



SHADOWRUN, SIXTH WORLD ERRATA

AUGUST 2019

GAME CONCEPTS

P. 36, EXTENDED TESTS, PARAGRAPH 1

For clarity, make the following parenthetical addition:

The player can make multiple rolls of the dice pool, progressively making the dice pool 1 die smaller each time they roll, until they have accumulated enough hits to meet or beat the threshold (or run out of dice and fail).

P. 36, EXTENDED TEST INTERVALS

The table for Extended test intervals is as follows:

INTERVAL SCALE

TASK	INTERVAL
Fast	1 Combat Turn
Quick	1 minute
Short	10 minutes
Average	30 minutes
Long	1 hour
Consuming	1 day
Exhausting	1 week
Mammoth	1 month

P. 38, ESSENCE, PARAGRAPH 1

The following changes are made to this paragraph for clarity:

All characters have this attribute. It functions as a capacity rating for how much cyberware, bioware, and other augmentations characters can hold. The metahuman body can only contain so much 'ware before it loses the small spark that separates a living being from a machine. This attribute primarily exists due to the degrees of difference between biology and technology—it simply does not flow well through technology and becomes limited as your Essence declines (specifically, anytime your Essence goes below any whole integer, you lose a corresponding point of Magic or Resonance for each integer passed). Also, some magic, particularly healing magic, has less of an effect on you as you gain more augmentations.

P. 41, DODGE

Dodge penalties are as follows:

DODGE PENALTY

RANGE	MODIFIER
Ground Zero	-6
Close	-4
Near	-2

P. 44, EDGE, PARAGRAPH 3

Change the sentence reading, “Characters can only have one expenditure of Edge per round” to “Characters can only have one expenditure of Edge per round action.”

P. 46, SPENDING EDGE CLARIFICATION

Note that nothing can ever reduce the cost of and Edge Action to 0 Edge.

P. 47, EDGE ACTIONS, FIRE FROM COVER ACTION, SECOND SENTENCE

Change: “Attacks from full cover may be made without the -2 dice pool penalty” to “Attacks from cover may be made without spending a Minor Action.”

P. 48, SHANK EDGE ACTION

Change “Called Shot penalty” to “Call a Shot penalty.”

P. 48, TACTICAL ROLL EDGE ACTION

Add the Hit the Dirt Action (p. 41) as another penalty that can be avoided with this action.

P. 48, EDGE ACTIONS BY COST TABLE

Add “Knockout Blow (Melee Attack)” to the 2 Edge section.

P. 52, COVER I, II, III, IV

Replace the paragraph in the book and replace with the following:

Whether you hide behind a wall, a dumpster, or a body, Cover is protection from hostile fire. It comes at four levels, indicating how much of a character’s body is protected (one-quarter, one-half, three quarters, or all). A character in Cover gets a +1 bonus per Cover level to their Defense Rating and dice pool to

Defense tests. Attacking from Cover requires an extra Minor Action in order to get clear enough to take a shot, imposes a -2 dice pool penalty to your attack at Cover IV, and you cannot gain Edge while attacking from Cover (you can gain it from defending).

P. 53, SILENT #, LAST SENTENCE

Change “visibility detection” to “audio detection.”

P. 56, TROLLS (HOMO SAPIENS INGENTIS), RACIAL QUALITIES

Change Built Tough (1) to Built Tough (2).

P. 69, ATTRIBUTE AND SKILL ADVANCEMENT TABLE

Change values in last column as follows:

7	8	9	10
	180	225	275
35	175	220	270
5	165	210	260
10	150	195	245
15	130	175	225
20	105	150	200
25	75	120	170
30	40	85	135
35	-	45	95
40	-	-	50

P. 70, NEW SPELLS, SENTENCE 3

Change “After a week of study” to “After about a week of study, (see p. 131).”

P. 71, EXCEPTIONAL (ATTRIBUTE), GAME EFFECT

Add this at the end of the Game Effect entry: This quality can only be purchased once.

P. 74, ALLERGY, BONUS PARAGRAPH

Change “common deadly allergy” to “common extreme allergy.”

GAME EFFECT PARAGRAPH

Change sentence reading “At severity levels beyond Mild, you also suffer secondary effects, as listed” to “You also suffer secondary effects, which are listed below.”

