THUG LEVEL

Attributes + Skills + Shadow Amps < 28

Boston CFD	Head Case (Shambler)
Corporate	Corporate Suit
Matrix	Sprites (Simple)

GANG LEVEL

Attributes + Skills + Shadow Amps = 28

Boston CFD	Head Case (Rager)
Critter	Ghoul
Magic	Bug Spirit
Matrix	Enemy Technomancer
Matrix	Intrusion Countermeasures (IC)
Matrix	Security Spider
Matrix	Sprites (Basic)
Street	Ganger
Street	Wiz-Ganger
Tech	Drones (All)

STREET RUNNER LEVEL

Attributes + Skills + Shadow Amps = 38

Boston CFD	Head Case (Manipulator)
Boston CFD	Head Case (Hidden)
Corporate	Company Man/Woman
Corporate	Mr. Johnson (Corporate)
Critter	Barghest
Critter	Devil Rat
Magic	Enemy Mage
Magic	Enemy Shaman
Matrix	Sprites (Advanced)
Military	Soldier
Military	Light-Assault Copter
Military	Armored Personnel Carrier
Security	Corporate Security – 34 pts
Security	Rent-a-Cop – 34 pts
Shadow	Combat Medic
Shadow	Pistol Adept
Shadow	Razor
Shadow	Street Samurai
Street	Mr. Johnson (Street)

PRIME RUNNER LEVEL

Attributes + Skills + Shadow Amps = 48

Critter	Hell Hound
Security	Corporate Security (Elite)
Security	Rent-a-Cop (HTR)
Magic	Spirits (Lesser)
Military	Soldier (Elite)

TERROR LEVEL

Attributes + Skills + Shadow Amps > 48

Critter	Vampire
Critter	Young Dragon
Magic	Bug Queen
Magic	Spirits (Average)
Magic	Spirits (Greater)

MOOKS

Mooks are nameless, faceless, interchangeable henchmen and minions in a Scene. Mooks have only one Condition Monitor which is used to track both Physical and Stun damage (use the higher of their Physical or Stun Condition Monitor). The type of damage that Staggers them determines if they are Knocked Out or Killed in Action. Mooks still use an appropriate Armor track.

MAINS

Mains are named, unique, important actors and leaders in a Scene. Mains use both Physical and Stun Condition Monitors and are given one **Positive Quality** (p. 204).

Notes:

- Skills list total dice pools, except where variable.
- Vehicle Weapons renamed Gunnery; Piloting (Ground) renamed Pilot Ground; Piloting (Other) renamed Pilot Other.
- Vehicles rebalanced; have CMs removed; use Armor only.
- Spirits rebalanced with non-combat powers.
- Sprites rebalanced against IC and Spirits.
- Complex Forms rebalanced against Spells; use Tasking only.
- Assault Rifles/Mach. Guns rebalanced.

Updated: 1/04/17
http://forums.shadowruntabletop.com/index.php?topic=25126.0

BOSTON CFD THREATS

Note: All **Head Cases** are Critters, are always active in AR and use Logic + Logic to defend against Cybercombat.

HEAD CASE (SHAMBLER)

STR	AGL	WIL	LOG	CHA	EDG
3	3	3	1	1	0

SKILLS: Close Combat 5, Tasking 3

SHADOW AMPS: Essence: 6 (no penalties)

- **Emerged:** Has access to Resonance Amps.
- **Pulse Storm (complex form):** Effect. Mass distraction. Reroll 1 successful Matrix die.
- **Shambling (Critter Power):** Move actions have cooldown.
- **Horde (Critter Power):** Teamwork Tests may be used in unarmed combat. Automatic +2 dice.

WEAPONS	Dam	Close	Near	Far
Unarmed	2S	OK	—	—

Armor: 0

Condition Monitors (P/S): 10/10

HEAD CASE (RAGER)

STR	AGL	WIL	LOG	CHA	EDG
6	6	3	2	2	0

SKILLS: Athletics 9, Close Combat 9, Tasking 5

SHADOW AMPS: Essence: 6 (no penalties)

- **Emerged:** Has access to Resonance Amps.
- **Pulse Storm (complex form):** Effect. Mass distraction. Reroll 1 successful Matrix die.
- **Feral (Critter Power):** Reroll 1 on Agility-related tests.
- **Horde (Critter Power):** Teamwork Tests may be used in unarmed combat. Automatic +2 dice.

