



SHADOWRUN, SIXTH WORLD

ERRATA // FEBRUARY 2020

P. 38, ESSENCE

Change the first sentence of the paragraph to read:

All characters have this attribute, starting at 6

P. 41, HIT THE DIRT (A) ACTION

Change the text to read as follows:

A character can quickly drop to the ground in a defensive manner, gaining +2 dice on the Defense test of an incoming attack. They gain the Prone status (p. 53), but due to the awkwardness of their fall, they suffer a -2 dice pool penalty on any subsequent tests using active skills until the end of their next turn, unless they use the Stand Up action.

P. 42, TRIP (I)

This action focuses more on bringing the target to the ground than on doing damage. It can only be done with a melee attack and must be combined with an Attack Major Action. Decrease the base damage of the attack by 2P; if it hits, target rolls Athletics + Agility with a threshold of the adjusted DV of the attack. If the target fails, they gain the Prone status.

P. 48, EDGE ACTIONS BY COST SIDEBAR, 2 EDGE ENTRIES

Remove text so Knockout Blow entry reads:

Knockout Blow (Melee Attack)

PP. 65-66, MAGIC/RESONANCE, PARA. 8-9

Make the following changes in these paragraphs

Adepts focus all of their magic inward, fueling their talents with their innate ability to pull mana in rather than channel it outward. Due to this physical connection to their magic, they cannot astrally project and only gain the ability to astrally perceive through training. Adepts have a pool of points equal to their Magic (as listed in the Priority table, before any adjustments) that they use to purchase adept powers. For more information on adepts, see p. 156.

Mystic adepts are a blend of inward and outward magic. They are capable of casting spells, summoning spirits, and enchanting items, but they also channel a portion of their magic inward to fuel adept talents. They are not able to astrally project due to the anchoring effect of their adept powers, but they can astrally perceive. They must split their

Magic between spells and adept powers. They first purchase adept powers up to a maximum of their Magic attribute then multiply the remaining Magic by 2 to determine their starting number of spell choices. This uses the Magic value in the Priority table, not as adjusted with Karma or adjustment points (but it is reduced by Essence loss).

P. 71, EXCEPTIONAL (ATTRIBUTE), GAME EFFECT LISTING, LAST SENTENCE

Add the following sentence:

- **Game Effect:** Select a Physical or Mental attribute. That attribute's maximum (but not current) rank increases by 1. This quality can only be purchased once per attribute.

P. 71, DERMAL DEPOSITS, GAME EFFECT

Change the entry as follows:

- **Game Effect:** You gain 1 level of natural Armor. Your Unarmed Melee attacks inflict Physical damage.

P. 77, IN DEBT, GAME EFFECT LISTING

Remove the fourth sentence, which reads:

~~You must repay interest at a rate of 200 nuyen per level of this quality, which addresses interest only, not principal. If the payment is not made, the lenders come searching for you.~~

ARCHETYPES

P. 89, TECHNOMANCER ARCHETYPE, COMPLEX FORMS

Remove Skinlink, add Stitches.

P. 94, CLOSE COMBAT, PARAGRAPH 2

Add the following to the stat of the paragraph.

Base Unarmed damage is 2S. Full details on Combat are in the Combat chapter (p. 104).

P. 95, FIREARMS SPECIALIZATION LIST

Make the list read as follows:

Specialization: Tasers, Hold-Outs, Light Pistols, Machine Pistols, Heavy Pistols, Submachine Guns, Shotguns, Rifles, Machine Guns, Assault Cannons

P. 97, STEALTH SPECIALIZATION LIST

Remove Disguise from the list.

COMBAT

P. 105, STEP 3: ROLL DICE AND SPEND EDGE, PARAGRAPH 2, SENTENCES 3-4

Adjust as indicated.

Set aside any hits for now. ~~Compare the number of hits between the attacker and defender to see if it is a hit or a miss. Ties go to the attacker.~~

P. 105, STEP 3: ROLL DICE AND SPEND EDGE, PARAGRAPH 4, SENTENCES 1-2

Adjust as indicated.

Now, tally the hits. If the attacker has at least one hit and the defender does not have more hits than the attacker, the attack is a success. Add the net hits (meaning attacker hits minus defender hits) to the base Damage Value of the weapon in use and move on to the next step.

P. 109, MELEE CLOSE COMBAT AND GRUNTS EXAMPLE

Change the Attack Rating of the bike chain to 11 and the listed Strength of the ganger to 2.

