



The Year is 2050

The blending of technology and human flesh began in the late 20th century. Interfacing the human mind with computers was just the first step. Implants that "jack up" reflexes and cybernetic replacements followed quickly. Then came the Awakening. A five-thousand-year lull in the flow of mystical energies subsided, and Magic returned to the world. Elves, Dwarfs, and Trolls assumed their true form, throwing off their human guise.

In the world of 2050, the megaplexes are monsters casting long shadows. As shadowrunners, that's where you live, in the cracks between the giant corporate structures. When the megacorps want something done but they don't want to dirty their hands, it's a Shadowrun they need, and they come to you. Though your existence is not acknowledged by any governmental or corporate database, the demand for your services is high. You might be a Technomancer, sliding like a whisper through the databases of giant corporations, spiriting away the only thing of real value—information. Or perhaps you are a Street Samurai, an enforcer for hire whose combat skills and reflexes make you the ultimate urban predator. Or perhaps a Mage, one with an ancient gift, the ability to wield and shape the magical energies that now surround the Earth. And that's exactly the kind of firepower you'll need if you get hired to make a Shadowrun...



TABLE OF CONTENTS

| | |
|-------------------------------|----|
| THE YEAR IS 2050 | 6 |
| NIGHT ON THE TOWN | 8 |
| AND SO IT CAME TO PASS | 12 |
| Rise of the Megacorps | 12 |
| Resource Rush | 13 |
| The Lone Eagle | 13 |
| The Blame Falls | 13 |
| Tribulations | 13 |
| The Sixth World | 14 |
| The Dance | 14 |
| The Indian Question | 15 |
| Treaty of Denver | 15 |
| Goblinization | 16 |
| Magic and the Matrix | 16 |
| Crash of '29 | 17 |
| The Superpowers | 18 |
| Independence Fever | 19 |
| New Violence | 19 |
| GAME CONCEPTS | 20 |
| Rolling the Dice | 20 |
| Rule of One | 20 |
| Rule of Six | 21 |
| Success Tests | 21 |
| Resistance Tests | 21 |
| Resisted/Unresisted Tests | 21 |
| Opposed Success Test | 22 |
| Dice Pools | 22 |
| Modifications | 22 |
| Other Conventions | 22 |
| Definitions | 22 |
| Characters | 22 |
| Skills | 23 |
| Magic | 23 |
| Matrix | 23 |
| METAHUMANITY | 24 |
| Dwarf | 25 |
| Elf | 26 |
| Human | 27 |
| Ork | 28 |
| Troll | 29 |
| CHARACTER GENERATION | 30 |
| Attributes | 30 |
| Attribute Ratings | 31 |
| Other Distinctions | 32 |
| Skills | 32 |
| Gear | 32 |
| Cyberware | 32 |
| Spells | 32 |
| Contacts | 32 |
| Generating Characters | 32 |

| | |
|-------------------------------------|----|
| Archetypes | 32 |
| ARCHETYPES | 33 |
| DEVELOPING THE CHARACTER | 50 |
| Skills | 50 |
| Dice Pools | 50 |
| Astral Pool | 50 |
| Defense Pool | 50 |
| Dodge Pool | 51 |
| Hacking Pool | 51 |
| Magic Pool | 51 |
| Money | 51 |
| Languages | 51 |
| Condition Monitors | 52 |
| Allergies | 52 |
| Substances | 52 |
| Severity | 52 |
| Finishing Touches | 52 |
| Archetype Creation and Modification | 53 |
| Metahumans | 53 |
| Buying Friends | 53 |
| Modifying Archetypes | 53 |
| Metahumans | 53 |
| USING SKILLS | 54 |
| Skill Ratings | 54 |
| Success Tests | 54 |
| Taking the Time | 56 |
| The Skill Web | 56 |
| Concentrations and Specializations | 58 |
| Skill Categories | 58 |
| Active Skills | 58 |
| Build and Repair Skills | 60 |
| Knowledge Skills | 60 |
| Language Skills | 60 |
| Special Languages | 61 |
| Special Skills | 61 |
| COMBAT | 62 |
| Combat Turn Sequence | 62 |
| Initiative Results | 62 |
| Extra Actions | 63 |
| Actions | 63 |
| Interception | 64 |
| Pursuit | 64 |
| Dice Pools | 64 |
| Fire Combat | 64 |
| Target Number | 64 |
| Target Modifiers | 65 |
| Success Test Roll | 66 |
| Calculating Damage | 66 |
| Reducing Damage | 67 |
| Applying Damage | 67 |

