the target. On 7-9, the GM provides an interesting piece of information.

EXAMPLE SPIRITS

There are 5 general spirit natures: Watchers simply observe and report. Teachers seek to instruct and guide others, but are reluctant to do harm. Protectors seek to defend their domain and its inhabitants, while Destroyers seek battle, blood, and vengeance. Finally, Seducer spirits desire control and devotion.

ELEMENTALS

Fire Elemental [*destroyer, aspect, harm 2, search -1, guard 1, enthrall 1, mentor 0, dmg 1d10, armor 2, wounds 9*]

Water Elemental [*seducer, aspect, harm -1, search 2, guard 0, enthrall 3, mentor 1, dmg 1d4, armor 1, wounds 8*]

Air Elemental [*teacher, aspect, harm -2, search 2, guard 0, enthrall 1, mentor 2, dmg 1d4, armor 2, wounds 7*]

Earth Elemental [*protector, aspect, harm 1, search 2, guard 2, enthrall -1, mentor 0, dmg 1d8, armor 1, wounds 10*]

NATURAL SPIRITS

Forest Protector [*natural, forest, harm 1, search 1, guard 2, enthrall -1, mentor 0, dmg 1d8, aspect, armor 1, wounds 8*]

Forest Watcher [*natural, forest, search 3, guard 0, enthrall 1, mentor 1, aspect, armor 1, wounds 6, special:may not Harm*]

Sky Watcher [*natural, aspect, search 3, guard 0, enthrall 0, mentor 2, armor 1, wounds 6, special:may not Harm*]

Urban Destroyer [*natural, harm 2, search 0, guard 1, enthrall 1, mentor -1, dmg 1d10, armor 2, wounds 9*]

Urban Seducer [*natural, seducer, harm 0, search 2, guard 0, enthrall 2, mentor 1, dmg 1d4, armor 1, wounds 7*]

Mountain Teacher [*natural, aspect, harm 0, search 0, guard 2, enthrall 0, mentor 2, dmg 1d4, armor 1, wounds 8*]

Swamp Destroyer [*natural, aspect, harm 2, search 2, guard 0, enthrall 0, mentor -1, dmg 1d10, armor 2, wounds 9*]

GAMEMASTER GUIDELINES

As mentioned in the introduction to this game, I'm assuming some familiarity with Dungeon World on the part of the reader. Dungeon World provides a list of important rules for the GM to follow. Here they are (modified for proper cyberpunk-ness, of course):

ALWAYS SAY

What the rules demand: when a move is triggered, yours or the players, say what the rules tell you to say. Embellish and expand, but start from the rules.

What the adventure demands: you know things the players don't, and you know them ahead of time. If the players haven't done anything to change them, stick with 'em.

What honesty demands: always be honest. If the rules tell you to give out information, do it. No lies, no half-truths. Be generous, even. And once it's set in stone, no going back on it. Also, if the players achieve something, give it to them fully.

What the principles demand: use your principles and agenda as a filter or an inspiration. If you get caught short, review them to make sure you are abiding by them.

YOUR AGENDA

Make the world fantastic: barf forth cyberpunk! Scenes, smells, sounds - the glittering height of an arcology, the stench of a slum hellhole, the scream of turbofans as a GEV heads toward you, the rrrrrrrrip of a minigun tearing through your cover - it's your job!

Fill the characters' lives with adventure: make the world they live in exciting, dangerous, full, and epic.

Play to find out what happens: NO. PLOTS. Ideas, yes. Fronts, sure. But do not come to the table with a story already written in your head, because for sure, the players will not go where you expect.

YOUR PRINCIPLES

Draw Maps, Leave Blanks: make use of maps, but don't fill it all in. Leave holes for imagination.

Address the characters, not the players: never talk to the players in the fiction. They don't live in the Sixth World.

Embrace the exotic and fantastic: the world is a crazy mesh of man, magic, and machine. Make it breathe.

Make a move that follows: when you make a move, you are participating in the fiction. The move should follow from the fiction logically.

Never speak the name of your move: moves aren't things in Sixth World. Moves are shorthand for you. Never say the name of your move.

Give every creature life: monsters and creatures exist and are real. Give them smells, sounds, personality. Name every person: everyone has a name. Make sure you give it to them!

Ask questions, and use the answers: the easiest question is "What do you do?" Whenever you make a move, end with "What do you do?" And don't forget to take opportunities to keep the focus moving from character to character.

Be a fan of the characters: you are not here to beat them; this is not a contest. You should cheer their successes, lament their failures, and mourn their passing.

Think with the Front Sight: nothing in the world you create for the characters is sacred. Every time you put something or someone onscreen, think about how destroying them might affect the story.

Begin and end with the fiction: to do it, do it. Everything stems from, and leads back to, the conversation you're having. Transition from fiction to rules and back to fiction.

Think offscreen, too: make your move elsewhere, and show the effects to the characters later.

GM MOVES

The GM has moves of his or her own to use. Although they're given formal names, they're really just the same things GMs have always done. For example, "revealing an unwelcome fact" isn't an esoteric trick to learn—it could be as simple as saying "that datastore you just cracked? Yeah, it was really a honeypot, and security hackers are closing in."

These moves, just like the players' moves, stem from, and return to, the fiction of the game. Let them flow!

BASIC MOVES
Use an NPC, creature, danger, or location move
Reveal an unwelcome fact
Show signs of danger
Deal damage
Use up their resources
Turn their move back on them
Separate them
Give an opportunity to showcase an archetype
Show a downside to their archetype, race, or equipment
Offer an opportunity - with or without cost
Put someone in a spot
Tell them the requirements and consequences, and

ask

LOCATION MOVES

Change the environment

Point to a looming threat

Introduce a new faction

Use a threat from an existing faction

Make them backtrack

Present riches at a price

Present a challenge to one character

THREATS

Threats is the general term for the opposition - creatures, other runners, security guards, and so forth — that a team of runners might encounter in their adventures. Threats come in many shapes and sizes, and only a few examples are given here, but you can use these examples to expand on the list of threats, and invent your own (you can even use the Monster Creator at http://codex.dungeon-world.com/).

THREATS AND DICE

If you're the GM, you should be aware that unlike many games, **you never roll dice to make moves** (though you will roll dice for Threat damage from time to time). Threats have moves, both the GM moves listed earlier, and sometimes their own special moves, but you won't see any "roll+Stat" instructions here. Threat Moves happen in response to, and flow from the fiction. If something is done by a player character that would lead to a Threat move, then it happens. If the player didn't fail their move, then it's likely that what you'll do is a **soft move**: show them some danger coming, make something happen that will trigger a move on their part, and so forth. On the other hand, if the player gives you a golden opportunity, usually by completely failing a move, then you can make a **hard move**. An easy example of this is in the case of doing damage. If a PC Rocks & Rolls with a threat, and fails (rolls a 6 or less), then in return, that Threat deals its damage to the player right away. That's the default outcome for failing a Rock & Roll move. Keep in mind, however, that you only have to make **as hard a move *as you like***. It doesn't always have to be the ultimate sanction — sometimes, you might make a soft move to increase the tension of a situation. You don't have to deal that damage, if making a different move would be more fun!

THREAT DAMAGE

Threats, in general, deal the damage indicated in their entry whenever they deal their damage. However, sometimes multiple threats mob a single player character and inflict damage on the PC. In such cases, they do not all deal their damage. Instead, deal damage for the most dangerous threat, and add +1 damage for each additional threat involved in the attack.

Example: *Valentin is facing down a ghoul and four goblins, who all assaulted him more or less simultaneously. He at-*

tempted to dodge away, but failed. Instead of dealing 2d6b for the ghoul, and then rolling 2d4b four more times (once for each goblin), you would roll 2d6b for the ghoul, and add an additional 4 damage (+1 for each goblin).

OPTIONAL: INFLICTING CHRONIC INJURY

If it suits the group, you can allow a threat to inflict chronic injuries (see page 10) if that threat's damage pushes a character into the bleeding out stage. If so, choose an appropriate chronic injury from the list. For example, if a ghoul manages to take a character to the bleeding out stage with a bite, you can inform the character that unless they stabilize, they will take the Faded chronic injury, and reduce their Essence by 1.

THREAT WOUNDS

Threats make no distinction between stun and wounds for threats. If you deal stun to a threat, unless it is listed as immune to stun, simply mark the damage on the wound track.

THREAT TRAITS

The traits that follow are primarily intended to help the GM describe creatures, figure out what a creature might do, set scenes, and enhance the story. For example, when using a threat with the Camouflage trait, the GM might leverage that trait to describe how the threat materializes out of nowhere, having been hidden against a wall or some other innocuous place until the PC's were in just the right spot.

Amphibious: threat is at home in water and on land

Arcane: threat is Awakened

Aspect: threat shows traits of its domain or environment

Bloodthirsty: the threat will continue to attack incapacitated opponents

Camouflage: threat is difficult to detect and can blend in with its environment

Cyber: this threat is enhanced with cyberware, which increases its performance in some fashion

Deathwish: the threat lacks any sense of self-preservation; this can manifest in relentless attacks, or simple stupidity, de-

pending on the threat

Dual Natured: threat is visible and active both in Astral Space and in the physical world. Abbreviated dn.

Fast: the threat is exceptionally quick

Fear: the threat inspires fear or causes a fear effect

Fearless: the threat will often continue fighting to the death

Group: usually seen in groups of 3-6 individuals

Hoarder: the threat collects...something. Sometimes good things, sometimes horrifying things.

Horde: threat is typically found in large groups

Huge: colossal, several times larger than a human

Immune (type): threat is immune to a particular type of damage, for example immune (stun)

Infected: threat carries a disease that can be contracted by the characters

Insubstantial: threat takes half damage

Intelligent: threat is smart enough to think and plan; most metahuman threats are intelligent

Large: much larger than a human

Machine: threat is mechanical in origin

Medium: roughly human size

Movement: threat has a special movement mode

Night Vision: threat can see in dark environments without trouble

Organized: threat has an organizational structure, and may have additional allies upon which to call

Paranormal: threat is of paranormal origins

Poison: threat poison its targets; victims take 1 damage each time they make a move, until they receive treatment of some sort)

Program: threat is a Matrix program (such as IC)

Range: these are the same as the ranges in the equipment section

Small: smaller than a human

Spirit: attacking this threat uses the Battle the Arcane move

Solitary: usually seen alone

Stealthy: threat is naturally difficult to detect

Summoned: this is a spirit being, and can be banished

Tiny: much smaller than a human

TAG NOTES

All paracritters are assumed to have the paranormal tag.

All Intrusion Countermeasures are assumed to have the fearless and program tags.

Creatures may or may not fight to the death. Many metahumans will not, since most of them still have some sense of self preservation. The fearless tag indicates a much greater likelihood of fighting to the death even without a reason.

PARACRITTERS

All paracritters have the paranormal tag.

AFANC
amphibious, camouflage, group, large
Bite (2d6b dmg, c), tail whip (1d6+1, reach)
10 Wounds / 2 Armor

The Afanc is an awakened crocodile, typically found in Wales and Eastern Europe. They exist in family groups of 3-6 individuals, and are highly territorial. They have an exceptional ability to detect nearby prey. *Instinct:* to eat
  ◯ Detect nearby prey
  ◯ Death roll

BARGHEST
fast, medium, fear, group
Bite (1d6+2 dmg, c), howl (2d8b stun, area, c/s/m)
6 Wounds / 1 Armor

The barghest is an awakened canine found in North America, Europe, and Asia. A massive mastiff-like creature, the barghest is best known for its unearthly, paralyzing howl which it uses to freeze its prey in its tracks. *Instinct:* to hunt
  ◯ stalk the prey

COCKATRICE

dual-natured, hoarder, small, solitary
Paralytic tail (2d6b+2 stun, c)
4 Wounds / 0 Armor

The cockatrice resembles an overgrown, semi-reptilian chicken. It is known best for the paralysis a touch of its long tail can induce in a metahuman. It's also known for its tendency to collect small items – jewelry, etc. *Instinct:* protect its territory.

- ◯ turn flesh to stone
- ◯ collect the shinies

BLACK ANNIS

fast, fearless, medium, night vision
Slam (1d6 dmg, forceful, c), bite (1d8 damage, c)
6 Wounds / 1 Armor

The Black Annis is an awakened baboon, highly territorial and vicious. Studies also indicate that the Black Annis is capable of creating an overwhelming sense of depression in metahumans, though this has not been confirmed. *Instinct:* to dominate.