P. 114, GRUNT GROUP EXAMPLE, SENTENCES 2 AND 3

Change the base Attack Rating listed in the second sentence to 11 and the new Attack Rating listed in the third sentence to 14 (also changing the base listed after that to 11).

P. 116, GRENADE LAUNCHER EXAMPLE, STEP THREE: ROLL DICE AND SPEC EDGE

We take the 10 meters of scatter, subtract 4 meters (2 x net hits) and get 6 meters. Another 2D6 comes up as 7, and the grenade travels a little extra distance into the alley before detonating

P. 120, MEDKIT, PARAGRAPH 3, SENTENCES 1-3

Alter the paragraph to read as follows:

Make a Biotech + Logic test or medkit rating + Logic test against a threshold of 5 – target's Essence. If the target is one-hundred-percent natural, the healer ~~actually~~ gets an automatic hit added to

their roll. ~~Again,~~ Like First Aid, this fixes biological material, not machinery.

P. 123, CS/TEAR GAS,

Alter description to read as follows:

CS gas is an irritant that affects the mucous membranes in the eyes, nose, mouth, and lungs. The real danger is when the gas is inhaled, stimulating a physiological panic response: increased heart rate, shortness of breath, and so forth. ~~Washing thoroughly with soap and water can flush the toxin, thus ending the duration of the nausea prematurely.~~ CS gas becomes inert after two minutes of contact with the air.

MAGIC

P. 135, ANTIDOTE

Alter the description as follows:

This spell sends mana coursing through the body to find and purge toxins. Roll a Sorcery + Magic ~~(toxin power)~~ Extended test. Each hit reduces the toxin power by one. The mage may spend consecutive major actions to roll again without recasting. If the power hits zero, any ongoing effects of the toxin are eliminated.

P. 136, DECREASE ATTRIBUTE, DESCRIPTION, SENTENCE 1

Adjust the sentence as follows:

The touch of the mage weakens, slows, or stupefies the target, temporarily lowering one of their attributes (to a minimum of 1).

P. 141, OVERCLOCK, DESCRIPTION, PARAGRAPH 2, SENTENCE 2

Adjust the sentence as follows:

After the spell is dropped, the device takes Matrix Damage equal to the net hits used, resisted by Firewall.

P. 142, VEHICLE ARMOR SPELL

Change spell type to P.

P. 143, SPEND REAGENTS, PARAGRAPHS 1 AND 2

Adjust the text as follows:

The leader must expend the number of reagents specified for the ritual, or an amount equal to the threshold if none are specified. The leader may expend more reagents to reduce Drain when sealing the ritual (step 6). For every dram of pure reagents spent (after the initial offering), the Drain Value is reduced by 1, to a minimum of 2.

These reagents are used to seal the foundation for the ritual.

P. 145, WARD, PARAGRAPH 1

Adjust the paragraph as follows:

Ward is a ritual taught to many magicians. It creates a mana barrier (p. 161) with a rating equal to the leader's magic plus net hits on the Sorcery test in Step 6 of the ritual. The ward may encompass a volume of up to fifty cubic meters times the sum of the participants' Magic ratings.

P. 149, ALCHEMY, PARAGRAPH 2, SENTENCE 1

Adjust the paragraph as follows:

Preparations have three key elements: The spell embedded in the preparation, the trigger that will make that spell go off, ~~the Force of the preparation~~, and its Potency, which measures how its power declines over time.

P. 151, USING A PREPARATION, PARAGRAPH 6

Adjust the paragraph as follows:

Targets of the spell resist its effects as normal. Sustained spells remain in effect for one minute per remaining potency upon trigger.

P. 152, CRAFT THE FOCUS, PARAGRAPH 2, SENTENCE 4

Adjust the sentence to read as follows:

If you succeed, the net hits from this test (up to the focus formula force) become the actual Force of the focus.

P. 156, POWER POINTS, PARAGRAPH 1, SENTENCE 3

Adjust the sentence as follows:

Whenever adept characters gain or lose a point of Magic, they also gain or lose a power point.

P. 158, MYSTIC ADEPTS, PARAGRAPH 2

Add the following sentence at the end of the paragraph:

If a mystic adept loses a point of Magic, they also lose a corresponding power point as well, provided they have any.

P. 167, INITIATION, PARAGRAPH 6, SENTENCE 2

Adjust the sentence as follows:

Your maximum Magic rank increases. Your maximum Magic rank is 6 + Initiate Grade (reduced by one for every full point of Essence lost).