WEAPONS	Dam	Close	Near	Far
Unarmed	3S	OK	—	—
Bite	4P	OK	—	—

Armor: 0

Condition Monitors (P/S): 11/10

HEAD CASE (MANIPULATOR)

STR	AGL	WIL	LOG	CHA	EDG
3	3	3	6	6	1

SKILLS: Close Combat 5, Con 9, Firearms 5, Hacking 9, Intimidation 9, Tasking 9

SHADOW AMPS: Essence: 6 (no penalties)

- **Emerged:** Has access to Resonance Amps.
- **Pulse Storm (complex form):** Effect. Mass distraction. Reroll 1 successful Matrix die.
- **Infusion (complex form):** Effect. Increase one Matrix Attribute by net successes.
- **Nanohive Mind (Critter Power):** Give +1 Plot Point/turn to ally Head Case.

WEAPONS	Dam	Close	Near	Far
Unarmed	2S	OK	—	—
Light Pistol	5P	OK	–2	—

Armor: 6 [Armor clothing]

Condition Monitors (P/S): 10/10

HEAD CASE (HIDDEN)

STR	AGL	WIL	LOG	CHA	EDG
3	3	3	5	5	2

SKILLS: Close Combat 5, Con 8, Disguise 8, Escape Artist 5, Firearms 5, Tasking 8

SHADOW AMPS: Essence: 6 (no penalties)

- **Emerged:** Has access to Resonance Amps.
- **Pulse Storm (complex form):** Effect. Mass distraction. Reroll 1 successful Matrix die.
- **Resonance Spike (complex form):** Cyber-combat. Damage = 5S. Defense = L + FW.
- **Home Ground:** +1 Plot Point at the beginning of combat.

WEAPONS	Dam	Close	Near	Far
Unarmed	2S	OK	—	—
Light Pistol	5P	OK	–2	—

Armor: 6 [Armor clothing]

Condition Monitors (P/S): 10/10

CORPORATE THREATS

COMPANY MAN/WOMAN

STR	AGL	WIL	LOG	CHA	EDG
3	5	5	5	3	4

SKILLS: Close Combat 7, Firearms 10, Intimidation 5, Pilot Other 7, Stealth 7

SHADOW AMPS: Essence: 3 (–2 Magic/Heal)

- **Control Rig 1:** Cyberware. Control vehicles by VR, +1 to Vehicle actions. –2 Essence
- **Plastic Bone Lacing:** Cyberware. Damage Reduction 1. –1 Essence
- **Spy Drones 2:** +2 to Perception.
- **Team Player:** May freely share Plot Points and Edge with other players.

WEAPONS	Dam	Close	Near	Far
Unarmed	2S	OK	—	—
Shock Glove	6S	OK	—	—
Heavy Pistol+	7P	OK	–2	—

Armor: 6 [Armor clothing]

Condition Monitors (P/S): 10/11

CORPORATE SUIT

STR	AGL	WIL	LOG	CHA	EDG
2	2	2	3	2	2

SKILLS: Electronics 5, Negotiation 4, Pilot Ground 3

SHADOW AMPS: Essence: 5 (–1 Magic/Heal)

- **Datajack and Headware:** Cyberware. May access the Matrix via full VR. +1 to Matrix actions. –1 Essence

WEAPONS	Dam	Close	Near	Far
Unarmed	2S	OK	—	—
Taser	5S	OK	–2	—

Armor: 0 (or 6)

Condition Monitors (P/S): 9/9

Note: For **Technicians, Researchers, Medics**, and other non-combatants, swap Electronics or Negotiation with an appropriate Logic Skill (Engineering, Knowledge Skills, Biotech, etc.).

MR. JOHNSON (CORPORATE)

STR	AGL	WIL	LOG	CHA	EDG
3	3	5	4	6	3

SKILLS: Con 9, Electronics 5, Escape Artist 5, Firearms 6, Intimidation 8, Negotiation 10

SHADOW AMPS: Essence: 5 (–1 Magic/Heal)

- **Synaptic Booster 1:** Bioware. +1 Attack. -0.5 Essence
- **Tailored Pheromones 2:** Bioware. Reroll 2 on in-person Charisma-related tests. -0.5 Essence

WEAPONS	Dam	Close	Near	Far
Unarmed	2S	OK	—	—
Stun Baton	7S	OK	—	—
Heavy Pistol	6P	OK	–2	—

