Defense Cheat Sheet

For Defending Against Ranged, Melee, or
Indirect Spellcasting Attacks

SHADOWRUN

What You Need to Know

Attributes

Reaction

Body

Skills

Dodge

Gymnastics

(Melee Skill)

Options

Wound Modifier

Full Defense Used?

Your Armor Rating

Variables

Prior attacks since last action

Other Modifiers (p. 151)

Attacker's Weapon DV

Attacker's Weapon AP

Attacker's Hits

Your Hits

Attacker's Net Hits

Modified DV

What You Need to Do

1. Choose whether to spend your current or your next Complex Action for Full Defense.

2. Add your Reaction to your pool.

3. If you are defending against a melee attack, add your Dodge to your pool.

4. If you are not using Full Defense, skip this step. You may add either your Dodge (possibly again) or your Gymnastics to your pool; if you are defending against a melee attack, your skill for your currently held melee weapon may be added instead (Unarmed Combat included). Only one of the above may be added.

5. Subtract any Wound Modifier from your pool.

6. Subtract one from your pool for each prior attack you have defended against since your last action.

7. Add to or subtract from your pool any other modifiers from page 151.

8. Roll your pool dice, note your hits.

9. Subtract your hits from the attacker's hits. If the net hits are zero or less, you avoided the attack; stop now.

10. Add the attacker's net hits to the attacker's weapon DV; this is the modified DV. If this number is greater than your armor rating (modified by the weapon AP), it causes Physical damage, otherwise it causes Stun damage.

11. Add your Body to your pool.

12. Add your Armor Rating, modified by the weapon AP, to your pool.

13. Roll your pool dice, and subtract the hits from the modified DV. If the difference greater than zero, apply that number of boxes to the appropriate damage track, Physical or Stun.