MATRIX

P. 174, PERSONAS AND ATTRIBUTES, PARAGRAPH 7, SENTENCE 3

Adjust the sentence as follows:

You can rotate any non-zero attributes through your persona, even if they originated from different devices.

P. 180, BRUTE FORCE, PARAGRAPH 2

Adjust the paragraph as follows:

If the hacker is attempting to gain User or Admin access, the opposed roll is Willpower + Firewall. ~~If the hacker is~~ When attempting to gain Admin access without first having gained User access, the opposed roll is Willpower + (Firewall + 2), and the target is granted a +4 bonus to their Defense Rating for that Test.

P. 183, MATRIX PERCEPTION, PARAGRAPH 2

Adjust the paragraph as follows:

This test can also be used to attempt to spot any icons in the vicinity that are running silent.

P. 183, REBOOT DEVICE

Adjust the description of the action as follows:

The target device shuts down and immediately reboots, coming back online at the end of the following combat round. The device disappears from the Matrix until its reboot time is over and any Overwatch Score, exploits, or backdoors are reset.

P. 183, RECONFIGURE MATRIX ATTRIBUTE, SENTENCE 1

Adjust this sentence as follows:

Swap the base ratings of two non-zero attributes of your Matrix Persona, even if the numbers are rooted in different devices.

P. 186, IC

Adjust this paragraph as follows:

These are the types of IC a host may throw at unwary intruders. All IC use Host Attack Rating and (Host Rating x 2) for Condition Monitor and most rolls. Their Initiative is (Data Processing x 2) + 3D6. Defensive rolls and effects vary by IC type. ~~Defensive rolls and effects vary by IC type.~~

P. 189, THE LIVING PERSONA, PARAGRAPH 2

Adjust the 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. ~~Their Matrix Condition Monitor is $(\text{Logic} / 2, \text{rounded up}) + 8$~~

P. 195, INCREASED MAXIMUM RESONANCE

Adjust the paragraph as follows:

The natural maximum for your Resonance attribute is $6 + \text{your Submersion grade (reduced by one for every full point of Essence lost)}$. Increasing your maximum does not automatically increase your Resonance attribute—you still have to spend Karma to increase your Resonance attribute.

P. 195, ECHOES, FIRST BULLET POINT

Adjust the text as follows:

- **Living Network:** Your living persona can participate function as the master device in a PAN. This Echo is only selected once.

RIGGING

P. 196, THE BASICS

Add a new point 7:

7. With the exception of electricity damage (see pg. 109), vehicles are immune to stun damage with a DV equal to or lower than their Body.

P. 197, CONTROL RIGS AND YOU, PARAGRAPH 1, SENTENCE 2

Change the sentence to read as follows:

A control rig awards numerous mechanical advantages to piloting a jumped-in device (see p. 283).

P. 197, RIGGER COMMAND CONSOLE

Change issuing a single command to slaved drones from a Major Action to a Minor Action.

P. 199, VEHICLE MOVEMENT EXAMPLE, PARAGRAPHS 2-3

Several changes to the example need to be made based on other errata changes, as noted below.

Unfortunately for her, Turbo Bunny is a little behind on payments to her BTL dealer, and he's sent some goons to shake some nuyen out of her. She spots them in the rearview and slams the accelerator. Her current speed of 16 is under the Speed Interval of 20, so no penalties on Piloting tests for the vehicle, but there will be soon. She

hits the maximum acceleration rate of 9, so the car jumps from 16 to 25. It travels $16 + \frac{1}{2}(9)$ meters, or 21 meters.

She's still not moving fast, but she also is not in a machine built for chases, so it's going to resist her aggressive style of driving. When a pedestrian unexpectedly enters the street ahead of her, she has to make a Handling test to avoid them. She's on road, so the test will be Piloting + Reaction (4). Her speed is 25, one step over the first Speed Interval, so she takes a -1 dice pool penalty to the test. She keeps up the maximum acceleration of 9 for two turns, getting her up to 44 meters per combat round (about 53 kph, or 33 mph). That hits the second Speed Interval, so if she has to make Piloting tests next turn, she'll lose two dice, all while cursing her poor overburdened American.