Armor: 6 [Armor clothing]

Condition Monitors (P/S): 10/11

CRITTERS

BARGHEST

STR	AGL	WIL	LOG	CHA	EDG
8	4	4	2	3	3

SKILLS: Athletics 7, Close Combat 7, Intimidation 6, Tracking 7

SHADOW AMPS: Essence: 6 (no penalties)

- **Critter:** Has access to critter amps.
- **Enhanced Senses (Critter Power):** +3 to Perception.
- **Paralyzing Howl (Critter Power):** +3 to Intimidation, targets must roll 3 hits on CHA+WIL or target cannot move. Close or Near only.
- **Fear (Critter Power):** Reroll 2 on Intimidation.

WEAPONS	Dam	Close	Near	Far
Bite	6P	OK	—	—

Armor: 3 [Natural armor]

Condition Monitors (P/S): 12/10

DEVIL RAT

STR	AGL	WIL	LOG	CHA	EDG
2	5	2	2	5	2

SKILLS: Athletics 10, Close Combat 10, Stealth 11, Tracking 7

SHADOW AMPS: Essence: 6 (no penalties)

- **Critter:** Has access to critter amps.
- **Animal Control (ordinary rats, Critter Power):** May give order to up to 25 rats. Close or Near only.
- **Concealment (Critter Power):** Reroll 3 on Stealth when not moving.

WEAPONS	Dam	Close	Near	Far
Bite	2P	OK	—	—

Armor: 0

Condition Monitors (P/S): 9/9

GHOUL

STR	AGL	WIL	LOG	CHA	EDG
6	4	3	2	2	2

SKILLS: Athletics 7, Close Combat 7, Con 4, Firearms 7, Intimidation 4

SHADOW AMPS: Essence: 6 (no penalties)

- **Critter:** Has access to critter amps.
- **Feral (Critter Power):** Reroll 1 on Agility-related tests.
- **Blind:** Not affected by visual environment.
- **Dietary Requirement (Metahuman Flesh)**

WEAPONS	Dam	Close	Near	Far
Unarmed	3S	OK	—	—
Bite*	4P	OK	—	—

*Blurred Vision: -1 to all actions until medical help.

Armor: 0

Condition Monitors (P/S): 10/10

HELL HOUND

STR	AGL	WIL	LOG	CHA	EDG
6	4	4	2	3	3

SKILLS: Athletics 7, Close Combat 7, Intimidation 6, Projectile Weapons 8, Stealth 9, Tracking 7

SHADOW AMPS: Essence: 6 (no penalties)

- **Critter:** Has access to critter amps.
- **Elemental Attack (Fire) (Critter Power):** Combat. Damage = 6P/AA. Defense = A + L. +2 damage to Armor. Close only.
- **Enhanced Senses (Critter Power):** +3 to Perception.
- **Fear (Critter Power):** Reroll 2 on Intimidation.
- **Immunity (Fire) 4 (Critter Power):** Damage Reduction 4.

WEAPONS	Dam	Close	Near	Far
Claws	3P	OK	—	—
Bite*	5P	OK	—	—

*Fiery Maw: +1 damage to Armor.

Armor: 3 [Natural armor]

Condition Monitors (P/S): 11/10

VAMPIRE

STR	AGL	WIL	LOG	CHA	EDG
5	5	5	5	5	3

SKILLS: Astral Combat 9, Athletics 8, Close Combat 8, Conjuring 11, Firearms 8, Intimidation 9, Negotiation 10, Sorcery 11, Stealth 10

SHADOW AMPS: Essence: 6 (no penalties)

- **Awakened:** Has access to magical amps.
- **Immunity (Age, Pathogens, Toxins)**
- **Essence Drain (Critter Power):** If used on incapacitated enemy, permanently lowers essence of target by 1.
- **Infection:** If an Essence Drain action would take the target to 0 Essence, target is infected with the same virus as the attacker.
- **Mist Form (Critter Power)**
- **Regeneration (Critter Power):** Every combat turn, Critter regains 2 points of damage, in the following order: Stun, Physical, Armor (if Natural armor).
- **Control Thoughts (Critter Power):** Effect. +3 to Intimidation and Negotiation.
- **Animal Control (Critter Power):** Mundane animals obey simple commands. Limited to swarm of tiny creatures, 3 dozen small creatures, or 6 large creatures.
- **Vampire Sorcery (Critter Power):** Optional. Vampires may choose from any spell in the list of Spell Amps.
- **Weaknesses (Sunlight):** When in sunlight, vampires take 4 damage/turn, which cannot be regenerated.
- **Weaknesses (Wood):** When attacked with wooden weapons, add 4 damage, which cannot be regenerated.
- **Dietary Requirement (Metahuman Blood)**