P. 77, IN DEBT, GAME EFFECT

Add the following sentences after the second sentence:

You must pay a monthly interest rate of 500 nuyen per Karma spent, in addition to any payment to the principal. If the interest is not paid, the lenders come searching for you.

P. 81, ADEPT

Change the character’s Body to 5 and Willpower to 4.

P. 84, DECKER, QUALITIES

Change the quality “Resistance to Pathogens” to “Toxin Resistance”

P. 87, STREET SAMURAI, DEFENSE RATING

Change to 16

P. 88, STREET SHAMAN, SPELLS

Change “Chaotic World” to “Chaos”

P. 89, TECHNOMANCER

Change actions to 1 Major, 2, Minor, change “Resistance to Pathogens” to “Toxin Resistance”, remove Puppeteer complex form

P. 90, WEAPON SPECIALIST, SKILLS

Change Close Combat 6 to Close Combat (Unarmed Comat) 5

P. 93, ATHLETICS, SPECIALIZATION AND DESCRIPTION

Add Archery as a specialization.

In the description, change Full Defense Actions to Dodge Actions.

P. 94, CLOSE COMBAT, DESCRIPTION

Change reference to Full Defense to Dodge.

P. 94, CONJURING, SPECIALIZATIONS

Remove Binding as a specialization

P. 95, ENGINEERING, SPECIALIZATIONS

Add Armorer

P. 96, PERCEPTION

Add the following table for Perception Thresholds

INTERVAL SCALE

ITEM/EVENT IS:	THRESHOLD	EXAMPLES
Obvious/Large/Loud	1	Neon sign, running crowd, yelling, gunfire
Normal	2	Street sign, pedestrian, conversation, silenced gunfire
Obscured/Small/Muffled	3	Item dropped under table, contact lens, whispering
Hidden/Micro/Silent	4	Secret door, needle in haystack, subvocal speech

P. 97, STEALTH, SPECIALIZATIONS

Add Camouflage

P. 106, FIREARMS EXAMPLE

Alter as follows:

STEP TWO: DISTRIBUTE EDGE

Here we compare the Attack Rating of the Ares Predator VI (8) to the Defense Rating of the Eye-Fiver (4; Body 3, + 1 for leathers) and see that Oda has a difference of 4 or more greater, giving Oda one bonus Edge.

P. 109, MELEE CLOSE COMBAT AND GRUNTS EXAMPLE, STEP THREE

Change Trip Edge Action to Tumble Action

P. 112, BREAKING THROUGH, PARAGRAPH 1

Change “Damage Value that exceeds one half” to “Damage Value that meets or exceeds one half.”

P. 113

Add the following text for Falling Damage:

FALLING DAMAGE

When a character falls more than three meters, they take Physical damage with a Damage Value equal to half of the meters fallen, resisted by Body. The gamemaster should feel free to adjust the damage based on relevant circumstances.

P. 114, BLAST ATTACKS AND SCATTER

In the second paragraph, first sentence, change “extra hits” to “each hit.” In the third paragraph, change “Drop Prone” to “Hit the Dirt.”

P. 115, SCATTER AT RANGE TABLE

Add the following footnote:

† Thrown grenades use the attackers unarmed Attack Rating for Close range. Reduce the Attack Rating by 1 for Near and by 6 for Medium. Attack Rating is 0 for Far and Extreme ranges.

P. 115, GRENADES EXAMPLE

Change the first sentence of Step Two to read as follows: “We compare Oda’s unarmed Attack Rating of 12 for thrown grenades,”

In Step Three, change the distance at the end of the example to 6 meters.

In Step Four, have the motorcycles roll Body 4 instead of Body 4 x 2.

P. 116, GRENADE LAUNCHER EXAMPLE

Change Step Two and Step Four to read as follows:

STEP TWO: DISTRIBUTE EDGE

We compare the Attack Rating of the MGL-6 grenade launcher, which is 8, to the Defense Rating of the bikes (7; Body 4 + Armor 3), the gangers (4; Body 3 + leathers 1), and Oda (10; Body 6 + armor jacket 4). When dealing with groups or Area Effect attacks, compare the Attack Rating to the highest Defense Rating among all the targets for the Edge bonus. Since Carson Aims does not have an advantage greater than 4 over *everyone*, he does not get a bonus Edge.