- ◯ tear intruders apart
- ◯ show a threat display

DEATHRATTLE

camouflage, medium, poison, solitary
Bite (2d6b, poison, c), spit venom (1d8, s)
5 wounds / 0 armor

The deathrattle is a large awakened rattlesnake, found across North America. The deathrattle has a potent toxin which operates on both a physical and astral basis. It is very difficult to cure, requiring the attentions of both medical professionals and magical expertise. *Instinct:* to eat.

- ◯ strike from hiding
- ◯ shake the rattle

DEVIL RAT

disease, horde, small
Gnaw (1d6 damage, messy, 1AP, c)
4 wounds / 0 armor

The devil rat is a giant, hairless, loathsome creature found in sewers and sprawls around the world. Devil rats are somewhat dangerous alone, but when they swarm, they can cause catastrophic damage. Stories about mass disappearances in some of the worst slums are sometimes attributed to devil rat swarms. *Instinct:* to devour.

- ◯ swarm of teeth
- ◯ avoid the light

DRAGON

arcane, dual-nature, huge, hoarder, intelligent
Bite (2d10b dmg, 4AP, c), fire breath (2d6 dmg, s/m)
30 wounds, 6 to 8 armor

Never cut a deal with a dragon. Extremely intelligent and powerful, these creatures have become heads of megacorps, and one was even the President of the UCAS before he was assassinated. They come in many varieties, including western, eastern, feathered and leviathian. Their ultimate purpose is unknown, but whatever it is, they seem to be doing it well. *Instinct:* to be the ultimate.

- ◯ Get rid of opposition
- ◯ Scheme from the shadows
- ◯ Unleash its wrath

GREATER WOLVERINE

bloodthirsty, fearless, large, solitary
Bite (1d8 dmg, messy, c), claw (1d6+1 dmg, messy, c)
10 wounds / 2 armor

The greater wolverine is a massive engine of destruction, with a mean streak a mile wide. *Instinct:* to kill.

- ◯ Abuse the dead
- ◯ Eat to excess

METAHUMANS

CORPORATE SECURITY

group, intelligent, medium
Sidearm (1d8 dmg, 1AP, s/m), stun baton (1d6 stun, c)
8 Wounds / 0 Armor

This is the run of the mill corporate security guard. Dangerous in groups, and corporations generally have a near-infinite supply. *Instinct:* to guard their station.

- ◯ Call for backup
- ◯ Trigger the alarm

ELITE SECURITY

group, cyber, intelligent, medium
SMG (2d6b dmg s/m), Hand-to-Hand (1d6+1 dmg, c)
8 Wounds / 2 Armor

Although not every facility has an elite security contingent protecting it, when you start running the bigger corporations, you may run into these guys. With better training and better gear than your typical security guard, Elite Security is called in when the regular security grunts run into more than they can handle. *Instinct:* secure the facility.

- ◯ Neutralize targets
- ◯ Strike from ambush

BEAT COP

medium, intelligent, solitary
Sidearm (1d8 dmg, 1AP, s/m), baton (1d6 dmg c)
8 Wounds / 1 Armor

Even in the seemingly lawless 2050s, there are still people out there who serve in the thin blue line, walking a beat and enforcing the law. Whether a member of Knight Errant, Pinkerton, or Lone Star, the beat cop is the most commonly seen law enforcement officer on the streets. *Instinct:* to protect and serve.

- ◯ make an arrest
- ◯ call backup

LONE STAR HTR

cyber, medium, intelligent, group
Assault Rifle (2d8b dmg, 2AP, s/m/l)
8 Wounds / 3 Armor

Hostage situations, major crimes, killing sprees, you name it — when a serious crime goes down, the High Threat Response teams are called in. Highly trained, well-equipped, and thoroughly professional, tangling with HTR is no joke. *Instinct:* terminate the threat.

- ◯ Breach, bang and clear
- ◯ Take the shot

BLOOD MAGE

arcane, medium, solitary
Blood bolt (1d8 dmg s/m), death touch (2d4b, ignores armor, c)
8 Wounds / 1 Armor

Blood magic — the use of blood (usually not your own) to fuel magical spells and rituals — is illegal almost everywhere in the *Sixth World*. However, that doesn't stop people from using it. *Instinct:* to gather power.

- ◯ Inflict bleeding wounds

CYBERZOMBIE

dual-natured, medium, intelligent, cyber
Arm Cannon (2d6b dmg, 2AP, s/m/l), arm blade (1d6 dmg, c)
15 wounds / 3 armor

The cyberzombie is an unfortunate soul, a cyborg who has pushed himself too far with cybernetics and died. A cybermancer has managed to reconnect his soul to the body, and now the creature lives a tortured life. *Instinct:* to pass on.

- ◯ Destroy for the creator
- ◯ Find a way to end the suffering

COMBAT MAGE

arcane, cautious, medium, solitary
Manabolt (1d6+1 dmg, s/m), flamethrower (1d6+1 dmg, burn, s/m), confusion (targets take -2, s)
8 Wounds / 2 Armor

The Awakened are statistically rare in the *Sixth World*, but shadowrunners tend to deal with them considerably more frequently than your average wageslave. One of the more feared foes on the battleground is the Combat Mage, a mage who has devoted his abilities to deadly combat magic. *Instinct:* to see who's best.

- ◯ Display their power
- ◯ Burn everything

SECURITY HACKER

cyber, intelligent, medium, solitary
Black hammer (2d6b dmg, c), blackout (1d6+1 dmg, stun c), slow (-1 forward, c)
8 Wounds / 2 Armor (matrix only)

Any corporation worth its salt employs security hackers to protect its precious data. A corporate hacker is often equipped with excellent gear and has the benefit of being able to navigate a corporate grid easily, since they belong there. *Instinct:* to track 'em and smack 'em.

- ◯ Initiate a trace
- ◯ Deploy IC

STREET THUG

group, intelligent, medium

Spiked bat (1d6+1 dmg, c), cheap but powerful pistol (2d8w dmg, s/m)

9 Wounds / 1 Armor

Gangs plague the sprawls, and turf is everything. During a shadowrun, it's often a good idea to know whose turf you're on, who the leaders are, and what kind of crime they're into. If you run afoul of a gang, you might run into someone like the Street Thug. *Instinct:* to guard their turf.

- ◯ Issue a beatdown
- ◯ Gather the crew

GHOUL

blind, group, infected, intelligent, medium

Bite (2d6b dmg, disease, c), talons (1d6 dmg, 1AP, c)

6 Wounds / 0 Armor

Ghouls are humans infected with HMHVV, which has modified their genetics such that they have an insatiable hunger for human flesh. Intelligent, and often found in packs in sewers, back alleys, and the squats and slums of the *Sixth World*. Despite their physical blindness, they can be a dangerous enemy indeed. *Instinct:* to feed the hunger.

- ◯ consume essence

GOBLIN

horde, infected, small

Claw (1d4+1 dmg, c), knife (1d6 dmg, c)

4 Wounds / 1 Armor

Goblins are the result of a dwarf being infected with HMHVV, resulting in a small, twisted, nocturnal creature that tends to run in large packs. Stumbling across a goblin colony can really ruin your day. *Instinct:* to scavenge and collect.

- ◯ ambush

INTRUSION COUNTERMEASURES

Intrusion countermeasures all possess the fearless and program tags. Use these threats in conjunction with matrix nodes and armored nodes (see page 33).

ACID

Burnout (reduces hardening by 1), chip burn (reduce CPU by1)
4 Wounds / 0 Armor

Acid is a version of IC designed to damage cyberdecks, opening holes for other more dangerous IC to use to make the attack. *Instinct:* burn through defenses.

BLASTER

Jolt (1d6 dmg, stun)
4 Wounds / 1 Armor

Blaster IC is designed to inflict nonlethal damage on a hacker, hopefully knocking him or her out and forcing them to disconnect from the grid. Blaster is fairly common, since it is nonlethal, and can be found even in generally lower-security systems. *Instinct:* to knock 'em out.

BLACK IC

Intelligent, organized
Lethal biofeedback (2d8b dmg)
6 Wounds / 2 Armor

Black IC is the most feared of all intrusion countermeasures. Used by high-security installations, Black IC is designed for one purpose: to kill intruding hackers. Capable of delivering a lethal burst of biofeedback, the victim of a black IC attack is usually found dead in their rig, bleeding from eyes, ears, nose, and mouth. Black IC is not to be trifled with. *Instinct:* to kill.

  ◯ Finish them off

CRASH

Segfault (crash one program in your deck)
3 wounds / 1 Armor

A simple countermeasure designed to shut down unauthorized programs, crash is designed to do one thing: corrupt a running program until it crashes. *Instinct:* to mess things up.

BINDER

camouflage
Overload (reduce CPU by 1)
4 Wounds / 0 Armor

Binder is another simple countermeasure, designed to place extra processing load on a cyberdeck's CPU to decrease its efficiency. *Instinct:* to slow down the intruder.

SPIRITS

Note: given the wide array of spirits and their specific manifestations, the GM is encouraged to tweak these entries as needed!

SPIRIT OF MAN

aspect, medium, spirit
confusion (targets take -2 forward, s), slam (2d6b dmg, forceful)
1 armor / 5 Wounds

Spirits of Man include spirits of street, hearth, and field, domains intimately linked to the activities of humankind. Known more for their desire to guard and protect an area rather than their innate hostility, they are nonetheless dangerous when their ire is provoked. *Instinct:* to guard what man has made.
- ◯ prevent threats from entering
- ◯ cause an accident

SPIRIT OF EARTH

aspect, spirit variable size
hurl rock (1d8 dmg, forceful), punch (2d6b dmg, forceful)
4 Armor / 7 Wounds

Spirits of Earth dwell in the very soil and mountain and rock on which life takes root. They usually manifest as beings of rock and dirt, their aspects making them tough to injure. Their powers vary, but as all natural spirits they are motivated to guard their domain. *Instinct:* to protect the land.
- ◯ engulf an intruder
- ◯ surge up from the ground

SPIRIT OF AIR

aspect, spirit, small, medium
fling (1d6+1 dmg, forceful, c), noxious cloud (1d6 dmg, area, poison)
3 Armor / 6 Wounds

Spirits of Air are capricious beings who dwell in the domain of air. They manifest as howling winds, cold gusts, and vaguely humanoid clouds. Their insubstantial nature makes injuring them difficult. *Instinct:* to trick.
- ◯ move at blinding speed
- ◯ toy with an enemy

SPIRIT OF WATER

aspect, spirit, small, medium
slam (2d8b dmg, c)
2 Armor / 7 Wounds

Spirits of Water are methodical and inexorable, and take pride that the world will eventually return to the water whence it came. They can be summoned anywhere there is a body of water or river, and they are powerful enemies indeed. *Instinct:* to flow
- ◯ drown the threat
- ◯ flow through and around

INSECT SPIRIT

aspect, spirit, small/medium/large
bite (1d8 dmg, poison, c), strike (2d6b dmg, c)
3 Armor / 6 Wounds

Insect Spirits are summoned by Insect Shamans, who must "invest" a living host with the spirit (since it lacks the capability to materialize). This process is generally done to involuntary hosts, and the results are horrific. Insect Shamans and Insect Spirits are never something to willingly "get to know." *Instinct:* to breed.
- ◯ summon the swarm
- ◯ scuttle just out of sight

TOXIC SPIRIT

aspect, spirit, small/medium/large
throw toxin (2d6b, poison, c), poison punch (1d6+1 dmg, poison, c)
2 Armor / 10 Wounds

Toxic spirits are summoned by toxic shamans from domains that have been corrupted by pollution and other manmade evils. These spirits are as twisted as the domains from which they come. *Instinct:* to pollute.
- ◯ corrupt the environment
- ◯ leave their mark

SPRAWLS

You could look at shadowrunning as a series of discrete missions, episodes in an ongoing story of quasilegal adventuring. Ideally, however, the story you weave when you play and/or GM this game will take place in a world that feels like it's alive and breathing, full of real people with realistic motivations, and happening in a place with its own character and appropriately cyberpunk feel.

Obviously, your adventures have to happen somewhere, and in the Awakened world of the 2050's, most of the time "somewhere" is one of the vast urban regions that grew up around the cities of the early 2000: the **Sprawl**.

Whether through urban growth, massive construction projects by the megacorporations, mergers, or political realignmen, many cities have grown so large that they a single coherent "city plan" is laughable. Because of this, the environments within a single city are wildly varied: you can go from glittering financial sector to funky entertainment districts to rumbling industrial zones to blasted near-wastelands of poverty and deprivation from the comfort of mass transit.

