

World of Shadows

Name		Class		Level		
ATTRIBUTES			SKILLS		SPECIAL ABILITIES	
<input type="text"/>	BOD BODY	<input type="text"/>	INT INTELLIGENCE	ATHLETICS AWARENESS DECEPTION DRIVE HEAL INFO LEADERSHIP REPAIR STEALTH SURVIVAL	CYBERLIMBS SMART-LINK AMBUSH HACK CONJURE MEDITATE CONTROL EVADE ILLUSION PET CONTACTS LUCKY	DERMAL PLATING WIRED REFLEXES CYPHER SLEAZE ELEMENT MEND DRONES SPIDER MANA PROJECTION CREW SKILLED
<input type="text"/>	QUI QUICKNESS	<input type="text"/>	CHA CHARISMA			
<input type="text"/>	STR STRENGTH	<input type="text"/>	WIL WILLPOWER			
WEAPONS			GEAR			
ARMOR & SPEED			HIT DICE		HIT POINTS	
NONE FAST	<input type="radio"/>	LIGHT NORMAL	<input type="radio"/>	FULL SLOW	<input type="radio"/>	OTHER
TOTAL ARMOR	<input type="text"/>		<input type="text"/>		<input type="text"/>	
NOTES						
NUYEN	<input type="text"/>	¥	NEEDED FOR NEXT LEVEL	<input type="text"/>	KARMA	<input type="text"/>

World of Shadows

Name		Class		Level		
ATTRIBUTES			SKILLS		SPECIAL ABILITIES	
<input type="text"/>	BOD BODY	<input type="text"/>	INT INTELLIGENCE	ATHLETICS AWARENESS DECEPTION DRIVE HEAL INFO LEADERSHIP REPAIR STEALTH SURVIVAL	CYBERLIMBS SMART-LINK AMBUSH HACK CONJURE MEDITATE CONTROL EVADE ILLUSION PET CONTACTS LUCKY	DERMAL PLATING WIRED REFLEXES CYPHER SLEAZE ELEMENT MEND DRONES SPIDER MANA PROJECTION CREW SKILLED
<input type="text"/>	QUI QUICKNESS	<input type="text"/>	CHA CHARISMA			
<input type="text"/>	STR STRENGTH	<input type="text"/>	WIL WILLPOWER			
WEAPONS			GEAR			
ARMOR & SPEED			HIT DICE		HIT POINTS	
NONE FAST	<input type="radio"/>	LIGHT NORMAL	<input type="radio"/>	FULL SLOW	<input type="radio"/>	OTHER
TOTAL ARMOR	<input type="text"/>		<input type="text"/>		<input type="text"/>	
NOTES						
NUYEN	<input type="text"/>	¥	NEEDED FOR NEXT LEVEL	<input type="text"/>	KARMA	<input type="text"/>

Karma and Levels

As you level up, you get rewards according to the table below.

LEVEL	HIT DICE	SKILLS	ATTRIBUTES	ABILITIES	DAMAGE	KARMA TOTAL
1	1 + BOD	CLASS +1	-	2		0
2	+1					10,000
3		+1		+1		25,000
4	+1		+1 (MAX+3)			50,000
5					+1d6	100,000
6	+1	+1		+1		175,000
7			+1 (MAX+3)			275,000
8	+1					400,000
9		+1		+1		750,000
10	+1		+1 (MAX+3)		+1d6	1,000,000

You get 1 KARMA for each Nuyen you earn running the shadows. You earn KARMA for defeating your enemies (100 karma for something easy up to 5000 for something hard) but mainly it's about earning or stealing money.

ROLLING THE DICE

When you attempt something risky: sum 2d6 and add one of your attribute scores, based on the action you're taking. (The GM will tell you some of the possible consequences before you roll, so you can decide if it's worth the risk or if you want to revise your action.)

A total of 6 or less is a miss; things don't go well and the risk turns out badly. A total of 7-9 is a partial success; you do it, but there's some cost, compromise, retribution, harm, etc. A total of 10 or more is a full success; you do it without complications. And a total of 12 or more is a critical success; you do it perfectly to some extra benefit or advantage.