CONTENTS

| | | | |
|--|----|---------------------------------------|-----|
| Condition Monitors | 67 | Security Codes | 100 |
| Cover and Barriers | 67 | Directory Assistance | 100 |
| Autofire Weapons | 68 | Leaving the Matrix | 102 |
| Grenades | 69 | Matrix Geography | 102 |
| Melee Combat | 70 | Nodes and Their Functions | 102 |
| Critter Combat | 70 | Central Processing Unit | 102 |
| Subduing | 71 | Datastore | 102 |
| Vehicles and Combat | 71 | I/O Ports | 102 |
| Vehicle Ratings | 71 | Sub-Processing Units | 103 |
| Characters Onboard | 71 | System Access Node (SAN) | 103 |
| Movement | 71 | Slave | 103 |
| Vehicle Combat Turns | 72 | Mapping Systems | 103 |
| Vehicle Damage | 73 | Mapping the Telecommunication Grids | 104 |
| MAGIC | 74 | Cyberdecks | 104 |
| The Shamanic Tradition | 74 | Master Persona Control Program | 104 |
| Choosing a Totem | 75 | Cyberdeck Specifications | 105 |
| Roleplaying the Shaman | 77 | Cyberdeck Options | 105 |
| The Shamanic Mask | 77 | Using Cyberdecks | 105 |
| The Medicine Lodge | 77 | Cyberprograms | 106 |
| The Hermetic Tradition | 78 | Persona Programs | 106 |
| Hermetic Libraries | 78 | Utility Programs | 107 |
| The Hermetic Circle | 78 | Degradable Utilities | 107 |
| Magical Abilities | 78 | Running Utilities | 107 |
| Magic Rating | 78 | Programming on the Fly | 107 |
| Drain | 78 | Combat Utilities | 107 |
| Magical Items | 79 | Defense Utilities | 108 |
| Sorcery | 80 | Sensor Utilities | 108 |
| Spell Types | 80 | Masking Utilities | 109 |
| Spell Force | 80 | Decking | 109 |
| Spellcasting | 80 | Movement in the Matrix | 109 |
| Ritual Sorcery | 83 | Perception in the Matrix | 109 |
| Material Link | 83 | Tortoises in the Matrix | 111 |
| Ritual Teams | 83 | Naked in the Matrix | 111 |
| Sorcery Procedure | 83 | Cybercombat | 111 |
| Conjuring | 85 | Initiative | 111 |
| Summoning Nature Spirits | 85 | Actions in Cyberspace | 111 |
| Summoning Elementals | 85 | Intrusion Countermeasures (IC) | 114 |
| Drain | 87 | White IC | 114 |
| Uncontrolled Spirits | 87 | Gray IC | 115 |
| Control Contests | 88 | Black IC | 115 |
| Banishing | 88 | Alerts | 115 |
| Astral Space | 88 | The Opposition | 116 |
| Astral Perception | 89 | Cyberprogramming | 116 |
| Astral Projection | 89 | Building Cyberdecks | 117 |
| Astral Movement | 90 | EQUIPMENT | 118 |
| While You Were Out | 90 | Personal Weaponry | 118 |
| Astral Combat | 90 | Impact Projectile Weapons | 118 |
| Grimoire | 92 | Firearms | 119 |
| Combat Spells | 92 | Firearm Accessories | 120 |
| Detection Spells | 92 | Taser Weapons | 120 |
| Health Spells | 94 | Ammunition | 120 |
| Illusion Spells | 95 | Explosives | 122 |
| Manipulation Spells | 96 | Heavy Weapons | 122 |
| THE MATRIX | 98 | Armor | 122 |
| Accessing the Matrix | 98 | Surveillance and Security | 123 |
| Time and Movement in the Matrix | 99 | Vision Enhancers | 123 |
| Passcodes | 99 | Communications | 123 |
| Hello, Operator | 99 | Surveillance Measures | 123 |
| | | Surveillance Countermeasures | 123 |