WEAPONS	Dam	Close	Near	Far
Unarmed	2S	OK	—	—
Bite	6P	OK	—	—
Heavy Pistol	6P	OK	–2	—

Armor: 9 [Lined Coat]
Condition Monitors (P/S): 11/11

YOUNG DRAGON

STR	AGL	WIL	LOG	CHA	EDG
15	10	9	9	9	6

SKILLS: Astral Combat 15, Close Combat 16, Conjuring 15, Intimidation 13, Projectile Weapons 15, Sorcery 15

SHADOW AMPS: Essence: 6 (no penalties)

- **Critter:** Has access to critter amps.
- **Immunity (Normal Weapons) 3 (Critter Power):** Damage Reduction 3.
- **Elemental Attack (Fire) (Critter Power):** Combat. Damage of 6P/AA. Defense = A + L. +2 damage to Armor. Close or Near only.
- **Natural Weapon (Critter Power):** Weapon (claws, teeth, tail) STR/2 +3P
- **Animal Control (Critter Power):** Mundane animals obey simple commands. Limited to swarm of tiny creatures, three dozen small creatures, or six large creatures.
- **Dragonspeech (Critter Power):** May speak and be understood without the use of audible words.
- **Enhanced Sense (Critter Power):** +3 to perception.
- **Terror (Critter Power):** +3 to Intimidation, melee opponents must roll 3 hits on CHA+WIL or run away.
- **Dragon Sorcery:** Dragons may choose from any spell in the list of Spell Amps.

WEAPONS	Dam	Close	Near	Far
Unarmed	8S	OK	OK	—
Claw/Bite	11P	OK	OK	—

Armor: 15 [Natural armor]
Condition Monitors (P/S): 16/13

MAGIC THREATS

BUG QUEEN

STR	AGL	WIL	LOG	CHA	EDG
9	5	6	4	2	4

SKILLS: Athletics 10, Close Combat 11, Intimidation 8, Sorcery 9, Stealth 7, Tracking 7

SHADOW AMPS: Essence: 6 (no penalties)

- **Critter:** Has access to critter amps.
- **Immunity (Normal Weapons) 5 (Critter Power):** Damage Reduction 5.
- **Acid Spit (spell):** Combat. Damage = 6P/AA, Defense = A + L. +2 damage to Armor.
- **Insect Chemicals (Critter Power):** Give +1 Plot Point/turn to ally Bug Spirit.

WEAPONS	Dam	Close	Near	Far
Claws	6P	OK	—	—
Mandibles	8P	–2	—	—

Armor: 12 [Natural armor]

Condition Monitor (P/S): 13/11

BUG SPIRIT

STR	AGL	WIL	LOG	CHA	EDG
7	4	3	1	1	1

SKILLS: Athletics 7, Close Combat 8, Intimidation 4, Stealth 6, Tracking 3

SHADOW AMPS: Essence: 6 (no penalties)

- **Critter:** Has access to critter amps.
- **Immunity (Normal Weapons) 2 (Critter Power):** Damage Reduction 2.

WEAPONS	Dam	Close	Near	Far
Claws	5P	OK	—	—
Mandibles	7P	–2	—	—

Armor: 6 [Natural armor]

Condition Monitors (P/S): 12/10

ENEMY MAGE

STR	AGL	WIL	LOG	CHA	EDG
3	3	6	5	4	2

SKILLS: Astral Combat 8, Conjuring 9, Firearms 5, Sorcery 11, Stealth 5

SHADOW AMPS: Essence: 6 (no penalties)

- **Awakened:** Has access to magical amps.

Choose two:

- **Control Thoughts (spell):** Effect. +2 to Intimidation and Negotiation.
- **Fireball (spell):** Combat. Damage = 6P. Defense = A + L. Damages multiple targets.
- **Invisibility (spell):** Effect. Solo invisibility. Reroll 2 on Stealth.
- **Confusion (spell):** Effect. Solo confusion. Target takes -2 to tests.