Skills: If you have an applicable skill, you can't miss. A roll of 6 or less counts as a partial success, but with a bigger compromise or complication than a 7-9 result. You can get special unlisted skills by purchasing rare skillsofts.

Speed: Your armor level determines how fast you are (unless you have wired reflexes, in which case you always go first). Whenever an issue of 'who goes first' arises, refer to the opposing speeds first, and then a Quickness competition next.

Armor: Your armor value is subtracted from any damage roll made against you. It also determines your speed (see above).

Weapons: Weapons have damage dice. Roll them against your target when you successfully attack them and do that much damage. Unarmed damage is 1d6-2.

THE DIE OF FATE

Sometimes the GM will roll the die of fate to see how the situation is established. Low numbers are ill-fortune, high numbers are good fortune (or at least not misery).

The die of fate might be rolled to establish the weather, indicate a random NPC's general attitude, or any other random detail. The GM may also roll the die of fate if the PCs take some action for which sheer chance is the only factor in the outcome.

ENEMIES

Enemies usually get one or two weapons, armor, and a special ability or two. Here are some example enemies:

Street Ganger: 4 HP, Light Weapon, Light Armor, and Posse (when in a group of three or more, street gangers gain 2 extra HP and do +1 damage).

Goodfella: 6 HP, Gun, Light Armor, and Familia (killing a member of the mafia marks you for death with that family).

Lone Star Officer: 2d6 HD (Min 6 HP), Heavy Gun, Full Armor, and Backup (a lone star officer will call in any disturbances or threats immediately, bringing the heat down fast).

Troll Bouncer: 6 + 1d6 HP, Big Weapon, Light Gun, Light Armor, and Bounce (troll bouncers get +2 to armor when working at their usual venue).

MegaCorp Elite Guard: 10 HP, Heavy Gun + Auto-Fire, Grenades, Full Armor, and Wired Reflexes (elite guards always go first unless facing a player with wired reflexes, in which case a Quickness contest is in order).

Toxic Spirit: 16 HP, Acid Attack (1d6+3), Purge Attack (1d6 to area), No Armor, and these special abilities: Splash (toxic spirits reflect 1 HP of damage back whenever they are successfully attacked) and Recover (every time the toxic spirit hits a target with its Acid Attack, it gains 1 HP back).

Karma and Levels

As you level up, you get rewards according to the table below.

LEVEL	HIT DICE	SKILLS	ATTRIBUTES	ABILITIES	DAMAGE	KARMA TOTAL
1	1 + BOD	CLASS +1	-	2		0
2	+1					10,000
3		+1		+1		25,000
4	+1		+1 (MAX+3)			50,000
5					+1d6	100,000
6	+1	+1		+1		175,000
7			+1 (MAX+3)			275,000
8	+1					400,000
9		+1		+1		750,000
10	+1		+1 (MAX+3)		+1d6	1,000,000

You get 1 KARMA for each Nuyen you earn running the shadows. You earn KARMA for defeating your enemies (100 karma for something easy up to 5000 for something hard) but mainly it's about earning or stealing money.

ROLLING THE DICE

When you attempt something risky: sum 2d6 and add one of your attribute scores, based on the action you're taking. (The GM will tell you some of the possible consequences before you roll, so you can decide if it's worth the risk or if you want to revise your action.)

A total of 6 or less is a miss; things don't go well and the risk turns out badly. A total of 7-9 is a partial success; you do it, but there's some cost, compromise, retribution, harm, etc. A total of 10 or more is a full success; you do it without complications. And a total of 12 or more is a critical success; you do it perfectly to some extra benefit or advantage.

Skills: If you have an applicable skill, you can't miss. A roll of 6 or less counts as a partial success, but with a bigger compromise or complication than a 7-9 result. You can get special unlisted skills by purchasing rare skillsofts.

Speed: Your armor level determines how fast you are (unless you have wired reflexes, in which case you always go first). Whenever an issue of 'who goes first' arises, refer to the opposing speeds first, and then a Quickness competition next.

Armor: Your armor value is subtracted from any damage roll made against you. It also determines your speed (see above).

Weapons: Weapons have damage dice. Roll them against your target when you successfully attack them and do that much damage. Unarmed damage is 1d6-2.

THE DIE OF FATE

Sometimes the GM will roll the die of fate to see how the situation is established. Low numbers are ill-fortune, high numbers are good fortune (or at least not misery).