Some things don't change, though. Every sprawl has it's own character, it's own particular vibe. There are always factions fighting for something, always people looking for an edge. People like to have influence, and they'll use the tools at their disposal to get it. And frequently, you will be one of those tools.

CREATING A SPRAWL

In *Sixth World*, we use a system quite similar to creating a Front in Dungeon World to characterize a Sprawl. Of course, since Shadowrun takes place in a future version of our own world, you're welcome to use this system to decide how a real-world city (for instance, oh, let's say Seattle). However, nothing is stopping you from making one, if you want to place a new city in the world. You're in control!

The big difference between Dungeon World Fronts and Sixth World Sprawls is that Sprawls have the added element of geography and locale. A Sprawl helps the GM keep track of both individual forces at work in the world (as with a Front), but also lets the GM and group define the broad conflicts that exist over a particular location.

The basic process for creating a Sprawl is as follows (each step will be explained in more detail):

1. Allocate 5 points among the three main Influences: **Man**, **Magic**, and **Machine**.

2. For each point assigned to an Influence, pick a Peril (you can pick the same Peril twice).

3. For each Peril, choose a Crisis, and describe how it will manifest.

INFLUENCES

Influences are the broad forces acting on a city, which exist in a constantly shifting equilibrium. There are three influences:

Man is the influence of humanity and its organizations. In this sense, man represents the influence of people and the organizations they run on the city: corporations, criminals, politicians (but I repeat myself), syndicates, religions, celebrities, and so forth.

Magic is the influence of the Awakened and the Astral upon a city. Often this is tied to the astral beings that populate the land on which the city stands, but it also includes the desires and activities of the magically active beings who dwell there (or who might wish to): mages, dragons, spirits, even paranormal creatures may all exercise their influence on the city.

Machine is the influence of technology, the Matrix, and the reality of human augmentation. In this modern world, machines and technology are a powerful an influence on the way people think and feel.

ALLOCATING INFLUENCE

The first step of the City Creation process is to allocate influence. The GM should allocate 5 points among the three Influences, representing the balance or relative weight of that Influence on the Sprawl in general.

> **Example:** *Tanner is creating a Sprawl for Buffalo, NY. He chooses to allocate 3 to Man and 1 each to Magic and Machine. Buffalo, right now, is the prize in a struggle between organized crime and megacorporations, while magic and machine have a subtler influence.*

PERILS

Each Influence on a city is characterized by one or more Perils: the specific entities, organizations, and creatures that embody the influence in question. Perils vary widely, and are selected by the group as the city is being created. Creating a Peril is as simple as one group member suggesting it. Several categories of perils are presented below, as inspiration. Choose one peril for each point assigned to an influence (so a city with Magic 2 would need 2 perils associated with Magic). You can assign multiple points to the same Peril, representing competing interests from the same category of danger. Example: Tanner's Buffalo Sprawl is coming along. The next step is identifying Perils for each Influence area. For Man's influence, he needs to assign 3 points to perils of Man. He assigns one to Megacorporation once and two to Syndicate (he's thinking about a mob war brewing).

PERILS OF MAN

Megacorporations (impulse: to boost the bottom line)

Be it one of the Big 10 megacorps, or some poor little rank A, all corporations need as much help as they can get. What that help is may be sketchy, but you have no problem with that.

Leagues (impulse: to influence you)

Leagues are groups of people with political agendas, be they either good or misplaced. Policlubs, local governments, merc squads, terrorist cells, religions, shadow groups, presidents and more are trying to spread their own version of reality. Sometimes quietly, other times with a bang.

Syndicates (impulse: to control the streets)

As long as there has been crime, someone has tried to organize it. From street gangs to the Triads, the Yakuza, and the Mafia, organized and not-so-organized crime eyes the sprawl with hungry and calculating eyes.

PERILS OF MAGIC

Energies (impulse: to empower)

We pretend that magic is a science to be studied in the halls of academia, but the wild and unpredictable power of the Astral and Metaplanes, power sites, ley lines, mana surges and mana storms make a mockery of our learning.

Orders (impulse: to achieve eldritch ends)

Orders are those groups of people with a strong interest in magic. They can range from noble universities and research organizations to fanatical cults of dark magic. Be it Atlantean artifacts to Blood Magic, they want to push, discover and convert.

Awakened (impulse: to survive and thrive)

Not all people affected by the Awakening are metahumans. In fact, most aren't. There's a whole world out there of paracritters, free spirits, dragons and metasapients such as centaurs. Some are in power, some want to be in power, and some simply want to survive.

PERILS OF MACHINE

Matrix (impulse: to absorb and accumulate)

The Matrix is just a network of 0's and 1's...right? Not if you ask a Hacker. The Matrix is a living, breathing, evolving entity that we've come to take for granted. But in its unvisited or forgotten corners and gleaming graphical citadels, what feeds on the information we produce?

Technology (impulse: to connect and isolate)

From ubiquitous surveillance, tailored marketing, and betterthan-life virtual reality to orbital space stations, underwater compounds, and teeming arcologies, it's hard sometimes to tell whether we're using technology, or it's using us.

Advancement (impulse: to relentlessly improve)

New cyberware, robotics, AI, cloning and more are all coming down the pipeline. Some people are afraid that metahumanity is starting to evolve past its tipping point. Some think it's already happened. Whatever the case, it pays to be wary.

CRISIS

Crisis is what happens when a particular Peril accomplishes its primary aims (which are, obviously, determined by the GM). Left unchecked, a Peril will always progress toward its goal—the world lives and breathes, and things happen even when the player characters aren't around to witness them. The progress a Peril makes toward its goals is tracked on the **Doom Bar** (more on that later), and when it reaches the end, whatever Crisis was selected for the Peril goes into effect. There are five main Crises; when you come up with a Peril, you must also decide on a Crisis for it, and specify the exact form it will take.

Control: insidious influence, strings being pulled, and puppets dancing to the puppetmaster

Destruction: disaster and mass death befall the city

Havoc: the breakdown of order, law, and control

Conquer: unopposed power, and the freedom to enact any agenda

Corruption: a blight of some sort—crime, graft, or something dark and unnatural—spreads through the Sprawl

DOOM BAR

At the end of this document is a reference sheet to help you record notes about your Sprawl. You'll note on the Sprawl Sheet that the section for each Peril has five boxes next to it. These bars are known as the **Doom Bar**.

The Doom Bar represents how close the Peril is to fulfilling its desire. At 1 box, they are in the initial phases of construction and planning, while at 5 they are moments away from unleashing their plan.

At the start of a campaign, every Doom Bar starts at 1. A GM then has 3 points to divide between the Perils to modify the initial state of their Doom Bars.

As the campaign progresses, the action (and inaction) of the player characters will influence changes in a Peril's Doom Bar. For example, blowing a run, helping an enemy accidently, or not stopping some plan in time are likely to increase a Peril's Doom Bar.

When the runners can't stop a Peril, or when the DM deems it appropriate, you mark a Doom Box under the appropriate Peril. During the next adventure, the DM should state as a side-bar what the results of the increased Doom are.

> **For example:** *Two weeks ago, the team barely escaped a botched run on a corporate arcology that is performing strange and dangerous experiments on its citizens without their knowledge. The failed run caused the corporation to raise security and step up their project's timeline, dooming the citizens now trapped inside.*

The GM could even choose to increase the Doom on multiple Perils if it makes sense.

THE END OF THE DOOM BAR

If a Peril has 5 boxes, and the GM goes to mark another one, it's too late: the Peril has accomplished what they were trying to do, and their Crisis goes into effect. This could have major impacts on both the Sprawl and the world.

REDUCING DOOM BAR

Runners can, believe it or not, reduce the Doom Bar for a Peril. If they do something that hampers the Peril, the GM should erase one Doom Box. If the runners do something really significant to strike a blow to the Peril, such as blowing up a Renraku datacenter, the GM reduces the Doom Bar by two boxes.

A minor setback won't reduce the Doom, but it will prevent it from increasing.

If runners ever reduce a Peril's Doom Bar to 0, the Peril goes into **remission**. Remission means the Peril may be gone, or perhaps it's just licking its wounds. Either way, a Peril in remission does not show up for 2 adventures. Once that time is over, the GM can either bring back the Peril at 1 Doom, or bring in a totally new Peril. If a Peril is ever redudced to 0, it is a good idea to give the players a free advance to award them for their skill.

> **Example:** *the team pulled off a run that culminated in blowing up the Renraku datacenter mentioned earlier. Renraku had been slowly subsidizing Matrix usage, trying to cut the Sprawl off from the main Matrix grids (and thereby achieve Control). That Peril stood at 2 Doom before the run, but the GM decides to remove both Doom boxes—reducing the Doom to 0—due to the success of the run. Renraku decides to back off the Matrix control plan.*

However, two sessions later, the team gets word of Renraku performing some sketchy genetic experiments on Awakened rats. Looks like Renraku's back with a new plan.

SPRAWL DISTRICTS

Sprawls are a way to get an idea of the large influences at work in a particular area, giving you an idea of whch entities are the movers and shakers of a given city.

Districts, on the other hand, are areas within a Sprawl where a runner might find him- or herself. Districts are a shorthand way to record basic descriptive information about different neighborhoods, areas, and communities within a Sprawl.

The word "district" should be interpreted broadly—a small neighborhood, a glittering financial sector full of high-rise buildings, and a sprawling industrial zone can all be Districts.

CREATING A DISTRICT

A District is described by tags (like equipment and threats), which provide some descriptive information to help players and the GM get a handle on an important area.

Creating a district is very simple:

1. Name the District

2. Determine the core tags of the district (type, economy, population, and trust)

3. Determine any other special tags the district may have.

> **Example:** *the GM wants to create an industrial area for some of the action of this latest run to happen in. He pictures an oil refinery area, full of containers, pits, fences, low warehouse buildings, tall processing plants, and pipelines of all sizes crisscrossing the district. Economically, it's active, though not exactly a "glittering rich" place. It's isolated due to the industry, and polluted with leavings. It's also owned by Ares. The tags for this district are* industrial, average, stable, cooperative, corporate, polluted, isolated.

DISTRICT TAGS

There are four basic or core tags that describe a district, which are, in order, Type, Economy, Population, and Trust.

Type identifies the general type of district, what kind of things happen there, and its role in the Sprawl.

Residential: this district is a place where people live, whether in housing projects, suburbs, apartments, rowhouse, etc.

Commercial: this district is primarily occupied by retail and service businesses of varying size

Financial: this district is primariily occupied by financial institutions such as brokerages, stock markets, banks, and investment firms

Industrial: this district is primarily occupied by heavy

industry such as construction, manufacturing, and shipping firms.

Entertainment: this district is primarily occupied by entertainment businesses such as casinos, theaters, clubs, bars, and sports venues.

Economy indicates the general financial strength of the district.

Rich: this district is extremely wealthy, with a great deal of financial pull in the Sprawl. Examples include high-stakes financial districts and upper-crust residential areas.

Affluent: this district is well-off, with some financial sway. Examples include luxury residential areas and gated communities, or ritzy entertainment districts.

Middle-class: this district has only a modicum of financial pull, being primarily a middle-class / median income area; housing is small and efficient, businesses (if there are any) small as well.

Poor: this district is struggling, with little to no resources. Residences are tiny and shabby, employment is minimal, and businesses are struggling.

Slum: this district is a wasteland, with abandoned buildings, no jobs to speak of, failing (or failed) businesses, and no monetary influence whatsoever.

Population describes the size (and growth or decline) of the inhabitants of a district (or the people employed there, if it is a business district).

Booming: the population is large and getting larger fast; people are moving there, or businesses are expanding there at breakneck pace.

Growing: the population is large and growing, with a steady (but not explosive) increase in population.

Stable: the population is moderate and steady, with only minor increases and decreases that tend to even out over time.

Dwindling: people are leaving for some reason, whether because of abandonment by the city, or failing businesses, or redevelopment. The current population is small, with numerous abandoned buildings and businesses.

Abandoned: this district has been largely abandoned by businesses and/or residents. The legitimate population is tiny, and most buildings are empty and decaying. The largest population by far is likely to be criminals and the outcast.

Trust is the final core tag, indicating the districts view of authority, including politicians, law enforcement, and organizations. Remember that this is relative to the 2050's, where trust is a little harder to come by anyway.