WEAPONS	Dam	Close	Near	Far
Unarmed	2S	OK	—	—
Knife	3P	OK	—	—
SMG	6P	OK	OK	—

Armor: 9 [Lined coat]

Condition Monitors (P/S): 10/11

ENEMY SHAMAN

STR	AGL	WIL	LOG	CHA	EDG
3	3	6	4	5	2

SKILLS: Astral Combat 8, Conjuring 11, Firearms 5, Sorcery 9, Survival 8

SHADOW AMPS: Essence: 6 (no penalties)

- **Awakened:** Has access to magical amps.
- **Team Player:** May freely share Plot Points and Edge with other players.
- **Protective Talisman:** Once per day, take half damage from one attack.
- **Heal (spell):** Effect. Heal 1 damage per hit.

WEAPONS	Dam	Close	Near	Far
Unarmed	2S	OK	—	—
Knife	3P	OK	—	—
Shotgun	9P	OK*	OK	—

Armor: 9 [Lined coat]

Condition Monitors (P/S): 10/11

SPIRITS

Note: For **Greater Spirits** (Very Hard), increase all Attributes by 2, increase Immunity by 2, and increase damage of all attacks by 2.

Note: For **Lesser Spirits** (Easy), decrease all Attributes by 2, decrease Immunity by 2, and decrease damage of all attacks by 2.

SPIRIT OF AIR

STR	AGL	WIL	LOG	CHA	EDG
4	10	6	6	6	3

SKILLS: Astral Combat 3+W, Close Combat 3+A
SHADOW AMPS: Essence: 6 (no penalties)

- **Critter:** Has access to critter amps.
- **Immunity (Normal Weapons) 3 (Critter Power):** Damage Reduction 3.

Choose two:

- **Elemental Attack (Cold) (Critter Power):** Combat. Damage = 6S/AA. Defense = S + W. +2 damage to Armor.
- **Elemental Attack (Electricity) (Critter Power):** Combat. Damage = 6P/AA. Defense = S + W. Reroll 1.
- **Engulf (Critter Power):** Combat/Effect. Damage = 4S/AA. Defense = S + W. Target cannot move. Close only.
- **Movement (Critter Power):** Effect. Using **Double Time it** does not cost target a Plot Point.

WEAPONS	Dam	Close	Near	Far
Unarmed	2S	OK	—	—

Armor: 6 [Natural armor]
Condition Monitors (P/S): 10/11

SPIRIT OF EARTH

STR	AGL	WIL	LOG	CHA	EDG
10	4	6	5	6	3

SKILLS: Astral Combat 3+W, Close Combat 3+A
SHADOW AMPS: Essence: 6 (no penalties)

- **Critter:** Has access to critter amps.
- **Immunity (Normal Weapons) 3 (Critter Power):** Damage Reduction 3.

Choose two:

- **Binding (Critter Power):** Effect. Target must spend a Plot Point to move.
- **Elemental Attack (Earth) (Critter Power):** Combat. Damage = 8P. Defense = A + L.
- **Engulf (Critter Power):** Combat/Effect. Damage = 4S/AA. Defense = S + W. Target cannot move. Close only.

WEAPONS	Dam	Close	Near	Far
Unarmed	5P	OK	—	—

Armor: 12 [Natural armor]
Condition Monitors (P/S): 13/11

SPIRITS (Cont.)

Note: For **Greater Spirits** (Very Hard), increase all Attributes by 2, increase Immunity by 2, and increase damage of all attacks by 2.

Note: For **Lesser Spirits** (Easy), decrease all Attributes by 2, decrease Immunity by 2, and decrease damage of all attacks by 2.

SPIRIT OF FIRE

STR	AGL	WIL	LOG	CHA	EDG
6	9	6	6	6	3

SKILLS: Astral Combat 3+W, Close Combat 3+A

SHADOW AMPS: Essence: 6 (no penalties)

- **Critter:** Has access to critter amps.
- **Immunity (Normal Weapons) 3 (Critter Power):** Damage Reduction 3.
- **Immunity (Fire) All (Critter Power):** Damage Reduction All.

Choose one:

- **Elemental Attack (Fire) (Critter Power):** Combat. Damage = 6P/AA. Defense = A + L. +2 damage to Armor.
- **Engulf (Critter Power):** Combat/Effect. Damage = 4S/AA. Defense = S + W. Target cannot breathe. Close only.

WEAPONS	Dam	Close	Near	Far
Unarmed	3P*	OK	—	—

*Fire Aura: +2 damage to Armor.