The die of fate might be rolled to establish the weather, indicate a random NPC's general attitude, or any other random detail. The GM may also roll the die of fate if the PCs take some action for which sheer chance is the only factor in the outcome.

ENEMIES

Enemies usually get one or two weapons, armor, and a special ability or two. Here are some example enemies:

Street Ganger: 4 HP, Light Weapon, Light Armor, and Posse (when in a group of three or more, street gangers gain 2 extra HP and do +1 damage).

Goodfella: 6 HP, Gun, Light Armor, and Familia (killing a member of the mafia marks you for death with that family).

Lone Star Officer: 2d6 HD (Min 6 HP), Heavy Gun, Full Armor, and Backup (a lone star officer will call in any disturbances or threats immediately, bringing the heat down fast).

Troll Bouncer: 6 + 1d6 HP, Big Weapon, Light Gun, Light Armor, and Bounce (troll bouncers get +2 to armor when working at their usual venue).

MegaCorp Elite Guard: 10 HP, Heavy Gun + Auto-Fire, Grenades, Full Armor, and Wired Reflexes (elite guards always go first unless facing a player with wired reflexes, in which case a Quickness contest is in order).

Toxic Spirit: 16 HP, Acid Attack (1d6+3), Purge Attack (1d6 to area), No Armor, and these special abilities: Splash (toxic spirits reflect 1 HP of damage back whenever they are successfully attacked) and Recover (every time the toxic spirit hits a target with its Acid Attack, it gains 1 HP back).

CHARACTER CREATION

Attributes: Roll 2d6 for each. On a 6 or less, the bonus is 0. On a 7-9, the bonus is +1. On a 10 or 11, the bonus is +2. On a 12, the bonus is +3.

Choose one **Skill** in addition to any granted by your class.

You have 1 **Hit Die** (d6) + extra HD equal to your BOD. Roll all your HD and keep a number equal to your level to determine your HP. When you rest and consume some grub, you may re-roll your HP if you like. If you rest in comfort and safety, roll +1 HD. If you are attended by a healer, roll +1 HD.

CLASSES

Street Samurai get Athletics. Choose two special abilities: **Cyberlimbs** (+2 melee damage), **Dermal Plating** (+1 armor), **Smart-Link** (+2 ranged damage), **Wired Reflexes** (you always go first and can react when suddenly surprised).

Deckers get Stealth. You get **Hack** (you can attempt to control any computer or break past digital security to access protected contents) and choose one other special ability: **Ambush** (attack from concealment to do +3 damage), **Cypher** (you cannot be identified and leave no trace behind when hacking systems), **Sleaze** (you can attempt to quickly pick a physical lock, pick a pocket, or disable a physical security trap).

Shamans get Heal. Choose two special abilities: **Conjure** (you can call forth a spirit from the astral realm and bind it for two hours in order to perform tasks for you - it requires a 1 hour ritual), **Mend** (you can attempt to neutralize poisons, remove disease, or heal wounds with a touch), **Element** (you can attempt cast elemental spells that can blast an enemy for 1d6 damage), **Meditate** (you can meditate to commune with your spirit guardian or other spirits for guidance).

Riggers get Drive. You get **Control** (you can remote control drones and vehicles with your mind from up 200 yards away) and choose one other special ability: **Drones** (2 useful VR-controlled robots: a small flying recon drone and a treaded combat drone), **Spider** (you can attempt to overtake control of an entire facility's security system), **Evade** (once per day, ignore the results of a damage roll against you).

Mages get Awareness. Choose two special abilities: **Projection** (you can project your consciousness into the astral realm, sense astral beings, and view the real world's astral reflection), **Pet** (you have a loyal and effective animal or mystical companion), **Mana** (you can attempt to cast mana spells that can burn an enemy for 1d6 damage), **Illusion** (you can attempt to enthrall a number of enemies with a powerful illusion or temporarily change your appearance).

Faces get Deception. Choose two special abilities: **Contacts** (you always knows a guy who knows a guy and can seek aid from one of your many connections), **Crew** (you always have one Mercenary or two Goons at your back, no pay necessary - if they die, you have to pay the initial price for new ones, but they stay on with you permanently), **Lucky** (once per day, turn a miss into a partial success), **Skilled** (pick two more skills for free).

