Melee Cheat Sheet

SHADOWRUN

What You Need to Know

What You Need to Do

1. Choose the <u>weapon</u> you want to use, and note its <u>DV</u> and <u>AP</u>.

Attributes

| Agility |
| Strength |

2. Add your <u>Agility</u> to your pool.

3. Add the correct <u>weapon skill</u> to your pool: Blades, Clubs, Exotic Melee, Unarmed.

Skills

| (Weapon Skill) |

4. Add <u>your reach</u> and <u>your weapon's reach</u> together, and compare them to the defender's total reach. The higher reach may either add the difference to their own pool, or subtract it from their opponent's pool.

Options

| Weapon Used |
| Weapon DV |
| Weapon AP |
| Your Reach |
| Weapon Reach |
| Wound Modifier |

5. Subtract any <u>Wound Modifier</u> from your pool.

6. Roll your pool dice, note your <u>hits</u>.

7. The defender rolls defense pool and subtracts <u>their hits</u> from <u>your hits</u>. If your <u>net hits</u> are zero or less, stop now.

8. Add your <u>net hits</u> to your <u>weapon DV</u>; this is your <u>modified DV</u>. If this number is greater than the defender's armor modified by your <u>weapon AP)</u>, it causes Physical damage, otherwise it causes Stun damage.

9. Tell the gamemaster your final <u>modified DV</u>. The defender will attempt to resist the horrible damage you have just caused.

Variables

| Defender's Reach |
| Your Hits |
| Defender's Hits |
| Your Net Hits |
| Modified DV |

Ranged Combat Cheat Sheet

SHADOWRUN

What You Need to Know

Attributes

Agility

Skills

(Weapon Skill)

Options

Weapon Used

Ammo Used

Weapon + Ammo DV

Weapon + Ammo AP

Weapon Fire Mode: (rounds fired)
  SS(1)   SA(1)   BF/Narrow(3)   BF/Wide(3)
    FA/Long Narrow(6)   FA/Long Wide(6)
  FA/Full Narrow(10)   FA/Full Wide(10)

Recoil Compensation

Laser Sight/Smartlink Bonus

Wound Modifier

Variables

Number of rounds fired this Action Phase (incl this attack)

Recoil Modifier

Your Hits

Defender's Hits

Your Net Hits

Modified DV

What You Need to Do

1. Choose the weapon and ammo you want to use, and note their DV and AP.

2. Choose a fire mode that you want to use.

3. Add your Agility to your pool.

4. Add the correct weapon skill to your pool: Archery, Automatics, Exotic Ranged, Heavy, Longarms, Pistols, or Throwing.

5. Add the bonus for a laser sight or smartlink to your pool.

6. Subtract any Wound Modifier from your pool.

7. Subtract the Recoil Compensation from the number of rounds fired this Phase, then subtract one; the difference is the recoil modifier.

8. If the weapon is a heavy weapon, double the recoil modifier.

9. If the weapon is a shotgun and the fire mode is BF or FA, double the recoil modifier.

10. If the recoil modifier is greater than zero, subtract it from your pool.

11. Roll your pool dice, note your hits.

12. If your fire mode is one of the wide bursts, tell the gamemaster; the defender loses defense pool.

13. The defender rolls defense pool and subtracts their hits from your hits. If your net hits are zero or less, stop now.

14. Add your net hits to your weapon + ammo DV; this is your modified DV. If this number is greater than the defender's armor modified by your weapon AP), it causes Physical damage, otherwise it causes Stun damage.

15. If your fire mode is one of the narrow bursts, add one less than the number of rounds in the burst to your modified DV.

16. Tell the gamemaster your final modified DV. The defender will attempt to resist the horrible damage you have just caused.

Drone Combat Cheat Sheet

What You Need to Know

Attributes

Drone's Pilot

Autosoft

Targeting

Options

Weapon Used

Ammo Used

Weapon + Ammo DV

Weapon + Ammo AP

Weapon Fire Mode: (rounds fired)
SS(1)   SA(1)   BF/Narrow(3)   BF/Wide(3)
FA/Long Narrow(6)   FA/Long Wide(6)
FA/Full Narrow(10)   FA/Full Wide(10)

Recoil Compensation

Damage Modifier

Variables

Number of rounds fired this Action Phase (incl this attack)

Recoil Modifier

Your Hits

Defender's Hits

Your Net Hits

Modified DV

What You Need to Do

1. Choose the weapon and ammo you want to use, and note their DV and AP.

2. Choose a fire mode that you want to use.

3. Add your Drone's Pilot rating to your pool.

4. Add the Targeting Autosoft rating to your pool.

5. Subtract any Damage Modifier from your pool.

6. Subtract the Recoil Compensation from the number of rounds fired this Phase, then subtract one; the difference is the recoil modifier.

7. If the weapon is a heavy weapon, double the recoil modifier.

8. If the weapon is a shotgun and the fire mode is BF or FA, double the recoil modifier.

9. If the recoil modifier is greater than zero, subtract it from your pool.

10. Roll your pool dice, note your hits.

11. If your fire mode is one of the wide bursts, tell the gamemaster; the defender loses defense pool.

12. The defender rolls defense pool and subtracts their hits from your hits. If your net hits are zero or less, stop now.

13. Add your net hits to your weapon + ammo DV; this is your modified DV. If this number is greater than the defender's armor modified by your weapon AP), it causes Physical damage, otherwise it causes Stun damage.

14. If your fire mode is one of the narrow bursts, add one less than the number of rounds in the burst to your modified DV.

15. Tell the gamemaster your final modified DV. The defender will attempt to resist the horrible damage you have just caused.

Summoning Cheat Sheet

SHADOWRUN

What You Need to Know

Attributes

Magic

Willpower

(Drain Resistance Attribute)

Skills

Summoning

Options

Spirit Type

Desired Force

Mentor Spirit Bonus

Summoning Focus

Wound Modifier

Variables

Your Hits

Spirit's Hits

Drain Damage Value

What You Need to Do

1. Choose a type of spirit to summon and the Force you want it to have.

2. Add your Magic Attribute to your pool.

3. Add your Summoning Skill to your pool.

4. Add your Mentor Spirit modifier to your pool, if it applies.

5. Add the Rating of a Summoning Focus to your pool, if it is of the right type and you do not wish to save it to help reduce Drain later.

6. Subtract any Wound Modifier from your pool.

7. Roll your pool dice, add up the hits. If you glitch, tell the gamemaster.

8. The gamemaster rolls the spirit's Force and adds up the hits.

9. Subtract the spirit's hits from your hits. If you have zero or fewer hits, no spirit appears. If you have hits left over, each hit counts as a service the spirit owes you.

10. Multiply the spirit's hits by two. This is the Damage Value of the Drain, minimum 2.

11. Start a new pool, add your Willpower to it.

12. Add the Attribute that you use to resist Drain, according to your tradition.

13. If you did not add your Summoning Focus Rating to your summoning pool, add it now.

14. Roll your pool dice. Subtract one from the Drain Damage Value for each hit.

15. If you did not reduce the Drain Damage Value to zero, apply the damage to your Condition Monitor: Physical if the Force was greater than your Magic, Stun otherwise.