Armor: 6 [Natural armor]

Condition Monitors (P/S): 11/11

SPIRIT OF WATER

STR	AGL	WIL	LOG	CHA	EDG
6	8	6	6	6	3

SKILLS: Astral Combat 3+W, Close Combat 3+A

SHADOW AMPS: Essence: 6 (no penalties)

- **Critter:** Has access to critter amps.
- **Immunity (Normal Weapons) 3 (Critter Power):** Damage Reduction 3.

Choose two:

- **Concealment (Critter Power):** Effect. Reroll 3 on Stealth when target not moving.
- **Elemental Attack (Water) (Critter Power):** Combat. Damage = 8S. Defense = A + L.
- **Engulf (Critter Power):** Combat/Effect. Damage = 4S/AA. Defense = S + W. Target cannot breathe. Close only.

WEAPONS	Dam	Close	Near	Far
Unarmed	3S	OK	—	—

Armor: 9 [Natural armor]

Condition Monitors (P/S): 11/11

SPIRITS (Cont.)

Note: For **Greater Spirits** (Very Hard), increase all Attributes by 2, increase Immunity by 2, and increase damage of all attacks by 2.

Note: For **Lesser Spirits** (Easy), decrease all Attributes by 2, decrease Immunity by 2, and decrease damage of all attacks by 2.

SPIRIT OF BEAST

STR	AGL	WIL	LOG	CHA	EDG
8	7	6	6	6	3

SKILLS: Astral Combat 3+W, Close Combat 3+A
SHADOW AMPS: Essence: 6 (no penalties)

- **Critter:** Has access to critter amps.
- **Immunity (Normal Weapons) 3 (Critter Power):** Damage Reduction 3.

Choose two:

- **Animal Control (Critter Power):** Mundane animals obey simple commands. Limited to swarm of tiny creatures, 3 dozen small creatures, or 6 large creatures.
- **Fear (Critter Power):** Reroll 2 on Intimidation.
- **Natural Weapon (Critter Power):** Weapon (claws, teeth, tail) STR/2 +3P

WEAPONS	Dam	Close	Near	Far
Unarmed	4S	OK	—	—
Claw/Bite	7P	OK	—	—

Armor: 9 [Natural armor]
Condition Monitors (P/S): 12/11

SPIRIT OF MAN

STR	AGL	WIL	LOG	CHA	EDG
6	7	6	7	6	3

SKILLS: Astral Combat 3+W, Close Combat 3+A
SHADOW AMPS: Essence: 6 (no penalties)

- **Critter:** Has access to critter amps.
- **Immunity (Normal Weapons) 3 (Critter Power):** Damage Reduction 3.

Choose two:

- **Accident (Critter Power):** Effect. Each combat turn, may add 1 Glitch die to (WIL rating) tests.
- **Confusion (Critter Power):** Effect. Solo confusion. Target takes -2 to tests.
- **Control Thoughts (Critter Power):** Effect. +2 to Intimidation and Negotiation Tests.

WEAPONS	Dam	Close	Near	Far
Unarmed	3S	OK	—	—

Armor: 9 [Natural armor]
Condition Monitors (P/S): 11/11

Note: For **Blood Spirits**, add 1 Edge and the following Shadow Amps:

- **Essence Drain (Critter Power):** Permanently lowers essence of incapacitated target by 1.
- **Blood Drain (Critter Power):** Regain 2 points of Physical damage with each melee.

Note: For **Toxic Spirits**, add 1 Edge and the following Shadow Amps:

- **Elemental Attack (Acid) (Critter Power):** Combat. Damage = 6P/AA. Defense = A + L. +2 damage to Armor.
- **Nausea (Critter Power):** Effect. Targets in Close range reroll 1 success per test.

Note: For **Shadow Spirits**, add 1 Edge and the following Shadow Amps:

- **Control Shadows (Critter Power):** Effect. Increase all Close range light penalties to -3.
- **Shadow Blend (Critter Power):** Effect. Reroll 2 on Agility defense.
- **Weaknesses (Sunlight):** When in sunlight, shadow spirits take 4 damage/turn.

MATRIX THREATS

Note: For **Advanced Sprites** (Very Hard) and **IC**, increase Logic and Firewall (and Edge, for Sprites only) by 2, increase Shadow Amp effects by 1.