Make your own class: Choose a class skill and two special abilities.

METATYPES

When you create a new character, you can give up one of your class special abilities and choose a metatype special ability instead:

Humans get: Humanity (call a redo on the Die of Fate once per session).

Elves get: Grace (you get +1 to any roll once per rest).

Dwarves get: Metabolism (you always roll HD as if you're in a safe place).

Orks get: Rage (if you take any damage during a fight, get +1 to the next damage roll you make).

Trolls get: Massive (Keep HD as if your level was +1).

EQUIPMENT

You start with: 600 nuyen.

Light Weapon (50¥): d6. May be wielded as a secondary weapon, allowing you to re-roll damage once per attack. Includes knives, lead pipes, whips, and chains.

Medium Weapon (100¥): d6+1. Must be wielded in main hand. Includes crowbars, hammers, clubs, and swords.

Big Weapon (300¥): d6+2 damage. Uses two hands. Includes fire-axes, katanas, and chain-saws.

Small Gun (300¥): d6. Includes light pistols, light SMGs, tasers, and hold-out pistols.

Gun (500¥): d6+1. Includes medium and heavy pistols, SMGs, and hunting rifles.

Heavy Gun (1,000¥): d6+2. 2-handed. Includes shotguns and assault rifles.

Crazy Gun (2,000¥): d6+2. Laser Rifle, Panther Cannon. Ignores armor.

Auto-Fire (+500¥): Makes a gun automatic. Make two attacks.

Grenades (100¥): d6+2 damage to an area. Also mines and explosives.

Light Armor (250¥): Armor 1.

Full Armor (1,000¥): Armor 2. Always has a helmet. Makes it very hard to run, move quietly, swim, leap etc.

Simple Gear (10¥ each): 20ft rope, lockpicks, grappling hook, flashlight, backpack, restraints, detox sprays, chemsuit, survival kit, etc.

Advanced Gear (25¥ each): arc-torch, auto-saw, armored briefcase, wetsuit, gas/airmask, surveillance gear, camera, etc.

Comlink (200¥): Hand-held, wrist-mounted, or headset style comlink.

Skillsoft (2,500¥): Lets you learn an unlisted skill.

Vehicles: Shitty Car (1,000¥), Decent Small Car (5,000¥), Fast Motorbike (10,000¥), Sports Car (30,000¥).

Coffin Hotel: 25¥ to Sleep, 10¥ to Eat, 20¥ to Get Drunk, 150¥ to get Laid.

HIRE-ONS
Cost per day.

Goon (100¥): 6HP, Small Gun, Knife.

Mercenary (300¥): 12HP, Gun, Light Armor.

Expert (350¥): 6HP, Small Gun, Special Gear.

Badass (800¥): 18HP, Full Armor, Gun, Heavy Gun, Grenades.

CHARACTER CREATION

Attributes: Roll 2d6 for each. On a 6 or less, the bonus is 0. On a 7-9, the bonus is +1. On a 10 or 11, the bonus is +2. On a 12, the bonus is +3.

Choose one **Skill** in addition to any granted by your class.

You have 1 **Hit Die** (d6) + extra HD equal to your BOD. Roll all your HD and keep a number equal to your level to determine your HP. When you rest and consume some grub, you may re-roll your HP if you like. If you rest in comfort and safety, roll +1 HD. If you are attended by a healer, roll +1 HD.

CLASSES

Street Samurai get Athletics. Choose two special abilities: **Cyberlimbs** (+2 melee damage), **Dermal Plating** (+1 armor), **Smart-Link** (+2 ranged damage), **Wired Reflexes** (you always go first and can react when suddenly surprised).

Deckers get Stealth. You get **Hack** (you can attempt to control any computer or break past digital security to access protected contents) and choose one other special ability: **Ambush** (attack from concealment to do +3 damage), **Cypher** (you cannot be identified and leave no trace behind when hacking systems), **Sleaze** (you can attempt to quickly pick a physical lock, pick a pocket, or disable a physical security trap).