Cooperative: the community tends work closely with authority.

Neutral: the community is neutral toward authority.

Reserved: the community is not inclined to trust authority figures, though it will not actively hamper their work

Wary: the community instinctively suspects authority figures and will not cooperate unless compelled.

Hostile: the community is openly hostile to authority figures; law enforcement may avoid the area and it may be "written off" by politicians and organizations

Other tags can be used to add additional description as necessary or for special features of a particular district:

Big name: a person of significant renown (the GM determines to whom) lives or works in this zone

Corporate: this neighborhood is owned, managed, and serves one of the megacorporations or a subsidiary

Dense: tight streets, densely packed homes/businesses, and narrow passages.

Despair: the district is blighted and collapsing, and the despair of the people is palpable.

Highrise: this area is predominantly high-rise office and/ or residential buildings with few open areas, but well-organized streets

Infestation: there is an infestation of some creature in this area (e.g. goblins, devil rats, etc.). It generally remains hidden inside buildings and underground. Note that this may be a natural infestation, or something worse

Isolated: although uncommon in the *Sixth World*, there are some districts that are still difficult to get to, or cut off from other areas by construction, road modification, and so forth. Police and emergency response is slowed.

Lawless: police presence in this district is absent, and crime is rampant and unchecked except by the criminals themselves

Open: this area is remarkably devoid of construction, and has open (perhaps even green) space and room to move easily (or to move large vehicles)

Outbreak: there is a disease outbreak of some sort in this District; medical services may be present, depending on the neighborhood's economic value. If not, quarantine may be in place.

Policed: the neighborhood is regularly patrolled by law enforcement, and response time is short

Prejudice: this is a dislike, dismissal, bigotry, or hatred

against a particular category of individuals (perhaps another District, or the police, or orks, or ethnicity)

Prize: there's something in the neighborhood or the land it sits on that is desired by multiple factions

Protected: the neighborhood is protected by some group (for example, a gang, or a cult)

Rot: something poisons this neighborhood, perhaps physically or mentally or spiritually

Religious: a religion, cult, or other spiritual movement holds sway here

Turf (gang): this zone is the turf of the indicated gang

WILDS

Most of the action in *Sixth World* games will take place somewhere in the byzantine environment of a Sprawl. However, there are plenty of adventure-ready wild spaces left in the world. In fact, with the upheaval of the early 2000's, there's quite a lot of new wilderness out there, and at some point or another, you'll likely end up crossing through it.

If you want to create a **Wild**, the process is identical to the creation of a Sprawl: allocate points among the influence of Man, Magic and Machine, and then determine appropriate Perils and Crises to accompany those influences.

WILDERNESS ZONES

Just like Sprawls, a single Wild can contain multiple smaller areas with specific characteristics. These smaller areas are called **Zones** (since the word "district" doesn't quite fit). Creating a zone, however, is done the same way as a District: think of a Zone you want to create, give it a name, and select the appropriate tags to describe it.

> **Example:** *the GM creates a region near Lily Lake, deep in one of the former National Parks. The GM imagines this to be a thickly forested area, with steep slopes and deep gullies. Remnants of some park services buildings (mainly huts and SAR bivouacs) can be found. It's mostly populated by small animals band birds, althoug a mated pair of Piasma call this area home. The tags selected for the Zone are* forest, rugged, typical, ruins, predator.

The tags for the zone are explained below.

WILD ZONE TAGS

Because many of the tags for Sprawl Districts wouldn't necessarily apply, some new tag options are presented below. Wild Zones have the following tag types: **type**, **terrain**, and **wildlife**.

(The categorizations that follow—which were greatly trimmed and simplified for game purposes—may cause painful grimacing in ecologists, forestry experts, geographers, and zoologists; I apologize sincerely).

Type describes the general type of biome and climate of the zone.

Plains: characterized by low rolling hills, open fields of grass or scrub, high visibility and winds. Climate varies per season.

Desert: characterized by aridity, heat, rolling or rocky ter- rain. Deserts may be arctic, but this tag primariliy deals with the "hot deserts" of the world.

Aquatic: a water-based zone, either riverine, limnic, or oceanic. Depending on specifics could be hostile (if sub- aquatic)

Forest: characterized by a high density of trees of various types (different categories of forest will have differing dominant tree types); terrain varies

Jungle: a land area covered with thick, dense vegetation, typically in a tropical area

Polar: cold northern or southern lands in the polar latitutdes, including arctic regions

Terrain describes the zone's physical features and topography, and how difficult or easy it may be to traverse.

Flat: little to no change in elevation, with only small hills and depressions

Rolling: smoothly transitioning hills, with at times sizable changes in elevation.

Wetland: an area saturated with water, such as a bayou, delta, swamp, fen, or bog

Rugged: terrain with sudden changes in elevation, rocky outcrops, or thick vegetation that is difficult to navigate directly or maneuver through

Mountainous: rough terrain in a mountainous region, with large changes in elevation; tiring, demanding terrain

Broken: the land is shattered and extremely rugged, very difficult to cross (almost impassable), and full of blind runs, rocky outcrops, sharp ridges and technically demanding terrain.

Exotic: the terrain is unusual in some way and not generally encountered; deep subaquatic regions, highly unusual rock formations, strange caves, and so forth

would be examples of exotic terrain

Wildlife describes the flora and fauna of the area, as well as the relative biodiversity of the zone.

Limited: the zone's biodiversity is low, marked by only a few kinds/categories of plants and animals

Typical: the zone's biodiversity is typical for the Sixth World, having several types of animal and plant species represented

Diverse: the zone is populated by a fairly varied number of different species, both flora and fauna; edible species are reasonably easy to find

Rich: the zone is rich in different animal and plant species; it is a busy place

Hotspot: the zone is a biodiversity hotspot, teeming with highly varied species of plants and animals

Other tags may come into play to describe a particular wilderness zone. In addition to the tags below, the tags prize, protected, and infestation are also applicable.

Awakened: this zone is heavily imbued with magic, whether it be from ley-lines, artifacts, ritual, or other unknown reason, magic is almost tangibly present.

Blasted: some cataclysmic event happened here, and the scars remain visible.

Extreme: the zone is an extreme representative of its type—a fiercely hot desert, bitterly cold polar region (e.g. Antarctica), a dense jungle.

Megafauna: the zone contains a relatively high population of megafauna (animals exceeding 45kg/100lb) such as deer, large paranimals, and the like.

Polluted: this zone is heavily polluted; water is likely undrinkable without treatment and animals and plants dangerous to eat.

Predator: there is an apex predator (or mated pair) that considers this zone its hunting grounds. Be sure to identify the predator (because your players will ask about it, and you may have to answer!)

Remote: the zone is a long way from civilization. You're on your own.

Ruins: this zone is composed of, or contains, the abandoned remnants of (meta)human construction.

Seismic: this zone is prone to seismic activity, which may pose a threat

Storms: this zone is prone to storms of some sort: electrical, rainstorms, windstorms, snowstorms. These may lead to related events (fire, flood, etc.)

Territory: this zone is the territory of a particular individual or pack; intruders may be met with extreme aggression. Make sure to identify the type of creature.

Wasteland: this zone is essentially dead—native fauna and flora has mostly died, water may be scarce or toxic, the ground poisonous. Inhabitants of this zone (if any) may be twisted mutants, odd Awakened creatures, strange infestations, or desperate squatters

CREATING GEAR

Sixth World uses a "template-based" gear model for most equipment used in the game: rather than provide extensive lists of individual items, such as firearms, there are basic templates for broad categories of item, and rules to modify the templates to suit the player's needs and desires.

For example, rather than a list of ten heavy pistols, there is one template for *Heavy Pistol*, with certain basic tags. From there, the player may add or remove tags based on the guidelines for doing so. Use these entries to come up with your own, or modify these as needed.

The rules that follow are optional and experimental (so they're not guaranteed to be completely balanced, and you may end up using the time-tested practice of "make the item using the rules, then, when it doesn't feel right, change stuff").

Bonus Limits: in general, with the exception of tags that are the equivalent of wounds, no quality of a piece of gear may have a value higher than +3.

GENERAL TAGS

As explained in the **Gear** section, all gear has one or more descriptive tags (not including its price) describing its particular qualities. Tags may be descriptive (to aid with the fiction), or have mechanical import. The following tags apply to multiple types of equipment.

2-hand: this item must be used with both hands

Armor +n: grants a +n bonus to existing armor

Armor n: grants n Armor (for vehicles or drones, indicates armor rating, and is abbreviated arm)

Arcane: can only be used by magical archetypes

Area: affects multiple targets

+Bonus: grants a bonus to a particular move; e.g. +1 to Stay Frosty

Conceal: this weapon or item is easily hidden and will not be spotted by enemies

Damage n: the amount of damage a weapon or other item deals. Abbreviated dmg

Heal n: restores n wounds

Loud: noisy and audible to anyone with functionin hearing; for weapons, it means the weapon cannot be suppressed

Messy: deals damage in a particularly gruesome way

Obvious: cannot be concealed, or is immediately visible to any observer

Range: the range(s) at which the weapon or other attack is effective. Ranges are close (c), short (s), medium (m), and long (l).

Special (description): if the effect of the item requires explanation, use this tag.

Stun: this weapon or attack deals Stun damage only

Subtle: not easily noticed (as opposed to conceal, which means it is unnoticeable)

Supply n: the amount of supplies or uses you can get out of an item. Each use of the item consumes 1 supply (unless otherwise stated).

Average Damage (low to high)
1d4
2d4b
1d4+1
d6
2d6b
1d6+1
1d8
1d8+1
1d10
2d8b
1d10+1
1d12
2d10b
1d12+1
2d12b

Notes:

1. No [w] rolls. The "worst" roll modifier is a significant penalty, especially as the die type gets bigger. Save it for broken gear and things that interfere with the characters.

2. The progression isn't nicely ordered, because the [b] roll gets progressively better as the dice type gets higher.

CREATING WEAPONS

The templates below represent a starting point to begin customizing a weapon. There are only a few templates, since most of the rest of the process can be handled through customizing and modifying the item's price. The basic weapon templates are:

melee weapon *[range c, dmg 1d6, 150¥]*

light pistol *[range s/m, sa, dmg 1d6, ammo 3, 300¥]*

heavy pistol *[range s/m, sa, dmg 1d8, ammo 2, 450¥]*

submachine gun *[range s/m, sa/bf, dmg 1d8, ammo 3, 700¥]*

longarm *[range s/m/l, sa, dmg 1d10, AP 1, obvious, ammo 4, 600¥]*

heavy weapon *[range m/l, fa, dmg 1d12, AP 2, loud, obvious, stabilize, messy, ammo 4, 2,500¥]*

DAMAGE EXPRESSIONS

Damage expressions can be put in order from the smallest damage die (1d4) through the largest (1d12), with modifications in between. Here's how the damage options in Sixth World progress:

WEAPON TAGS

Weapons use the following tags (in addition to the general tags from the preceding page):

AP n: this weapon ignores n points of armor.

Auto: this weapon can fire in full auto mode (take +1 to suppression fire). Treat as burst otherwise. Abbreviated fa.

Burst: this weapon fires in burst mode (mark off 1 ammo to deal +1 damage). Abbreviated bf.

Chem: this weapon delivers a chemical agent of some kind to the target; depending on the delivery mechanism, armor may be ignored.

Forceful: when this weapon deals damage, it also deals 1 stun

Fuzed: this weapon cannot be used at less than the shortest range increment listed

Reload: after using this weapon, it takes more than a moment to reload it.

Semiauto: this weapon fires one shot every time the trigger is pulled. Abbreviated sa.

Stabilized: this weapon cannot be fired except from a bipod, tripod, or supported position.

Suppressed: this weapon makes little to no noise

when fired

Thrown: this item can be throw. If thrown, the range is short.

Vented: the weapon has recoil venting, granting +1 to Suppression Fire

CUSTOMIZING WEAPONS

To build a custom weapon, follow these steps:

1. Choose base template.

2. If creating the weapon during character creation, you have 3 points to spend on customizations. If you're buying it, the only limit is how much nuyen you've got on your credstick.

3. Modify the base template as you like: adjust damage, rate of fire, ammo, and other tags by spending points or adjusting the final price of the weapon.