Note: For **Simple Sprites** (Easy) and **IC**, reduce Logic and Firewall (and Edge, for Sprites only) by 2, decrease Shadow Amp effects by 1.

ENEMY TECHNOMANCER

STR	AGL	WIL	LOG	CHA	EDG
2	3	4	5	3	2

SKILLS: Firearm 4, Hacking 10, Tasking 9, Tracking 6
SHADOW AMPS: Essence: 6 (no penalties)

- **Emerged:** Has access to Resonance Amps.
- **Pulse Storm (complex form):** Effect. Mass distraction. Reroll 1 successful Matrix die.
- **Resonance Spike (complex form):** Cyber-combat. Damage = 5S. Defense = L + FW.
- **Diffusion (complex form):** Combat/Effect. Damage = 3S. Defense = L + FW. One Attribute is reduced by 1.

WEAPONS	Dam	Close	Near	Far
Unarmed	1S	OK	—	—
Light Pistol	5P	OK	–2	—

Armor: 6 [Armor clothing]
Condition Monitors (P/S): 9/10

INTRUSION COUNTERMEASURES (IC)

FW	LOG	EDG
10	5	0

SKILLS: Hacking 3+L, Tracking 3+L
PROGRAMS:
Choose one:

- **Black IC (program):** Damage is Physical.
- **Grey IC (program):** Reroll 2 on Cyber-combat.
- **Trace IC (program):** Reroll 2 on Tracking.
- **White IC (program):** +2 to non-combat Hacking.

Condition Monitors (Matrix): 12

SECURITY SPIDER

STR	AGL	WIL	LOG	CHA	EDG
2	3	4	5	3	2

SKILLS: Electronics 9, Firearms 4, Hacking 10, Tracking 6
SHADOW AMPS: Essence: 5 (–1 Magic/Heal)

- **Cyberdeck 3:** Reroll 2 on Matrix actions, Firewall +3, Matrix Condition Monitor 9, may run 1 program.
- **Datajack and Headware:** Cyberware. May access the Matrix via full VR. +1 to Matrix actions. –1 Essence

Choose one:

- **Exploit (program):** +2 to non-combat Hacking.
- **Hammer (program):** +2 damage in Cyber-combat.
- **Track (program):** Reroll 2 on Tracking.

WEAPONS	Dam	Close	Near	Far
Unarmed	1S	OK	—	—
Light Pistol	5P	OK	–2	—

Armor: 6 [Armor clothing]
Condition Monitors (P/S/Matrix): 9/10/9

SPRITE (BASIC)

FW	LOG	EDG
10	5	3

SKILLS: Hacking 3+L, Tasking 3+L, Tracking 3+L
PROGRAMS:
Choose one:

- **Machine (complex form):** Effect. Target gains Damage Resistance (Matrix) 2.
- **Crack (complex form):** +2 to non-combat Hacking.
- **Fault (complex form):** Effect. Solo fault. Target rerolls 2 successful Matrix or Vehicle dice.
- **Data (complex form):** Reroll 2 on Tracking.

Condition Monitors (Matrix): 9

MILITARY THREATS

SOLDIER

STR	AGL	WIL	LOG	CHA	EDG
4	5	5	3	2	2

SKILLS: Athletics 7, Close Combat 8, Firearms 9, Intimidation 4, *choose two of*: Engineering 5, Heavy Weapons 7, Pilot Ground 7, Tracking 5

SHADOW AMPS: Essence: 4 (–1 Magic/Heal)

- **Aluminum Bone Lacing 2:** Cyberware. Damage Reduction 2. –1 Essence
- **Fear Inhibitor 2:** Cyberware. +2 to resist Intimidation or Fear. –1 Essence

WEAPONS	Dam	Close	Near	Far
Unarmed	2S	OK	—	—
Knife	3P	OK	—	—
Heavy Pistol	6P	OK	–2	—
Assault Rifle	8P	–2	OK	–2

Armor: 12 [Armor jacket]

Condition Monitors (P/S): 10/11

SOLDIER (ELITE)

STR	AGL	WIL	LOG	CHA	EDG
5	6	6	4	2	3

SKILLS: Athletics 8, Close Combat 10, Firearms 10, Intimidation 4, Projectile Weapons 8, Stealth 10, Tracking 6

SHADOW AMPS: Essence: 4 (–1 Magic/Heal)

- **Titanium Bone Lacing 3:** Cyberware. Damage Reduction 3. –1 Essence
- **Fear Inhibitor 2:** Cyberware. +2 to resist Intimidation or Fear. –1 Essence