Shamans get Heal. Choose two special abilities: **Conjure** (you can call forth a spirit from the astral realm and bind it for two hours in order to perform tasks for you - it requires a 1 hour ritual), **Mend** (you can attempt to neutralize poisons, remove disease, or heal wounds with a touch), **Element** (you can attempt cast elemental spells that can blast an enemy for 1d6 damage), **Meditate** (you can meditate to commune with your spirit guardian or other spirits for guidance).

Riggers get Drive. You get **Control** (you can remote control drones and vehicles with your mind from up 200 yards away) and choose one other special ability: **Drones** (2 useful VR-controlled robots: a small flying recon drone and a treaded combat drone), **Spider** (you can attempt to overtake control of an entire facility's security system), **Evade** (once per day, ignore the results of a damage roll against you).

Mages get Awareness. Choose two special abilities: **Projection** (you can project your consciousness into the astral realm, sense astral beings, and view the real world's astral reflection), **Pet** (you have a loyal and effective animal or mystical companion), **Mana** (you can attempt to cast mana spells that can burn an enemy for 1d6 damage), **Illusion** (you can attempt to enthrall a number of enemies with a powerful illusion or temporarily change your appearance).

Faces get Deception. Choose two special abilities: **Contacts** (you always knows a guy who knows a guy and can seek aid from one of your many connections), **Crew** (you always have one Mercenary or two Goons at your back, no pay necessary - if they die, you have to pay the initial price for new ones, but they stay on with you permanently), **Lucky** (once per day, turn a miss into a partial success), **Skilled** (pick two more skills for free).

Make your own class: Choose a class skill and two special abilities.

METATYPES

When you create a new character, you can give up one of your class special abilities and choose a metatype special ability instead:

Humans get: Humanity (call a redo on the Die of Fate once per session).

Elves get: Grace (you get +1 to any roll once per rest).

Dwarves get: Metabolism (you always roll HD as if you're in a safe place).

Orks get: Rage (if you take any damage during a fight, get +1 to the next damage roll you make).

Trolls get: Massive (Keep HD as if your level was +1).

EQUIPMENT

You start with: 600 nuyen.

Light Weapon (50¥): d6. May be wielded as a secondary weapon, allowing you to re-roll damage once per attack. Includes knives, lead pipes, whips, and chains.

Medium Weapon (100¥): d6+1. Must be wielded in main hand. Includes crowbars, hammers, clubs, and swords.

Big Weapon (300¥): d6+2 damage. Uses two hands. Includes fire-axes, katanas, and chain-saws.

Small Gun (300¥): d6. Includes light pistols, light SMGs, tasers, and hold-out pistols.

Gun (500¥): d6+1. Includes medium and heavy pistols, SMGs, and hunting rifles.

Heavy Gun (1,000¥): d6+2. 2-handed. Includes shotguns and assault rifles.

Crazy Gun (2,000¥): d6+2. Laser Rifle, Panther Cannon. Ignores armor.

Auto-Fire (+500¥): Makes a gun automatic. Make two attacks.

Grenades (100¥): d6+2 damage to an area. Also mines and explosives.

Light Armor (250¥): Armor 1.

Full Armor (1,000¥): Armor 2. Always has a helmet. Makes it very hard to run, move quietly, swim, leap etc.

Simple Gear (10¥ each): 20ft rope, lockpicks, grappling hook, flashlight, backpack, restraints, detox sprays, chemsuit, survival kit, etc.

Advanced Gear (25¥ each): arc-torch, auto-saw, armored briefcase, wetsuit, gas/airmask, surveillance gear, camera, etc.

Comlink (200¥): Hand-held, wrist-mounted, or headset style comlink.

Skillsoft (2,500¥): Lets you learn an unlisted skill.

Vehicles: Shitty Car (1,000¥), Decent Small Car (5,000¥), Fast Motorbike (10,000¥), Sports Car (30,000¥).

Coffin Hotel: 25¥ to Sleep, 10¥ to Eat, 20¥ to Get Drunk, 150¥ to get Laid.

HIRE-ONS
Cost per day.

Goon (100¥): 6HP, Small Gun, Knife.

Mercenary (300¥): 12HP, Gun, Light Armor.

Expert (350¥): 6HP, Small Gun, Special Gear.

Badass (800¥): 18HP, Full Armor, Gun, Heavy Gun, Grenades.