STEP FOUR: SOAK SOME DAMAGE

Here it gets ugly. The damage codes for a fragmentation grenade are 16P/12P/8P. Nothing is at Ground Zero. A bike is in the Close range (12P), with the remaining 4 gangers, two bikes, and the gang leader all in Near range (8P). Rolling (Body 4) for the bikes gets 1 hit.

P. 116, GAS RANGES, EFFECT, AND DURATION

Change the Rounds with Half Effect in the Range x 3 row from 1–3 to 1–4.

P. 117, BUILDING A BIGGER BOOM, PARAGRAPH 4

In the last sentence, change Near Range DV to Ground Zero DV.

P. 118, ENVIRONMENT AND VISIBILITY

Add the following table

LIGHT LEVELS

LIGHT LEVEL	EFFECT
Darkness	Deep caverns, dark basement, stuffed in a dumpster
Near Darkness	Moonless night, dark interior, city underground
Low Light	Moonlit night, equipment indicator lights, city alley at night
Dim Light	Twilight, interiors without primary lighting, city alley
Full Light	Cloudy day, interior lighting, city street
Bright Light	Beach at noon, industrial lighting, open field

P. 119, FIRST AID, PARAGRAPH 3

Add this sentence at the end: Drain cannot be healed with First Aid.

P. 120, HEALING EXAMPLE, PARAGRAPH 2

Change the threshold from 3 to 2.

PARAGRAPH 8

Change the end of the example to say that the 7 boxes of damage are reduced to 3.

P. 121, NATURAL RECOVERY / MEDICAL ASSISTANCE, PARAGRAPH 2

Add a note that wound modifiers do not apply to natural recovery tests.

MAGIC

P. 135, ANTIDOTE SPELL, PARAGRAPH 2

Change “Each net hit” to “Each hit”.

P. 139, MANIPULATION SPELLS, PARAGRAPH 3

Change the paragraph to read as follows: Net hits on the Spellcasting test determine the

duration of the spell, and for nonliving objects, it also determines how much material is affected. Many Manipulation spells have limited durations and last for a number of minutes equal to the net hits on the Spellcasting test. The default amount of nonliving material affected is one-half cubic meter per net hit. See the **Volume Reference** table for information on how to translate cubic meters of material into common objects.

P. 139, ANIMATE WOOD EXAMPLE, PARAGRAPH 4

Change the amount of Drain she has to deal with from 5 to 4 and the hits she gets on her test from 4 to 3.

Kumiho has to deal with 4 Drain from the spell; rolling Charisma 6 + Willpower 5 gives her 11 dice and 3 hits. She’ll gladly take the 1S damage if the table keeps hindering the opposition.

P. 141, MYSTIC ARMOR SPELL

Change the spell type from P to M.

P. 142, VEHICLE ARMOR SPELL

Change the spell type from M to P

P. 144, SEAL THE RITUAL, PARAGRAPH 2

Change the paragraph to read as follows:

After the spell effect goes off, each participant must deal with drain equal to the number of hits on a Ritual Threshold x 2 test (minimum 2) as described on page 131.

P. 145, CURSE, PARAGRAPH 2, LAST SENTENCE

Change the last sentence to read as follows: The spell is cast normally (using teamwork, if applicable) with all the tests and appropriate Drain.

P. 146, WATCHER, LAST SENTENCE

Change the last sentence to read as follows: A watcher’s attributes and skills start at 2. For each additional hour spent on the ritual, these increase by one, as does the ritual’s threshold.

P. 146, SUMMONING, PARAGRAPH 1, SENTENCE 4

Change the sentence to read as follows: Characters must then resist drain as if they cast a spell against a Drain Value equal to the number of hits (not net hits) the spirit rolled.

P. 147, BANISHING, PARAGRAPH 2

Change the second sentence to read as follows: As with summoning, if the final drain is higher than the banisher's Magic, the drain damage is Physical; otherwise it's Stun.

P. 147-148, TYPES OF SPIRITS

For spirits of air, change "Defense" to "Defense Rating".

For spirits of beasts, add Astral Initiative of $(F \times 2) + 3D6$, change Defense Rating to $F + 2$

For spirits of earth, fire, kin, and water, add Astral Initiative of $(F \times 2) + 3D6$

P. 151, MAKING A PREPARATION EXAMPLE, PARAGRAPH 5

In sentence 2, change 5 drain to 4 drain. In sentence 4, change 4 hits to 3 hits.

