

NO FUTURE

ERRATA & FAQ

BLITZKRIEG BOPS

ARE THE IMPACT MODIFIERS ON PAGE 53 TALLIED BEFORE OR AFTER AVERAGING A GROUP MEMBER'S PERFORMANCE?

The modifiers listed are applied on a by-performer basis to modify their individual performance test, before averaging net hits across the group effort.

GAME INFORMATION

ON PAGE 155, THERE IS A PAGE REFERENCE LISTED AS XX.

The correct page reference for making Con + Charisma performance tests is page 52.

LOTS OF GEAR STILL HAS 5E AVAILABILITY LISTED. WHAT IS THEIR AVAILABILITY FOR 6E GAMES?

Instruments p. 156

- Rising Star Instrument: Availability 2
- Big Time Instrument: Availability 3
- External Synth: adds +1 Availability
- Internal Synth: adds +2 Availability

Yo-yos p. 156

- Hardened: Availability 2
- Bladed: Availability 3(L)
- Monofilament: Availability 6(I)

Rolling Blades p. 157

- Hardened: Availability 2
- Bladed: Availability 3(L)

Molotov Cocktail p. 157

- Molotov: Availability 1(I)
- Also applies Burning 4 status (p. 51, SR6)

Pitchfork p. 157

- Pitchfork: Availability 1

Graffiti Kit p. 158

- Graffiti Kit: Availability 1

Vehicles p. 159

- Ford Broadcast: Availability 2
- S-B Condor: Availability 3

Reporter Gear p. 159

- Press Pass: Availability 2(L)
- Pro-Cam: Availability 1
- SmartCam External: Availability 2
- SmartCam Internal: Availability 4

Printing Presses p. 160

- Basic Press: Availability 1
- Small Press: Availability 4
- Industrial Press: Availability 7

In addition: the trenchcoat on page 158 *increases* Concealability by 2 rather than reducing it, since in 6e higher values are better!

DOES ANYTHING CHANGE WITH INSTRUMENTS OF DEATH RULES? (P. 156)

Instruments of death combine the functionality of an instrument listed on page 156 with a working Close Combat or Exotic Weapon. As stated, this monstrosity performs one level lower as a musical instrument and suffers an inherent -1 AR at all ranges when used as a weapon. In addition to the weapon options listed, an instrument of death may also be a flamethrower. The extreme custom work involved in creating an instrument of death still results in the listed +2 Availability increase.

WHAT CAN BE PUT IN A PROCAM'S CAPACITY ALLOTMENT? (P. 159)

ProCams can install visual enhancements (p. 275, *SR6*), audio enhancements (p. 276, *SR6*), and single sensors (pp. 276-277, *SR6*). Note that a ProCam is not a sensor array (p. 276, *SR6*) and does not allow for substituted Perception test dice pools as if it were one.

NO FUTURE'S CYBEREYES AND CYBEREARS CONFLICT WITH SHADOWRUN, SIXTH WORLD EDITION. WHAT'S THEIR CORRECT STATS? (P. 160)

Rather than being rating 5 and 6 cyberware as printed in *No Future*, these are instead rating 6 and 7 cybereyes and cyberears. Their Essence cost, Capacity, Availability and Nuyen cost are as follows:

- Rating 6 Cybereyes / Cyberears: Essence 0.6, Capacity 20, Availability 4, Cost 18,000¥ / 15,500¥
- Rating 7 Cybereyes / Cyberears: Essence 0.7, Capacity 24, Availability 5, Cost 22,000¥ / 21,000¥

WHAT DO THE VISION ENHANCEMENT AND AUDIO ENHANCEMENT RATINGS 4-6 DO? (P. 160)

Vision and audio enhancements don't come in levels in *Shadowrun, Sixth World*. These items are deleted from *No Future* as errata.

WHAT DO AUTOVOICE, HACKED AUTOVOICE, AND VOCAL EXPANSION DO IN 6E RULES? (P. 160)

Autovoice and vocal expansion no longer have ratings, and their price and Availability are always calculated as if they were rating 1. Both augmentations grant Edge to sound-based Con and performance tests. Autovoice's wireless bonus remains unchanged.

Hacked autovoice is removed entirely. These capabilities are already covered by voice modulator cyberware (p. 285, *SR6*).

HOW DOES STOLEN GEAR WORK? (P. 162)

This document makes the following changes to how Stolen Gear works:

- It only ever gives a bonus of 0 Karma.
- Much like the In Debt quality (p. 77, *SR6*) it alters how much nuyen you receive when converting karma to resources (p. 66, *SR6*). With Stolen Gear, you gain 10,000 nuyen per point of converted karma. You cannot have both In Debt and Stolen Gear qualities.
- The Stolen Gear sidebar refers to how much karma was converted to nuyen. Despite giving a bonus of 0 Karma, Stolen Gear can be incrementally bought off by spending 2 karma for every 1 karma converted to resources, representing the aggrieved parties incrementally losing interest in finding you. The character's current bounty is measured against the amount of converted karma that remains un-bought-off.
- The maximum allowable conversion to nuyen is 20 karma for 200,000 extra nuyen. You cannot spend any additional karma for resources, not even at the default 1:2,000 rate.

CAN I USE THE LIFE PATH MODULES WITH THE SIXTH WORLD COMPANION LIFE PATH CHARACTER GENERATION METHOD? (PGS. 162-163)

You can, but when doing so use these errata'd entries instead of what's printed in *No Future*.

Adult Life Modules:

Student Athlete: Use Athlete (p. 34, *Sixth World Companion*)

Professional Athlete: Use Athlete (p. 34, *Sixth World Companion*)

Teen Diva

You've practiced music, singing, and dancing since you were old enough to crawl, and it paid off. You got noticed by the right people, and now you're a teenage rock star! Thousands upon thousands of fans want your autograph, your attention, or whatever other piece of you they can get. You just hope the dream is really all it's cracked up to be. You can trust your manager and the corporation that holds your contract—right?

- Choose one: +1 to Agility or Charisma
- Choose one: +1 Con or +1 Influence
- Choose one: Acting specialization for Con, or Performance specialization for Con
- Contact Points: 4
- Contact Types: Corporate, Media
- Knowledge Skills (choose one): [Musical Genre] or [Dance Style]
- Knowledge Skills (choose one): Entertainment Media, Fashion, or 2 levels in a non-native language

New Event Life Modules

Event: You had Fifteen Minutes of Fame

Either on the field or on the stage, your skills gave you a run in the spotlight. Of course, the brightest stars tend to burn out fastest. If not for a bit of misfortune, your trajectory might have propelled you to legendary status in your sport or art.

- Resources: +75,000
- +1 to Charisma, Intuition, or any Physical Attribute.
- Contact Points: 4
- Contact Types: Corporate, Media

Add a negative quality that represents an injury, scandal, or other misfortune that ended your promising but brief career in entertainment.