4. If you like, give your new weapon a name.

WEAPON CUSTOMIZATIONS

HI-POWER

Increasing the power of a weapon raises the damage expression (and, if the damage expression becomes a [b] roll, also increases the consistency of that damage somewhat, reflecting an "in-world" improvement in control). Up-gunning a weapon raises the damage expression one step (use the table on the preceding page to figure out the new damage). You can increase a weapon by a maximum of 3 steps (e.g., 1d6 to 1d8); each increment costs 1 point or adds 50¥ to the base cost.

LOW POWER

The opposite of increasing power. You can reduce a weapon's damage expression by up to 2 steps to gain points for other options, or to reduce the price. Each decrement provides 1 point or reduces the cost by 25%.

EMBEDDED

The gun is built into an otherwise unremarkable non-cyberware object (such as a camera or briefcase). Doing so makes it undetectable, but reduces accuracy. Subtract 1 from the damage. Cost: -50% / -1 point.

CHANGING FIRE MODES

You can add or remove firing modes from a weapon. Adding a fire mode is a positive, while removing fire modes from a weapon that already has them is negative. Note that if you restrict a weapon to burst or full-auto mode, it always costs ammunition to use, which can be a fairly significant penalty.

PRICE REDUCTION

When building a new weapon using the point by system, if you have unused points you can use them to reduce the final price of the weapon. Drop 50¥ from the price per point spent.

MODIFYING TAGS

You can add or remove tags from weapons, paying for (or getting rebates back) depending on the tag. Positive tags cost build points or more nuyen, while negative tags grant more points or reduce the price of the weapon. The table below lists the tags as well as their cost.

Note: positive and negative is relative to the tags the weapon already has. In other words, adding burst fire mode to a pistol is a positive thing. If you removed it from an SMG instead, then it would be a negative modification. The table below simply indicates the value of the tag in points or nuyen added or subtracted when modifying a base template.

Tag Type	Tags
1 pt / 50 ¥	2-hand, add/remove range increments, add/reduce ammo, additional fire modes, suppressed, vented, +bonus, subtle, stabilized, loud, messy, stun, chem, smart
2 pts / 100¥	AP, forceful, ignores armor(e), 2-hand, fuzed, obvious, reload, conceal

e) - exceptional tag, twice the normal value

(m) - melee weapon tag

CREATING CYBERDECKS

Cyberdecks are the essential tool of the hacker. They are the Hacker's connection to the Matrix, his weapon, his instrument, his toolbox, and his armor when he's throwing down with serious Matrix security.

TAGS

CPU: the raw processing power of the deck

Mask: the stealthiness of a cyberdeck

Hardening: the deck's resistance to damage

Storage: the deck's capacity for loaded programs

DECK TEMPLATES

Each template below provides a number of Gear Points (gp) to distribute among the four tags listed above. Lower end decks offer fewer points to play with, while the high-end dream decks can be powerful rigs indeed. All decks start with a base of 8 storage, and no deck can have a tag higher than 3.

Entry Level [*3 gp, 25,000¥*]

Mid-Range [*4 gp, 50,000¥*]

High-End [*5 gp, 75,000¥*]

Elite [*6 gp, 100,000¥*]

CREATING VEHICLES

Vehicles have the following tags describing their capabilities:

Power (pwr): the vehicle's horsepower, speed, and acceleration.

Armor (arm): the vehicle or drone's armor rating.

Frame (frm): the vehicle's or drone's resilience. This is the equivalent of the vehicle's wounds. Remember that vehicles take half damage from small arms, and none from melee weapons.

Sensors (ssr): the quality of the vehicle's sensors (used when Checking the Situation while driving or piloting the vehicle)

Seats n: the number of people who can occupy the vehicle, including the driver or pilot

Fuel: fuel capacity

VEHICLE TEMPLATES

When designing a vehicle, select a template below, distribute the indicated Gear Points (gp) among the 4 core stats as desired. Power, armor and sensors may not have a value higher than 3.

The base fuel and frame of the vehicle will be indicated in each template. You can spend as many gear points as you wish to increase those tags.

BIKES

Scooter [*3 gp, 3 fuel, frm 3, seats 1, 1,800¥*]

Street Bike [*5 gp, 3 fuel, frm 4, seats 2, 6,500¥*]

Racer [*4 gp, 3 fuel, frame 3, +1 pwr, seats 1, 9,500¥*]

Offroader [*5 gp, 3 fuel, frm 4, seats 2, 4,850¥*]

Hog [*6 gp, 2 fuel, frm 5, seats 2, 17,500¥*]

CARS

Economy [*4 gp, 3 fuel, frm 5, seats 3, 10,000¥*]

Standard [*5 gp, 3 fuel, frm 6, seats 4 16,000¥*]

Sports [*6 gp, +1 pwr, frm 5, 2 fuel, seats 2, 36,000¥*]

Luxury [*6 gp, +1 ssr, frm 6, 3 fuel, seats 5, 85,000¥*]

Exotic [*7 gp, +1 arm, frm 6, 2 fuel, seats 6, 200,000¥*]

TRUCKS

Van [*6 gp, frm 8, 2 fuel, seats 8, 35,000¥*]

Light Truck [*6 gp, +1 pwr, frm 10, 2 fuel, seats variable,48,000¥*]

Heavy Truck [*7 gp, frm 12, +1 pwr, 2 fuel, seats variable,125,000¥*]

ROTORCRAFT / VTOL

Helicopter [*6 gp, +1 ssr, frm 10, 3 fuel, seats 6, 100,000¥*]

VTOL [*7 gp, +1 ssr, 4 fuel, frm 10, seats 8, 355,000¥*]

CREATING DRONES

Drones are built the same way as vehicles, and have most of the same qualities. However, drones have the following additional stats:

Tactical (tac): the quality of the drone's tactical expert system, which comes into play when the drone is in autonomous mode. Tac may not have a value higher than 3.

DRONE TEMPLATES

Ground Surveillance [*3 gp, +1 ssr, frm 4, 2 fuel, 1,800¥*]

Ground Sentry [*4 gp, +1 arm, 1d6 dmg, frm 6, 2 fuel, 4,500¥*]

Ground Combat [*4 gp, +1 tac, 2d6b dmg, frm 8, 3 fuel, 8,000¥*]

Air Surveillance [*3 gp, +1 ssr, frm 3, 2 fuel, 2,500¥*]

Air Sentry [*4 gp, +1 ssr, 2d4b dmg, frm 4, 2 fuel, 12,000¥*]

Air Combat [*5 gp, +1 tac, 1d8 dmg, frm 6, 3 fuel, 22,000¥*]

CREATING CYBERWARE

Cyberware, like other equipment in *Sixth World*, can be described using a set of tags. Generally cyberware augments a character either by providing capabilities that the character did not have (nor could have naturally) such as a direct connection to a device or foot-long razors on their wrists, or enhances an existing capability such as their reaction time or toughness.

Since it's possible to describe cyberware in terms of tags, it is also possible to perform some customization of cyberware devices (although they're usually pretty fixed in their perfor-

mance). The most typical customization possible is in the cyberware's grade, which indicates the general level of enhancement it provides, and in its damage capability (for cyberweapons).

ACTIVATION CYBERWARE

Cyberware is activated by spending Edge. By default, a cyberware system requires the user to spend 1 Edge to activate it, each time they wish to use it (that is, each time the user wishes to gain its benefits). The *toggle* and *always on* tags modify this general rule, as described in the **Other Cyberware Tags** section.

INSTALLING CYBERWARE

Installation of cyberware is an advanced surgical procedure that must be taken during downtime or legwork time due to recovery time. There are two general types of cyberware.

Implants are cyberware that are installed inside the recipient's body. The extent of the installation and the amount of Essence lost varies; a datajack is a relatively trivial installation, while wired reflexes involve an extensive whole-body procedure and a considerable amount of recovery time. Any cyberware item aside from, obviously, a replacement part can be installed as an implant (for example, you don't need to have cybereyes to get cybernetic low-light vision).

Full Replacements are cyberware that fully replaces an equivalent part of the recipient, such as eyes, ears, or limbs. Like implants, the invasiveness of such a procedure varies, but replacements are in general more invasive than implants. By themselves, replacements offer no additional capability. However, full replacements have the following benefits:

○ full replacments can have optional components installed into them with no further essence cost; instead, the component takes up capacity equal to its essence cost.

ESSENCE COST

Every time cyberware is installed in a metahuman, it costs a bit of their essence. This loss depends on the invasiveness of the surgery required, the biological systems modified, and the grade of the cyberware. State of the art cyberware has a significantly decreased essence cost, but is also significantly more expensive. A character may not reduce their Essence below 0.

The tag for Essence cost is simply essence n, where n is the amount of essence the item costs to install.

PRICE

Unfortunately, there's no "generic" piece of cyberware, so there's no "standard price" to start from when customizing cyberware. The cost of the implant is based on a lot of factors: how invasive it is, how technically complex, what exactly it does, and how much the legal system and corporations frown upon John Q. Citizen having something that does that. Your standard datajack is an innocuous device, and might cost you around a thousand nuyen. On the other hand, having a pistol hidden inside your arm is probably going to cost a lot more, because no matter how convincing you are, most people won't believe you when you say it's just for target practice.

One of the jobs of the GM will be, if you use these customization rules, to figure out the base prices for different items. Some very loose (essentially guesswork) guidelines are given below:

Common Legal Items

○ Minimally invasive: 1,000 - 5,000¥

○ Moderately invasive: 7,500 - 40,000¥

○ Highly invasive: 50,000 - 100,000¥

Restricted or regulated items will be more pricey. A premium of 25-50might be appropriate.

For flat-out illegal 'ware, the sky's the limit. It's illegal to have the augmentation in the first place, so the black market can pretty much ask whatever it wants.

CREATION RULES

Although there is a list of "typical" cyberware in this section, it is possible to create or customize cyberware items using the rules in this sectionThe steps below describe how to create a new piece of cyberware (these are explained in more detail below):

1. Select either *standard* or *sota* grade.

2. Select the item's general function.

3. Decide how invasive the augmentation is, noting the base essence and price, as well as selecting the appropriate benefit based on function.

4. Choose additional tags, adjusting the final essence and nuyen cost as necessary.

5. Write out the tags, and name the item.

For items installed in full replacements, after you figure out the final cost and stats, you may want to record the individual components down, and simply note that they're installed in the containing implant, rather than jam everything into one endless and unintelligible stream of tags.

CYBERWARE QUALITIES

GRADE

Standard: this is your basic "off the shelf" augmentation, and is the default grade. Standard cyberware has the following characteristics

○ Essence cost of 1, 2, or 3, depending on invasiveness

○ Full replacements can have 2 add-on components

State of the Art: state of the art (sota) cyberware uses the latest technology to improve performance and customize it to your specific physiology and genetic makeup, reducing its essence cost. SOTA cyberware has the following characteristics:

○ Essence cost is 0, 1, or 2 (for replacements with add-ons, add up the total cost for all components, then multiply). Yes, minimally invasive implants cost no essence.

○ Base cost is multiplied by 3

○ Full replacements can have 3 add-on components (these must also be SOTA-grade)

FUNCTION

Cyberware is highly varied, but has two general mechanical functions in the game: **modify a move**, or **grant a new capability**. Therefore, a cyberware item may have one of the following two tags:

modifies: many enhancements affect a specific move or moves; this tag describes the specific modification. For example, a smartlink alters the Rock & Roll move, so the tag list will contain modifies(Rock & Roll), along with a description of the specific benefit.

ability: the implant adds a new ability the recipient did not previously have (for example, armor, low-light vision, sound damping, a gun hidden in their toe, etc.). The ability added is usually evident from the name of the item (e.g. "Thermographic Vision Implant"), but if not, put the specific ability in parenthesis after this tag. Use the *special* tag to describe specific effects, as needed.

INVASIVENESS

The extent of the surgery required to install cyberware dictates both its base essence cost and its base cost in nuyen. In general, the more substantial the augmentation or the more fundamental or sensitive the systems being modified, the more invasive the surgery.