P. 155, ENCHANTING FOCI, ALCHEMICAL FOCUS

Change "Alchemy skill tests" to "Enchanting skill tests to create preparations".

Alchemical focus: An alchemical focus adds its Force in dice to Enchanting skill tests to create preparations.

P. 156, ADEPTS, PARAGRAPH 2

Change the sentence to read as follows:

Drain is Stun unless the damage after the resistance test is higher than the caster's Magic, in which case the damage is Physical.

P. 158, SPELL RESISTANCE, COST

Change 0.5 PP per level to 0.5 PP

P. 158, WALL RUNNING, SENTENCE 3

Change the word "spell" to "power".

P. 158, MYSTIC ADEPTS

Delete paragraph 3 of this section.

P. 159, ASPECTED MAGICIANS, PARAGRAPH 3, SENTENCE 1

Change the sentence to read as follows: Aspected magicians can astrally perceive and astrally project.

P. 159, THE ASTRAL PLANE

Add the following as the fourth paragraph of the section: While magicians and adepts use Astral Perception, they become dual-natured and suffer a -2 dice pool penalty to all non-Magic actions.

MATRIX

P. 174, PERSONAS AND ATTRIBUTES

Change the Data Processing entry to read as follows:

- **Data Processing** is the raw computing power of a device. Data Processing governs how quickly a device can operate and contributes to running programs concurrently. The Data Processing attribute is the limit of many devices you can slave to it.

P. 175, MATRIX EDGE ACTIONS, HOG

Change the entry to read as follows:

- **Hog (2 Edge):** Blast a host or persona with recursive requests, eating up valuable resources and lowering its Data Processing by 2 and active program slots by 1 for (Attack Rating) rounds.

P. 176, OVERWATCH SCORE AND CONVERGENCE

Change this section as follows:

Convergence is GOD zeroing in on your location. When this occurs, the device used to perform the last illegal test is bricked (its Condition Monitor is filled), and the user is dumped from the Matrix, with associated dumpshock (p. 176). Additionally, the user's physical location is reported to the authorities so they might send people to track you down.

Things that increase the Overwatch Score are as follows:

- **Using hacking programs:** OS increases by 1 for each Matrix action modified by a hacking program. Simply having the program loaded without actively using it doesn't increase your OS.)

P. 177, CYBERDECKS

The prices of the MCT 360 and the Renraku Kitsune should be switched.

P. 179, MATRIX DAMAGE

Add a third paragraph to this section that reads as follows:

By default, Matrix damage is resisted with Firewall and Biofeedback damage is resisted with Willpower.

P. 179, MATRIX ACTIONS

Adjust paragraph two to read as follows:

Where two different dice pools are listed, such as "Intuition + Firewall or Sleaze + Firewall," per-

sonas with Mental attributes use the pool with those attributes. Drones use their Pilot Rating in place of the Mental Attribute. A persona actively defending for a device or host can use the other pool with the device or host attributes.

P. 180, CONTROL DEVICE

Change this Action to Legal.

P. 181, DATA SPIKE

Add the following second paragraph:
This action is linked to the Attack attribute.

P. 182, HASH CHECK

Add that this item requires User access.

P. 183, MATRIX PERCEPTION (CONT.), PARAGRAPH 2

Remove the words “with a Sleaze attribute.”

P. 184, TARPIT

Add the following second paragraph:
This action is linked to the Attack attribute.

P. 184, PROGRAMS

Add the following at the end of the list of Basic programs.

- **Virtual Machine:** 2 extra program slots; take 1 extra box of unresisted Matrix damage when attacked.

P. 186, IC

Replace the second sentence with the following:
All IC use (Host Rating x 2) for Attack Rating, Condition Monitor, and most rolls. Their Initiative is (Data Processing x 2) + 3D6. Defensive rolls and effects vary by IC type.

P. 188, TECHNOMANCER FUNCTIONS

Change the last sentence of this paragraph to read as follows:

Technomancers can experience AR, VR, and hot-sim with no extra gear, and they are difficult to spot in the Matrix, typically requiring a successful Matrix Perception test (p. 178) with a minimum of 5 hits to be seen.