CONTENTS

| | |
|---|-----|
| Security Devices | 123 |
| Survival Gear | 124 |
| Working Gear | 124 |
| Lifestyle | 124 |
| Entertainment | 124 |
| Electronics | 125 |
| Cyberware | 126 |
| Headware | 126 |
| Bodyware | 128 |
| Cyberdecks and Programs | 128 |
| Biotech | 129 |
| Slap Patches | 129 |
| Magical Equipment | 130 |
| Vehicles | 130 |
| Ground | 130 |
| Boats | 132 |
| Aircraft | 133 |
| Military and Restricted Issue | 134 |
| Panzers | 134 |
| Security Vehicles | 134 |
| Remotes | 134 |
| Vehicle Weapons | 134 |
| Rigger Gear | 134 |
| Equipment Charts | 135 |
| AFTER THE SHADOWRUN | 142 |
| Healing Up | 142 |
| Getting Better | 142 |
| Using the Healing Table | 143 |
| Elective Surgery | 144 |
| First Aid | 144 |
| Deadly Wounds and First Aid | 145 |
| Deadly Wounds and Organ Damage | 145 |
| Pieces and Parts | 145 |
| Magicians and Damage | 146 |
| Reducing Mental Fatigue | 146 |
| Diseases and Toxins | 147 |
| Toxins | 147 |
| Diseases | 147 |
| Fencing the Loot | 147 |
| Finding a Fence | 147 |
| The Loot | 147 |
| The Meet | 148 |
| Lifestyles of the Rich and Shadowy | 148 |
| Keeping up the Payments | 149 |
| Karma | 149 |
| Instant Karma | 149 |
| Good Karma | 150 |
| Magical Activities | 150 |
| BEHIND THE SCENES | 152 |
| Dicey Situations | 152 |
| Social Skill Use | 153 |
| Build and Repair Skill Use | 153 |
| Vehicle Operation Skill Use | 154 |
| Knowledge Skill Use | 154 |
| Language Skill Use | 155 |
| Hauling the Load | 156 |
| Perception and Reality | 156 |
| Quick Matrix Systems | 156 |

| | |
|----------------------------------|-----|
| Choose a Security Code | 156 |
| Design the Architecture | 156 |
| Determine Security Codes | 157 |
| Install IC | 157 |
| Install Data Values | 158 |
| Shadowrunning | 158 |
| Tailor the Adventure | 158 |
| Death and Shadowrunning | 159 |
| Awarding Karma | 160 |
| Survival | 160 |
| Success | 160 |
| Threat | 160 |
| Individual Karma Awards | 160 |
| Glossary of Slang in 2050 | 161 |
| CONTACTS | 162 |
| CRITTERS | 174 |
| Powers of the Awakened | 174 |
| Weaknesses | 178 |
| Cyberware for Critters | 178 |
| Selected Awakened Belongs | 179 |
| Critter Statistics | 189 |
| THE NORTHWEST IN 2050 | 192 |
| Tribal Lands | 192 |
| Tir Talngire | 193 |
| Other Neighbors | 193 |
| Status of Seattle | 193 |
| Tribes | 194 |
| The Salish | 194 |
| The Sinsearach | 194 |
| The Makah | 194 |
| The Cascade Crow | 194 |
| The Cascade Ork | 194 |
| SEATTLE | 196 |
| Getting to Seattle | 196 |
| Government | 197 |
| Seattle's Metroplex Guard | 198 |
| Visitor Information | 198 |
| Medical Aid | 198 |
| Legal Aid | 198 |
| Public Datanet | 198 |
| Emergency Services | 198 |
| Getting Around Seattle | 198 |
| Entertainment and Media | 199 |
| Points of Interest | 199 |
| Tribal Holdings | 200 |
| Corporate Holdings | 200 |
| Seattle in the Shadows | 200 |
| FIRST RUN | 202 |
| Food Fight | 203 |
| Grabbin' Stuffers | 203 |
| Stuffer Shack™ | 203 |
| Who's in Stuffer Shack | 203 |
| Stuffer Shack Map Key | 205 |
| Enter Shooting | 205 |
| Supermarket Sweep | 206 |
| Cleaning Up | 207 |
| Karma | 207 |
| The Chiller Thrillers | 207 |

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Corrected Fifth Printing (and climbing...)

Any similarities between the illustration on page 24 and the recognized logo
of the Orc's Nest of London are completely coincidental and do not imply a
relationship between Orc's Nest and FASA Corporation

Published by
FASA Corporation
P. O. Box 6930
Chicago, IL 60680