Level 0: this level of cyberware is minimally invasive, requiring little essence loss. This type of cyberware has the following characteristics:

○ Base essence cost of 1

○ Typical Systems: device links, vision enhancement, hearing enhancements, replacement eyes, replacement ears, installed devices, small compartments, implanted light blade, implanted holdout pistol

○ **Benefit (choose 1):** new ability, 1d4 damage, special effect

Level 1 cyberware requires a bit more surgical intervention to install, a longer recovery time, and has more of an impact on the recipients system. This level of augmentation has the following characteristics:

○ Base essence cost of 2

○ Typical Systems: armor implants, hazard protection, wired reflexes, skillwires, compartments, implanted medium blade, implanted light pistol

○ **Benefit (choose 1):** new ability, 1d6 damage, +1 Armor, Hold 1, special effect

Level 2 cyberware is highly invasive and complex, requiring considerable modification of the recipient. It brings with it a correspondingly high monetary and essence cost. This level of augmentation has the following characteristics:

○ Base essence cost of 3

○ Typical Systems: replacement limbs, wired reflexes, armor implants, skillwires, move-by-wire system, cybertorso, hazard protection, implanted heavy pistol

○ **Benefit (choose 1):** new ability, 1d8 damage, +2 Armor, Hold 2, special effect

OTHER CYBERWARE TAGS

Cyberware can use many of the same general tags that other equipment use, such as *armor*, *range*, or *obvious*. The tags below are unique to cyberware.

add-ons: this is installed in an existing piece of cyberware, instead of independently. The item takes up capacity equal to its essence cost. **Note:** components **do not** inherit the always on or toggle tags from the item in which they are installed.

always on: the implant remains on all the time. If adding this tag to an item that modifies a move, multiply the cost of the implant by 2. Full replacements always have this tag, but their components do not inherit it.

n capacity (cap): the cyberware item has capacity for n add-on items. If add-ons are listed, this tag should show the remaining capacity. Only full replacements can have the cap tag. Capacity can be added in increments of 0.5 by increasing the base cost of the item by 25

device: this implant is a device of some sort (usually

a weapon or computing tool) that does not offer sensory modification. If installed as an add-on, it must be installed in a replacement with the device tag.

link (device): this cyberware must be connected to the proper kind of device to be effective (for example, a smartlink must be connected to a weapon with a smartgun system)

loaner: this implant was given to you by an organization lots of money, and they expect you to repay them somehow. This tag can reduce or eliminate the financial cost for an implant, but it comes with a different sort of price tag.

resist (hazard): the augmentation protects against particular environmental hazards such as toxins or electrocution

sealed: a sealed implant requires at least an hour and the proper tools to reload or refill. Reduce the base cost by 25

toggle: this item is toggled on and off (that is, once activated, it stays on). For items that modifies a move, multiply the cost of the item by 1.5.

used: this implant started its life in someone else's body, and it shows. The first time you fail a move related to the implant or are in a situation where the added capability of the device comes into play, roll 1d6. On a 3 or better, you're fine. On a 2, the implant simply fails gracefully. On a 1, the implant goes haywire:

○ If the implant modifies a move, that move is glitched until you get it fixed or shut down

○ If the implant provides a capability, that ability becomes a big problem (for example, if your used thermographic vision goes haywire, you may be temporarily blinded)

○ You can shut down a haywire implant by spending a point of Edge.

CHANGING MOVES

When a cyberware item modifies a move, the basic version of it always modifies a core or secondary moves, so it's useful to all of the different archetypes. However, if you want to change the move modified by the item to one of your archetype moves, go right ahead. There's only one rule: you can't double up. If you have an archetype move that grants a bonus or grants Hold, you can't change a cyberware item to grant more Hold for that move. Just take the highest amount.

MODIFYING TAGS

If you add a beneficial tag, increase the cost of the item. If you add a negative tag (such as obvious, or used), reduce the overall price to reflect this.

CREATING PROGRAMS

Programs act as a Hacker's weapons, tools, and enhancements in the matrix. They may alter the stats of a cyberdeck, or enhance your ability to damage enemy code, or help you pull off moves. A program loaded into a cyberdeck's storage is assumed to be running. Changing programs is done by declaring it, or via a move, as the situation demands.

Now, no self-respecting codeslinger buys off-the-shelf software, for a couple reasons: one, there usually isn't a shrinkwrapped program out there for the things the Hacker wants to do; and two, if there was, you certainly don't want anyone to know you bought it.

So what is the Hacker to do? Well, write code, of course! Here are rules for creating your own tools for bending the matrix to your will.

CODING

Programs consist of one or more routines, which are appended to the program name as tags. Each routine offers a different effect or benefit; multiple routines can be combined into a single piece of software.

Writing programs follows a simple procedure:

1. Name the program (I encourage you to come up with suitably Zero Cool names for programs)

2. Add routines to the program, spending the required time or money to develop them.

3. Calculate the size of the program, which is how much storage it occupies. A program's size is equal to the **number of routines x 2.**

Example: *Blitz is writing a new program for her deck for an upcoming run. She hopes to slip in, crack the datastore, and get out. She calls the program NinjQk, and gives it the routines analyze, stealth, and decrypt. This program has size 6.*

PROGRAM ROUTINES

Analyze: this routine lets the hacker roll+Matrix to Check the Situation while in VR.

Attack: deal 1d6 damage to targeted node, program, or hacker

Bounce: temporarily relocate a hostile program to another node in the system

Armor: this routine increases a cyberdecks Hardening by 1

Stealth: this routine increases a cyberdeck's Mask rating by 1

Scan: this provides +1 ongoing to Awareness-based Stay Frosty

Repair: corrects errors and restores crashed code; heal 1 matrix damage

Interference: slows hostile program alarm triggers

Decrypt: take +1 to hacking Datastore nodes

Interface: take +1 to hack or use Control nodes

Backdoor: allows the hacker to automatically gain access to a specific node at some point in the future.

STACKING ROUTINES

You can add up to two copies of a single routine to a program. Doing so doubles its effect or the number of times you can use the routine. For example, Harden can be stacked, raising the bonus to hardening to +2. **Note:** when Attack is doubled, it becomes 2d6b damage.

ON TIME, UNDER BUDGET When creating programs (with the exception of during character creation), Hackers will need to devote time to writing, debugging, and perfecting their code. Creating a program requires the Hacker to spend one day per routine.

Of course, shadowrunners don't always have the luxury of time. If a hacker doesn't have the time to write his or her own code, he or she can work their contacts to purchase black market bits. The average cost for a single routine is 250¥.

Example: *Blitz's new program, NinjQk, needs to be done pretty quick. She has one day free, so she*

spends that writing the analyze routine. However, she's out of time by then, so she calls up a couple buddies and snags some stealth and decryption libraries from them. Since they were friends, they cut her a break, and she scored the two routines for about 400¥.

AGENTS

As programs are assembled from multiple routines, it is possible to compile multiple programs into an autonomous expert system called an **agent**, virtual companions to a hacker that act independently of the hacker but in accord with his or her wishes.

Only one agent can be in operation at once. Agents have the following characteristics:

CPU: this is the primary stat of the Agent, and is used when executing its moves

Wounds: a Agent's wounds are equal to the combined size of its constituent programs

Moves: Agents use the Sling Code and Born Digital moves

Other Stats: any other stats an Agent depend on its constituent programs (e.g., if a constituent program has the Armor routine, the Agent has Armor 1)

To create an Agent:

1. Choose up to 6 storage worth of programs already running on your cyberdeck to compile together.

2. Allocate at least 1 point from your cyberdeck's CPU to the Agent's CPU stat. A cyberdeck whose CPU is reduced to 0 in this fashion is not destroyed; it simply has all of its primary power devoted to the agent, and CPU cannot be added to the result of any Hacker moves.

3. Determine the Agent's wounds and other characteristics per the information above.

CREATING SPELLS

Spell creation in *Sixth World* is relatively simple, and requires only that you name the spell, and then assign it the appropriate tags to describe how it works, based on the Spell Templates presented in the next section.

Every spell must have all core tags assigned; additional tags may be assigned (see Other Spell Tags) as necessary (or when required in the rules that follow).

Example: *Lynn, playing the Mage, wants a spell that shoots a jet of acid at the target. She*

calls it Acid Spray, and gives it the following tags: close/short/medium, creature, instant, Force 3, 1d8+EF dmg, element:acid, obvious.

Example 2: *Lynn's not all about hurting people; sometimes she needs to protect herself too! She creates a spell she calls Astral Armor. It is a Manipulation spell affecting only her, triggered by any incoming damage, and not obvious to casual observers. She starts with some basic tags:* touch, self, triggered, Force 1, effect:+1 armor. *Since it's a protective Ma-*

nipulation spell, it gets the protection tag as well. She wants it to be a bit more potent, so she decides to add the exhausting *tag to increase effect to +EF armor. Finally, she wants to add the* subtle *tag, which requires an extra point of Force. The final spell, then, is* Astral Armor [touch, self, triggered, Force 2, protection, subtle, exhausting, effect:+EF armor against one attack]. *It's a costly spell, but a nice way to have some low-profile protection against surprise attacks.*

SPELL FORCE

All spells start with a minimum Force of 1. This is the force at which the spell must be cast to gain any effect. Some tags increase this minimum. No combination of tags can reduce a spell's minimum below 1. When determining the effects of the spell, use the **Effective Force**, or **EF**, value which is the **(Force Cast - Minimum Force) + 1**.

> **Example:** *Lynn wants to cast her Acid Spray spell which has a minimum Force of 3. Casting this spell at Force 3 would yield an EF of 1. Lynn wants more damage potential, so she decides to cast a more powerful Force 5 Acid Spray, which yields an EF of 3.*

SPELL TEMPLATES AND TAGS

All spells share a core set of tags describing their **Range, Targets, Duration, Essence**, and **Effect**.

Range describes the effective range over which the spell can be cast. Remember that most spells require line of sight to the target. Combat spells, by default, have the *LOS* tag. By default, a spell can only have one **Range** tag.

> *Touch:* the spellcaster must touch the target to cast the spell.

> *LOS:* the spellcaster must be within line of sight of the target. Technological vision enhancements (aside from old fashioned optics) do not count for line of sight.

> *Linked:* the spellcaster must possess an object of high significance to the target, or a fresh (under 24 hours old) bodily sample. With an appropriate link, the spell has a range of **EF** kilometers.

Target indicates the valid targets for the spell. Spells are by default single target, though they may have multiple valid target types.

> *Self:* the spell only affects the caster

> *Metahuman:* the spell only affects metahumans

> *Creature:* the spell affects any living creature

> *Spirit:* the spell affects only spirit beings

> *Object:* the spell affects inanimate objects

> *Device:* the spell affects technological devices

Duration specifies how long the effects of a spell normally last. **Note:** wound or stun damage removed by a spell does not come back when the spell's duration is up, unless that is specified in the spell effect itself. For ease of play, those sorts of effects are permanent.

> *Instant:* the spell occurs very quickly. **All Combat spells have instant durations.**

> *Short:* the spell lasts long enough for the target to take one move, more or less (this is common for spells that boost a single move or enhance a Stat temporarily). Triggered (see *Other Spell Tags*) can replace this tag at the caster's discretion. **All spells except Combat spells have a default duration of short.**

> *Sustained:* the spell remains in effect for a period determined by the caster. Each sustained spell in effect inflicts a stacking -1 to future spellcasting moves to account for the split concentration of the caster. Common for spells that grant ongoing bonuses.

> *Specified:* the spell lasts for a specific amount of time (e.g. 5 minutes, 30 minutes, 1 hour).

Force indicates the minimum Force expenditure required to cast the spell. No customizations can reduce a spell's minimum Force below 1.

Effect describes the actual result of a successful casting of the spell. Spell effects are extremely varied, but generally do such things as enable previously impossible abilities (breathing underwater, or perceiving remote events), enhance existing abilities (offering bonuses or Boosts to moves or Stats), or healing or inflicting damage. **Note:** the effect of combat spells is almost always, of course, to inflict damage.

CUSTOMIZING SPELLS

Using the basic tags as well as tags specific to certain spell categories (if any), spells can be modified in order to meet the caster's needs. Most modifications simply require the caster to commit more essence to power the spell.

The following modifications are common:

> *More Targets:* additional valid target types or additional targets can be added to a spell. For each target type added, increase the minimum Force by 1.

> *Discreet Casting:* all spells are assumed to have the obvious tag, indicating that you can't miss the mage going through the motions to cast the spell. To add the subtle tag to hide the casting process, increase the minimum Force by 1.

> *Increased Range:* to add an additional range tag, increase the minimum Force by 1. By default, Combat spells start with LOS; Health spells start with touch, and other spells with touch, LOS.

Decreased Range: in some cases you may wish to decrease the effective range of a spell in order to decrease its minimum Force. Remove the longest range increment and either reduce minimum Force, or (for damaging spells) stage the damage die type down one step.

Potent Effect: you may double the potency of a non-combat spell's effect, by adding the exhausting tag (modifying the effect of combat spells is described in that section).