P. 201, USING THE VEHICLE AS A WEAPON PARAGRAPH 2, SENTENCES 1-3

Adjust the sentences as follows:

The Attack Rating of a vehicle is Piloting of the driver + Sensor. Individuals use their normal Defense Rating; the Defense Rating for vehicles is Piloting of the driver + Armor. Damage is $(\text{Body} / 2, \text{rounded up}, +1 \text{ for each current Speed Interval})$ Physical damage. Target vehicles do the same, or $(\text{target's Body} / 4, \text{rounded up})$ for soft targets, back to the attacker. Individuals and vehicles alike resist the damage with their Body. Vehicles (and drones) have a single Condition Monitor that is $(\text{Body} / 2) + 8$.

P. 201, DRONE RIGGING, PARAGRAPH 2, SENTENCE 2

Change commanding a drone from a Major Action to a Minor Action

WILD LIFE

P. 207-9, SAMPLE GRUNTS

Change the movement of the Yakuza Blade-master, Seraphim Avenging Angel, Tir Ghost, and Sioux Wildcat Combat Specialist to 10/15/+1.

P. 226, PARALYZING HOWL, LAST SENTENCE

Change "Paralyzed status" to "Stilled status."

P. 237, PAY A BRIBE, SENTENCE 4

Adjust the nuyen amount as follows:

Each 1,000 nuyen bribe only affects the Heat rating of a single person, but multiples of 1,000 can be spent to spread the reductions around.

GEAR

P. 250, OTHER MELEE WEAPONS TABLE, BULLWHIP AND MONOFILAMENT WHIP

Add an asterisk after those two weapon names, then add this note at the end of the table

* Whips add the attackers Reaction instead of Strength to the Attack Rating.

P. 257, BARRET MODEL 122, LAST SENTENCE

Change “sound suppressor” to “silencer.”

P. 258, RIFLES TABLE, COLT M23

Change the final Attack Rating (Extreme range) from 4 to 1 and change the cost to 2,100¥.

P. 259, AIRBURST LINK, PARAGRAPH 3

Change “Hit the Deck” to “Hit the Dirt.”

P. 262, AMMO COSTS BY WEAPON TYPE

Additional Availability and Costs: Shotgun 2(L), 15¥; Machine Gun 2(L), 15¥; DMSO 1, 10¥

P. 267, CYBERDECK TABLE

Change the Availibilty of the Shiwase Cyber-6 to 5(I) and the Fairlight Excalibur to 6(I).

P. 268, ACCESSORIES TABLE

Sim Modules have Availability —, cost +100¥; Hot Sim has Availability 2(I), cost +250¥.

P. 272, SOFTWARE TABLE

After the word Autosoft, add “(Rating 1–9)” to provide a range for Autosoft ratings.

P. 282, AUGMENTATION OVERDRIVE

Adjust the paragraph to read as follows:

Cyberware can be boosted, but there's always a potential for problems ~~when they do~~. Spend a Minor Action to set a single system to overdrive, increasing the bonus of any attribute-boosting cyberware by two for a single action. This bonus may exceed the augmented maximum. One of the bonus dice must

be a wild die. Glitches in overdrive cause the affected system to cramp up and shut down for a number of combat rounds equal to the rating. Critical glitches seize the muscle and reduce the affected attribute to 0 for a number of combat rounds equal to the rating.

P. 283, CONTROL RIG, PARAGRAPH 2

Adjust the paragraph to read as follows:

When you're jumped in it provides its rating as a dice pool bonus on and reduction in threshold to all tests involving the operation of vehicle, and a bonus point of Edge.

P. 284, CYBERJACKS, RATING 3 LINE

Adjust the Matrix Init to be +1.

P. 286, BONE LACING TABLE

Adjust Unarmed DV to be as follows: Plastic 3P, Aluminum 4P, Titanium 4P.

P. 287, WIRED REFLEXES, SENTENCE 3

Adjust the sentence to read as follows:

When activated, each rating point of wired reflexes gives you +1 Reaction (with accompanying bonus to your Initiative Score) and 1 additional Initiative Die (with accompanying Minor Action). Wired reflexes are incompatible with augmentations that affect Reaction or Initiative.

P. 288, CYBERLIMB, PARAGRAPH 4

Adjust the paragraph to read as follows:

Basic limbs are installed with Agility and Strength at 2. Each cyberlimb adds one box to the character's Physical Condition Monitor.

P. 289, CYBERLIMB ACCESSORIES TABLE

Add a line for Armor with Capacity [Rating], Availability Rating(L), and Cost Rating x 5,000¥

P.293, SYNAPTIC BOOSTER, SENTENCE 3

Adjust the sentence to read as follows:

The booster confers a bonus of +1 Reaction (with accompanying bonus to your Initiative Score) and 1 additional Initiative Die (with accompanying Minor Action).