P. 189, THE LIVING PERSONA, PARAGRAPH 2

Adjust the opening of the second paragraph as follows:

The living persona has an Initiative rank of Logic + Intuition and Initiative Dice of 1D6 plus whatever adjustments from their current Matrix mode. Use their Stun Condition Monitor in place of a Matrix Condition Monitor.

P. 190, PUPPETEER

Remove the requirement for being on the same grid from the last sentence.

You may take the Control Device action on a device even if you do not have the proper access level. You must still be able to detect the device and be on the same grid.

P. 190, RESONANCE SPIKE

Change “Matrix damage” to “unresisted Matrix damage”.

P. 191, STICHES

Add the words “on a sprite” to the end of the second sentence.

P. 191, TRANSCEND GRID

Remove this complex form.

P. 191, SPRITES

Change the paragraph to read as follows:

Along with their considerable hacking powers, technomancers can enlist the help of Matrix beings called sprites. Just like spirits, there is significant debate about the nature of sprites. Are they living beings waiting for a technomancer to serve? Or are they born when a technomancer compiles them? You can argue your favorite theory late at night over a nice round of synthahol, but out in the streets, the only thing that matters is that they *work*. Technomancers know how to compile them and make them follow instructions. They can get the results they need, and as long as that’s the case, their exact nature is irrelevant. A sprite’s Matrix Condition Monitor is (L/2) + 8.

P. 191, COMPILING A SPRITE

Change the fourth sentence of the first paragraph to read as follows:

They then resist fading equal to the number of hits the sprite received on its defense test, resisted with Willpower + Charisma.

In next-to-last paragraph, remove the words “or grid” from the second sentence.

P. 193, TYPES OF SPRITES

Add the following before the first sentence:
Sprite skill ratings equal their Level.

P. 195, SUBMERSION EXAMPLE

Change the Karma cost listed in the last sentence from 16 to 12.

RIGGING

P. 196, THE BASICS, ITEM 4

Change the cold-sim VR Initiative Dice to 2D6, hot-sim to 3D6.

P. 199, FORD AMERICAR

Change the handling to 4/5 and the Accel to 9.

P. 200, USING THE VEHICLE AS A WEAPON, SENTENCE 4

Change “Vehicles” to “Vehicles (and drones)”

WILD LIFE

P. 222, CONCEALMENT, PARAGRAPH 2

In the first sentence, change the parenthetical note from “(Body less than 5; Body over 5 counts as 2 targets)” to “(Body up to 5; Body over 5 counts as 2 targets)”

P. 222, CONFUSION, SENTENCE 2

Change the sentence to read as follows:
If the critter scores any net hits, the target character gains the Dazed status and the Confused status at a rating equal to the net hits.

P. 226, MIST FORM, SENTENCE 8

Change the word “Allergy” to “moderate Allergy”

P. 226, MOVEMENT

Add the following as a new second paragraph:
For unwilling targets, the critter makes an opposed test using its Magic + Willpower against the target’s Logic + Willpower. The critter can multiply or divide the target’s movement by up to its net hits or Magic attribute, whichever is lower.

GEAR

P. 249, BLADES TABLE

Remove the entry for the survival knife.

P. 255, HEAVY PISTOLS

Change the Ares Viper Slivergun damage code from 4P(f) to 4P(fl)

P. 257, INGRAM VALIANT

Note that this is a light machinegun.

P. 258, RIFLES

Change firing mode of Ares Desert Strike to SA.
Change firing mode of Remington 990 to SS.

P. 298, PARASHIELD DART SERIES

Add a note that both the rifle and pistol only fire darts.

P. 260, GYROMOUNT (CONT.)

Clarification: The Attack Rating increase adds +3 to the Attack Rating for Full Auto, stacking with other bonuses and penalties.

Change the Strength requirement for medium machine guns from 3+ to 2+.

P. 260, PERISCOPE

Note that the periscope has a capacity of 3.

P. 261, SPEED LOADER

Remove the wireless bonus for this item.

P. 262, FLECHETTE AMMO

Note that (fl) is the abbreviation for this type of ammo.

P. 262, AMMO COSTS BY WEAPON TYPE

Machine gun ammo has Avail 2(L), Cost 15¥ per 10.

DMSO ammo has Avail 1, Cost 10¥ per 10.