Increase Duration: some spells (usually Health, Illusion, and Detection spells) have durations longer than instant. Increasing the duration of the spell by one step increases the minimum Force by 1.

TYPE-SPECIFIC SPELL TAGS

COMBAT

Combat spells have the following specific customization options:

Damage: instead of an effect tag, combat spells deal damage (similar to weapons). All combat spells start with a base damage value of **1d6**. Spell damage can be upgraded in a couple ways, each with a cost:

Scaling (add EF to damage): either remove the highest range increment from the spell, or add the obvious tag

Upgrade damage die: increase the minimum Force of the spell by 1, and add the obvious tag

Downgrade damage die: reduce the damage die by 1 step to reduce minimum Force by 1

Modify the damage to a "best" roll: add the *exhausting* tag

Ignore Armor: reduce the damage die by 1 step

DETECTION

Detection spells have the following specific tags:

Analysis: the spell is designed to analyze the workings of an object, device, or similar target

Perception: the spell enhances the target's perceptive capability or to enable otherwise impossible feats of perception (such as clairvoyance)

Telepathy: the spell affects the target's mind, allowing the caster to read surface thoughts or intentions, or glean other information

ILLUSION

Illusion spells have the following specific tags:

Concealment: the spell's purpose is to conceal its targets from detection by others

Distraction: the spell creates illusions that distract and confuse the target, enhancing your actions or hampering theirs

MANIPULATION

Manipulation spells have the following specific tags.

Protection: the spell's focus is protecting the target(s) against threats

Telekinesis: the spell enables the caster to move physical objects

Energy: the spell manipulates energy to create effects (such as igniting material or generating light)

Mental: the spell manipulates the mind of the target through direct magical force

HEALTH

Health spells have the following specific tags:

Heal: the spell mends wounds and eases trauma

Cure: the spell counteracts the effects of disease, toxins, and similar threats.

Enhance: the spell enhances the physiology of the target in some, such as increasing a Stat or enabling otherwise impossible feats

OTHER SPELL TAGS

Area: the spell covers an area of effect, within its specified range, and affects all valid targets in the area. Adding the area tag to a combat spell reduces the damage die by 1 step (to a minimum of 1d4); adding this to another kind of spell increases its minimum Force by 1.

Element: this spell has an elemental aspect (e.g. acid, fire, ice, electricity, water, air) with corresponding additional effects; increase its minimum Force by 1.

Scaling (add EF to an effect): add the *exhausting* tag and add the *obvious* tag. Only available for non-Combat spells.

Exhausting: this spell is especially draining; the caster must take at least 1 stun damage (in addition to any other drain damage incurred) when casting this spell (this stun ignores armor, although it can otherwise be healed normally).

Subtle: this tag means much the same as it does with other activities, except that for spells, it indicates that the preparations to cast the spell are subtle; the spell

effect itself may or may not be (for example, a fireball can be subtle, but only insofar as nobody notices the mage forming the spell; once it goes off, it's certainly obvious).

Triggered: this spell is triggered by a particular event (often a move); it remains in effect until the individual in question makes the triggering move or action. This tag is a replacement for the Short duration tag at the spellcaster's discretion.

THE MAGE'S SANCTUM

Mages, unfortunately, cannot simply borrow another mage's spell to use. The creation of a spell is a very personal event, and you wouldn't want to have someone else's formulas "go down the wrong pipe," as it were. As a result, it requires time (and sometimes money) to develop a spell.

Mechanically, development of a new spell requires the Mage to spend at least 72 hours in study, preparing reagents, studying tomes, and inscribing strange symbols. Once done, of course, the spell is added to the mage's repertoire; a Mage never forgets her spells.

It is possible to shorten this process somewhat by obtaining help from outside sources. Talismongers, for instance, might be able to locate items or suggest pronunciations; other mages may be able to explain certain concepts to the uninitiated; and spending time in pure study (using the Initiate move) can reduce the time required.

CREATING SPIRITS

Instead of crafting spells like mages, shamans familiarize themselves with the denizens of Astral Space, learning to make bargains and offer wagers in order to secure the aid and services of these ethereal beings. A practiced shaman is adept at "wheeling and dealing" with spirits and elementals. There is a dizzying array of different spirits in the astral world. *Sixth World* lets the Shaman create the spirits they wish to summon.

SPIRIT BONDING

Although the rules here provide a mechanical way to make your own custom spirits, remember that spirits are independent entities, not "on the fly" creations of the Shaman. In the game world, the shaman has met, negotiated with, and bonded with a spirit, developing a relationship (the **spirit bond**) with the entity.

JUST BUSINESS

It is important to recognize that the relationship between the Shaman and the spirits to whom he or she has bonded is not necessarily (or even *usually*) one of friendship or altruism. Rather, the relationship is more akin to a contract or pact—it is a business relationship, with consideration promised and mutually agreeable terms established. Spirits do not, as a rule, love being randomly yanked out of the astral plane to perform work for people, and if uncontrolled, are as likely to turn on their summoner as they are to simply vanish back into Astral Space.

RULES

Use the following procedure to develop the spirits with which you've formed a Spirit Bond.

1. Choose the spirit's **Type:** elemental or natural.

2. Choose the spirit's **Domain**, and record the base Armor and Wounds.

3. Choose the spirit's **Nature**, and modify the basic spirit tags as needed.

4. Distribute 4 spirit points among spirit's Moves, adjusting for the spirit's purpose. No spirit move may have a modifier higher than +3.

5. Add additional tags if desired (see *Other Spirit Tags*).

6. Name your spirit.

Example: *Pam is playing a Shaman named Chert, and is developing the initial three spirits Chert can summon. Pam decides the first one will be a natural forest spirit, a protector of the dwindling unspoiled lands.*

With those decisions made, the spirit's qualities so far are natural, forest, protector, armor 1, wounds 10, dmg 1d8, guard 1, enthrall -1.

Pam also wants the spirit to blend in with the forest, and to an excellent guardian of its inhabitants. She spends one spirit point (out of 4) to gain the aspect *tag, and then spends the remaining three to boost the Guard move twice, and the Harm move once. The final spirit looks like this:* natural, forest, protector, harm 2, guard 3, search 0, enthrall -1, mentor 0, armor 1, wounds 10.

SPIRIT TYPES

Elemental: these spirits represent the basic four elements, air, earth, fire, and water, and can be summoned anywhere.

Natural: natural spirits are spirits associated with particular domains (such as "city spirits" or "mountain spirits"). Natural spirits may enter other domains freely, but they can only be summoned within their own, and if they cross domains, there's always a chance they attract unwanted attention from other spirits who don't like intruders.

BASIC SPIRIT TAGS

Domain represents the spirit's preferred environment or the area in which it may be summoned. A natural spirit summoned in its domain always has the generous tag. The domain of an elemental is considered to be the same as its element (though they gain no benefit from being within their domain).

Urban: spirits that dwell in urban or developed lands, especially cities

Plains: spirits that dwell in open plains, grasslands, open fields, and farms

Forest: spirits that dwell in forests, woods, and similar areas

Mountain: spirits that dwell in foothills, crags, ridges, and other mountainous terrain

Earth: spirits that dwell underground or in caves; the domains of earth spirits are widespread.

Deserts: spirits that dwell in the sere, forbidding landscape of the deserts

Sky: spirits dwelling in the open skies.

Storm: spirits of storm and disruption

Swamps: spirits who dwell where earth and water are one

Water: spirits of the water, be it lakes, rivers, or the open sea

There are two things to be aware of regarding domains. First, domains are relatively confined—a mountain spirit's domain is not all mountains, nor even all of a specific mountain. Rather, it is usually a region with a radius of around 500 meters, within a mountainous region. Overlap among domains is possible, and the byzantine negotiations that take place between spirits defy understanding even by the most gifted shamans.

Also remember that multiple domains may exist within a larger area that seems uniform. In other words, city spirits (for example) are the only kind of spirit you'll run across in a city—a park within a city may be the home of a forest spirit, and you may find a river spirit fighting to protect it's home from polluted runoff in some industrial area.

Armor represents the spirit's innate magical resistance to damage; spirit armor cannot be ignored, nor reduced by weapons with the AP tag. All spirits have 1 armor.

Wounds simply represent the spirit's innate health; all spirits, by default, have 8 wounds.

SPIRIT NATURE

Every spirit has a **nature**, which indicates its sense of purpose and the activities to which it is drawn. A spirit's nature also affects its basic tags and moves (see Spirit Moves, below) in various ways.

Watcher spirits observe, find, and note. They are incapable of dealing harm to anyone or anything. Watcher spirits have the following modifiers: *Search +2, Wounds -2, may not Harm.*

Teacher spirits wish to inform and instruct, and find it difficult to inflict damage upon those they could otherwise teach. Teacher spirits have the following modifiers: *Mentor +2, Harm -2, dmg 1d4.*

Protector spirits preserve, defend, and support their domain. They are unconcerned with influencing intruders, preferring to throw them out instead. Protector spirits have the following modifiers: *Guard +1, Enthrall -1, Wounds +2, dmg 1d8.*

Destroyer spirits are warrior spirits who revel in combat and bloodletting. They are fearsome enemies, though somewhat limited in imagination. Destroyer spirits have the following modifiers: *Harm +2, Mentor -1, Search -2, Wounds +1, Armor +1, dmg 1d10.*

Seducer spirits wish to influence, to inspire love, andto acquire servants, though they do not typically enjoy directly harming others. Seducer spirits have the following modifiers: *Enthrall +2, Harm -1, Wounds -1, dmg 1d4.*

SPIRIT MOVES

Spirits and elementals summoned by player characters are individual beings that have their own set of moves. While summoned, spirits may perform a number of moves equal to their Force. Each use of a move below counts toward that limit.

When creating a spirit, the Shaman may spend up to 4 spirit points to increase the value of a spirit's moves. However, remember that some additional tags cost spirit points, so use them wisely!

HARM: when a spirit **attacks someone or something,** roll+Harm. On 10+, the spirit deals its damage. On 7-9, the spirit deals damage, but also takes damage.

SEARCH: when the spirit **attempts to locate individuals or items within its domain,** roll+Search. On 10+, the spirit locates the item and can tell the Shaman where it is. On 7-9, the spirit can tell the shaman whether the item or person is within its domain, but not it's specific location. Note: the GM and player should determine the search range for elementals.

GUARD: when a spirit **stands in defense of its domain or inhabitants thereof,** roll+Guard. On 10+, the spirit prevents damage or hostile effects from occurring. On 7-9, the spirit halves damage or the potency of a hostile effect.

ENTHRALL: when a spirit **attempts to control someone's actions or thoughts,** roll+Enthrall. If the target is a:

○ An NPC: On a 10+, the spirit issues two instructions that the NPC must follow, or take 3 damage. On 7-9, the spirit may issue one instruction.

○ A PC: On a 10+, both of the following apply. On 7-9, only 1 applies:

○ If the character complies, they mark XP

○ If the characer refuses, they must Stay Frosty

MENTOR: when a spirit **imparts knowledge or truth**, roll+Mentor. On 10+, the GM provides, in secrete, a useful or interesting piece of information to the target. On 7-9, the GM provides an interesting piece of information.

OTHER SPIRIT TAGS

Robust: the spirit is particularly resistant to damage; all damage rolls against it are **[w]**. Adding this tag costs 1 spirit point.

Aspect: the spirit takes on the appearance of their domain, and is invisible in their domain unless it chooses to be seen. All spirits have this tag.

Generous: the spirit will perform one extra move; adding this tag costs 1 spirit point.

Insubstantial: damage dealt and taken is halved

Weakness (specify): the spirit has a weakness to a particular material or element which ignores insubstantiality, armor, and robustness. Adding this tag allows the free addition of another tag.

Engulf: the spirit may enclose a target in the ubstance of its domain, typically (but not always) dealing damage.

Wild: this spirit has an extra spirit point, but the shaman must take -2 whenever he or she conjures it.

MAKE NEW BONDS

As with weaponry, spells, or programs, it takes time and effort to develop a relationship with a spirit. The spirit creation rules here are, as already said, not intended for "on the fly summoning," rather they are intended to help Shaman players create a list of spirits that the shaman is accustomed to summoning, and that fit the player's desired concept for their character.

If the Shaman wants to develop a relationship with a new spirit, the character must spend at least two full days of downtime meditating and communing, meeting and negotiating with spirits in the Astral realm. At the conclusion of this time, the Shaman's player may create a new spirit with whom the Shaman has formed a bond.

INTRODUCTIONS

A shaman can reduce the time spent in bargaining with a new spirit in a very simple way—have another spirit "make introductions." To do so, a Shaman must be mentored by another spirit (one he or she has summoned). If the mentoring is successful (use the Mentor move), reduce the time required by one day.

TOTEMS

Shaman characters must select a totem, representing their connection to one of the great spirits.

BEAR

Boons: +1 to summoning Protector spirits.

Flaw: when injured, roll 1d6. On 1 or 2, the shaman goes berserk).

CAT

Boons: gain low-light vision; you cannot be surprised

Flaw: you cannot deal lethal damage to your enemy

COYOTE

Boons: take +1 to conjure Teacher spirits

Flaws: destroyer spirits summoned lose 1 spirit point

DARK KING

Boons: when you check the situation, you are boosted

Flaw: take -1 ongoing to gut checks

DOG

Boons: and take +1 to conjure protector spirits or city spirits

Flaw: your moves are glitched if you have left an ally behind or in danger

DRAGONSLAYER

Boons: take +1 to stay frosty

Flaw: if you break a promise, your moves are glitched until you fulfill the promise or otherwise atone

GATOR

Boons:take +1 to conjure water spirits.

Flaw: You are exceptionally greedy

EAGLE

Boons: take +1 to conjure watcher spirits or air elementals

Flaw: you have an allergy to something relatively common, and take -1 ongoing when exposed

FIRE-BRINGER

Boons: take +1 to conjure fire spirits.

Flaw: when facing a difficult choice, you invariably choose to aid others, even at your own expense

LION

Boons: take +1 to conjure protector or plains spirits

Flaw: Take -1 on Gut Checks

MOON MAIDEN

Boons: take +1 ongoing to manipulate others

Flaw: take -1 to casting combat spells

MOUNTAIN

Boons: take +1 to conjure earth spirits

Flaw: once you've decided on a plan of action, you stick to it - even it means going alone

OWL

Boons: gain low-light vision, take +1 to conjure teacher spirits

Flaw: During the day, the minimum force to cast spells is increased by 1

RACCOON

Boons: and take +1 to conjure watcher spirits

Flaw: must Stay Frosty to avoid letting his curiosity get to him

RAT

Boons: take +1 to conjure city spirits

Flaw: when combat starts, you must Stay Frosty, or flee

RAVEN

Boons: take +1 to conjure watcher spirits

Flaw: you must take advantage of others' misfortune when you can

SEDUCTRESS

Boons: take +2 when manipulating someone

Flaw: when given the opportunity to indulge in a vice, roll 1d6: on 1, 2, or 3, the shaman gives into the vice (drugs, btls, etc...)

SHARK

Boons: take +1 to conjure destroyer spirits

Flaw: when injured or when you injure another, roll 1d6: on 1, 2, or 3, the shaman goes into a frenzy. The shaman may continue to attack their last victim instead of moving on to nearby opponents.

SNAKE

Boons: take +1 to conjure seducer spirits

Flaw: take -1 ongoing to Rock & Roll

THUNDERBIRD

Boons: take +1 on when making them sweat

Flaw: when insulted, roll 1d6: on 1, 2, or 3, the shaman can't resist but to respond in kind

WISE WARRIOR

Boons: take +1 ongoing to Rock & Roll

Flaw: when you have acted dishonorably, you are glitched until you are able to atone

WOLF

Boons: take +1 to conjure protector spirits

Flaw: you must Stay Frosty to retreat from combat

Compendium Classes

In *Sixth World*, a **compendium class** is an mixin class that augments your existing class. Similar to cross-archetype moves, compendium classes provide a set of moves a player may take for their character upon advancement. However, compendium classes differ in two respects:

1. All compendium classes possess a requirement. The nature of the requirement varies, but in generally they represent a special milestone in a character's life which marks a significant change in attitude, social standing, or another context.

2. There are no restrictions on the number of moves that be chosen from a compendium class. Typically the number of moves per class is low and the existence of the entrance requirement helps to focus the character down a particular path.

Compendium classes typically fulfill two roles in *Sixth World*. Most commonly, compendium classes allow characters to explore niches that are not fully represented by standard archetypes. A good example would be the *Assassin* class - while the *Covert Ops* archetype could be played as an assassin, for example, their class moves aren't especially specialized for wetwork jobs. At the same time, within the world of *Sixth World*, assassins are not common enough to be a general character archetype - they certainly exist, but those individuals that market themselves as professional assassins are rare.

The other role fulfilled by compendium classes are campaign specializations. Every setting has its special groups and a compendium class is an excellent method of describing membership. Whether that means a character is part of a setting's organization, where class moves represent perks of the position, or has undergone an experience unique to the setting, where the moves represent the effects of the experience.

Several example compendium classes are listed below:

Assassin

>>> I get it. No one ever wants to be the guy pulling the trigger. Maybe they think they have a conscious, or whatever. Or maybe they just don't want to deal with the mess. I don't really care. Because one thing is for certain: no matter their reasons for not doing the job themselves, there is a never ending stream of people who have no problem hiring me to do it for them. <<<

The Assassin is a cold blooded killer for hire. That is the thin line that separates the assassin from the common murderer. As long as the money is good, it doesn't matter much who has to die. The assassin is a master of eliminating targets with minimal fuss, whether at range or up close.

Assassin Moves & Requirements

When you have **accepted a kill contract and successfully completed the job by eliminating your target and only your target**, the next time you advance, you may take this move:

CONTRACT KILLER: when you **have downtime and put out word that you're looking to take on a contract**, roll+Presence. On 10+, someone approaches you with a job - they'll give you a name and maybe a description. Roll 2d6b: that's what the job is worth to them, in thousands of nuyen; take it or leave it. On a 7-9, the job has strings attached - they want you to kill the target in a specific way or place, by a specific time, etcetera.

Either way, once the job is done, they'll find a way to pay you. If you fail to complete a contract, take -1 ongoing to **Contract Killer** until you prove yourself again.

If you have taken the **Contract Killer** move, you are eligible to take any of the following moves next time you advance:

PROFESSIONAL: when you **are approached for a kill contract**, instead roll 1d10 to determine the price of the contract in thousands of nuyen.

MEASURE TWICE, KILL ONCE: when you **have time to study the environment of your target beforehand for at least an hour**, you are never considered surprised when operating within that environment for the next 24 hours.

HEARTSEEKER: when you **Rock & Roll**, on a 10+ you may spend 1 Edge to specifically target and destroy a vital organ of your choice.

GRIM EXPERIENCE: when you **take damage from combat**, you may optionally take 1 additional point of damage. If you do so, mark off an additional point of XP.

SERIES OF IMPROBABLE EVENTS: when you **doctor a scene to hide your involvement**, roll+Craft. On 10+, you can create an impression that the murder was an one in a million accident. On 7-9, you hide your tracks, but careful investigation will reveal the murder.

Smuggler

>>> Everyone wants something. And when there is want, someone will be selling. That's capitalism for you. Of course, selling requires supply and that's where I come in. Guns, drugs, whores, even the occasional creepy magic artifact, I don't much care. Just give me the cash, the cargo, and the destination - I'll get it there in record time, no questions asked. <<<

The Smuggler is an expert at moving past borders and checkpoints all while keeping their cargo hidden and safe. Good smugglers know all the tricks to avoid border patrols and where to hide their potentially illicit goods. Its dangerous work, but for those who enjoy the adrenaline rush, a smuggler's life pays well. There's always someone who wants something moved.

Smuggler Moves & Requirements

When you have **successfully transported a significant amount of contraband past a border checkpoint at great personal risk**, the next time you advance, you may take this move:

STICK IT WHERE?!: when you **hide a small item (the size of your fist or smaller) on your person**, roll+Craft. On 10+ the item is undetectable. On 7-9, you successfully hide the item, but it is very awkward for you.

If you have taken the **Stick it Where?!** move, you are eligible to take any of the following moves next time you advance:

ITS BIGGER ON THE INSIDE: when you **have downtime or legwork time**, you may modify a vehicle or drone you own to contain a hidden compartment. The vehicle or drone cannot contain more hidden compartments than half its Frame,

rounded down.

I DON'T HAVE ANY: when you **Stay Frosty and lie about what you are carrying**, if you have not looked at looked at your cargo's contents, you are boosted for the move.

EAT MY DUST: when you **attempt to flee from authorities in a vehicle**, roll+Craft. On 10+, you can execute some quick maneuvers to throw them off your trail. On 7-9, you succeed temporarily, but your pursuers will pick up your trail again soon.

TRANSPORT SPECIALIST: you are an expert at transporting a particular kind of cargo. Choose a type of cargo from below - when carrying that cargo, take +1 ongoing to all rolls.

- ○ Weapons
- ○ Drugs
- ○ People
- ○ Animals
- ○ Magical
- ○ Very Large Objects

HIDDEN SHORTCUT: when **traveling in a vehicle or by foot**, roll+Awareness. On 10+, you know of a shortcut that cuts your normal travel time in half. On 7-9, your shortcut works, but you encounter trouble on the way.

Gang Lord

>>> The streets are a hard place. Full of dangerous, nasty people. And I'm the worst of all. By blood, guile, and ruthless determination, I've climbed to the top of this social ladder of human trash. But there's no rest for the wicked - every week there seems to be a new challenger. But I'd be lying if I told you I was tired of crushing those bitches skulls. <<<

The Gang Lord is the ruler of his own little corner of hell. Outside of the major cities, slums and barrens crawl with roaming gangs of thugs. And each gang has its leader. Gang lords, while often short lived, command respect in their local communities and have their fingers in all the local crime.

Gang Lord Moves & Requirements

When you **personally depose an existing gang lord in a fashion that indisputably demonstrates your power**, the next time you advance, you may take this move:

LEADER OF THE PACK: you gain command of a local gang containing 5 members. They follow your commands and, while you don't lead your gang into hard times, are loyal to you. Your gang's turf, or sphere of influence, is a number of kilometers equal to the number of members in your gang. Choose a gang attribute from the following list:

Big Your gang is rather large. Roll 2d6 and add that number of extra members to your gang.

Savage Your gang is known to be extra savage in combat. Gain +1 towards **Make Them Sweat** if your target knows of your gang.

Bikers Your gang is a biker gang. Your gang's turf is now a number of kilometers equal to twice the number of members in your gang.

Wizkids Your gang has Awakened members. For ev-ery five gang members, choose one member to be a mage, shaman, or adept.

Contraband Your gang traffics in some form of con-traband. Gain d6 hundred nuyen a week as your cut as leader.

Tight Your gang is tight-knit by a shared bond. Your members are more loyal than usual and will go the extra mile for you.

Dug In Your gang possesses a hidden and fortified safehouse.

Chromed Your gang has numerous cyberware en-hancements. When they join you in combat, you gain +1 towards **Rock & Roll** moves.

Techheads You gang has hackers and riggers. For ev-ery five gang members, choose one member to be a hacker or rigger.

GANG MEMBER
group, intelligent, medium
Spiked bat (1d6+1 dmg, c), cheap but powerful pistol (2d8w dmg, s/m)
9 Wounds / 1 Armor

A typical member of your gang. They're not especially dan-gerous to a well armed group, but in the local neighborhood they are a force to reckoned with. *Instinct:* to guard their turf.

If you have taken the **Leader of the Pack** move, you are eligi-ble to take any of the following moves next time you advance:
STREET LESSONS: Choose an additional gang attribute.
NEIGHBORHOOD SNITCH: Your gang had eyes and ears ev-erywhere within your gang's turf. When operating within your turf, you cannot be surprised.
GOT YOUR BACK: when you **encounter trouble within your gang's turf**, you can call on your gang and home turf advan-tage for help and roll+Presence. On 10+, choose 2. On 7-9, choose one.

○ A gang member is close by and appears instantly to aid you

○ d6 (or total number of gang members, whichever is smaller) arrive in 5 minutes to aid you.

○ Your knowledge of your turf grants you +3 hold for subsequent **Rock & Roll** and **Check the Situation** moves.

ARMS SHIPMENT: you arrange underworld deals to upgrade your gang's gear. Increase your gang members' armor by 1 and replace their pistols with either a SMG (range s/m, sa/fa, dmg 1d8, AP 1) or a shotgun (range s/m, sa, dmg 1d10+1, obvious, loud, forceful).

LEGION: when you **defeat a rival gang member in combat** you may spare their life and roll+Presence. On 10+, you convert them into your gang as a new loyal member. On 7-9, you convert them, but their loyalty is suspect.