P. 263, GRENADES, PARAGRAPH 3

Change “Exotic Weapons (Launcher) + Logic” to “Exotic Weapons (Launcher) + Agility”

P. 263, ROCKETS AND MISSILES

Change the second sentence to read as follows:
Missiles are rockets that carry internal

guidance systems, with sensor packages adding their rating to the attack roll, since they can adjust their trajectory in flight (also reflected in their Attack Rating).

P. 264, ANTI-VEHICLE

At the end of the paragraph, add:
+2 Attack Rating against vehicles.

P. 266, CHEMICAL SEAL, SENTENCE 3

Change the sentence to read as follows:

It also neutralizes the Corrosive status six times before it's built in chemical protection is worn away and the armor no longer has chemical seal protection.

P. 267, HELMETS AND SHIELDS

Change Ballistic Shield and Riot Shield weapon types to Close Combat.

P. 267, CYBERDECKS

The prices of the MCT 360 and the Renraku Kitsune should be switched. Change the Avail rating of the Fairlight Excalibur to 6(I).

P. 268, ACCESSORIES

Sim modules have an Avail of — and a cost of +100¥

Sim modules for hot sim have an Avail of 2(I) and a cost of +250¥

P. 271, SOFTWARE

Remove the paragraph about Agents.

P. 272, SOFTWARE TABLE

Remove the entry for agents; change hacking program Avail to 4(I)

P. 279, BREAKING AND ENTERING GEAR

Stats for autopicker: Rating n/a, Avail 4(L), Cost 500¥

Stats for keycard copier: Rating n/a, Avail 4(I), Cost 600¥

P. 282, BIOTECH

Super-platinum DocWagon contracts have Avail 1, Cost 10,000¥/month or 100,000¥/year

p. 282, Slap Patches, Trauma Patch

Replace the first sentence with this sentence:

When applied, the patient heals 1d6 + 1 Overflow Damage immediately.

P. 286, BONE LACING, SENTENCE 3

Change the sentence to read as follows:

It gives you extra Body when resisting physical damage, changes your unarmed combat damage to Physical, and adds a few useful bonuses, all listed in the Bone Lacing table.

P. 286, BONE LACING, DAMAGE VALUES

Change the Unarmed DVs of bone lacing from 3P, 4P, and 4P to +1, +1, and +2.

P. 291, SPECIALIZED WEAPONS, CYBERJAW

Remove the requirement of this being for cyber-skulls only.

~~For a cyberskull only,~~ This adds extra biting power for those who like a special, close-in form of violence.

P. 291, BONE DENSITY AUGMENTATION

Alter the paragraph to read as follows:

The molecular structure of your bones is altered to increase density and tensile strength. Ligaments are strengthened, and the greater bone density increases your weight by fifteen percent. You gain its rating as extra Body when resisting physical damage. Your unarmed combat damage becomes Physical and your Damage Value and Attack Rating increase per the table below. Bone density augmentation is incompatible with other augmentations to bones, including bone lacing cyberware.

P. 291, BONE DENSITY RATINGS

Change the DVs from 3P, 3P, 4P, and 4P to +1, +1, +2, +2.

P. 302, VEHICLES

Change the Body of the Ares Dragon from 12 to 22.

TOXIN COSTS

Here are toxin and drug availability and costs:

TOXIN AVAILABILITY AND COST

TOXIN	AVAILABILITY	COST (PER DOSE)
CS/Tear Gas	2(L)	20¥
Gamma-Scopolamine	7(I)	200¥
Narcoject	4(L)	50¥
Nausea Gas	3(L)	25¥
Neuro-Stun VIII	5(L)	60¥
Neuro-Stun IX	6(L)	60¥
Neuro-Stun X	7(L)	100¥
Pepper Punch		5¥
Seven-7	10(I)	1,000¥

DRUG AVAILABILITY AND COST

DRUG	AVAILABILITY	COST (PER DOSE)
Alcohol		5¥-500¥
Bliss	2(I)	15¥
Cram	2(L)	10¥
Deepweed	4(I)	400¥
Jazz	2(L)	75¥
Kamikaze	3(L)	100¥
Long Haul		50¥
Nitro	2(L)	50¥
Novacoke	2(L)	10¥
Psyche		200¥
Zen	3(L)	5¥