WEAPONS	Dam	Close	Near	Far
Unarmed	2S	OK	—	—
Knife	3P	OK	—	—
Heavy Pistol	6P	OK	–2	—
Assault Rifle	8P	–2	OK	–2
Frag Grenade	12P	OK*	OK*	—

Armor: 12 [Armor jacket]

Condition Monitors (P/S): 11/11

ARMORED PERSONNEL CARRIER

STR	AGL	WIL	LOG	CHA	EDG
10	3	0	6	0	2

SKILLS: Pilot Ground 7, Projectile Weapons 6, Gunnery 6

SHADOW AMPS: Essence: 0 (cannot be targeted with WIL or be healed)

- **Large Vehicle:** +3 to hit this target.
- **Armor Plating 6:** Damage Reduction 6.
- **Smartlink 3:** +3 to Gunnery.
- **Troops:** Surprise Threat once per Scene.
- **Mounted Weapon (choose one)**

WEAPONS	Dam	Close	Near	Far
Mach. Gun	8P	–2	OK	OK
Launcher	12P	OK*	OK*	OK

Armor: 9 [Natural armor]

LIGHT-ASSAULT COPTER

STR	AGL	WIL	LOG	CHA	EDG
8	6	0	6	0	2

SKILLS: Pilot Other 9, Projectile Weapons 9, Gunnery 9, Tracking 9

SHADOW AMPS: Essence: 0 (cannot be targeted with WIL or be healed)

- **Large Vehicle:** +3 to hit this target.
- **Armor Plating 4:** Damage Reduction 4
- **Remotely Rigged 1:** Controlled by VR, +1 to Vehicle actions. Reroll 1 on Vehicle actions.
- **Flying:** Take +1 damage from Attacks. Attackers reroll 1 successful die.
- **Mounted Weapon (choose one)**

WEAPONS	Dam	Close	Near	Far
Mach. Gun	8P	–2	OK	OK
Launcher	12P	OK*	OK*	OK

Armor: 9 [Natural armor]

Note: For **Corporate Security Copters**, increase effects of **Remotely Rigged** by 1 and reduce **Armor Plating** by 1.

SECURITY THREATS

CORPORATE SECURITY

STR	AGL	WIL	LOG	CHA	EDG
4	4	3	3	3	2

SKILLS: Athletics 8, Close Combat 8, Con 5, Firearms 8, Intimidation 5, Pilot Ground 6

SHADOW AMPS: Essence: 4 (–2 Magic/Heal)

- **Cybereyes 1:** Cyberware. Ignore vision modifiers, reroll 1 on ranged attacks. –1 Essence
- **Reaction Enhancers:** Cyberware. +1 Plot Point at the beginning of combat. –1 Essence

WEAPONS	Dam	Close	Near	Far
Unarmed	2S	OK	—	—
Stun Baton	7S	OK	—	—
SMG	6P	OK	OK	—

Armor: 9 [Armor vest]

Condition Monitors (P/S): 10/10

CORPORATE SECURITY (ELITE)

STR	AGL	WIL	LOG	CHA	EDG
5	5	4	4	3	3

SKILLS: Athletics 8, Close Combat 10, Con 4, Firearms 10, Intimidation 8, Stealth 10

SHADOW AMPS: Essence: 4 (–1 Magic/Heal)

- **Cybereyes 2:** Cyberware. Ignore vision modifiers, reroll 2 on ranged attacks. –1 Essence
- **Wired Reflexes 2:** Cyberware. +1 Attack. +1 Plot Point at the beginning of combat. –1 Essence

WEAPONS	Dam	Close	Near	Far
Unarmed	3S	OK	—	—
Stun Baton	7S	OK	—	—
SMG	6P	OK	OK	—

Armor: 12 [Armor vest]

Condition Monitors (P/S): 11/10

RENT-A-COP

STR	AGL	WIL	LOG	CHA	EDG
4	4	4	3	2	2

SKILLS: Athletics 7, Close Combat 8, Firearms 8, Intimidation 6, Pilot Ground 8

SHADOW AMPS: Essence: 5 (–1 Magic/Heals)

- **Reaction Enhancers:** Cyberware. +1 Plot Point at the beginning of combat. –1 Essence

WEAPONS	Dam	Close	Near	Far
Unarmed	2S	OK	—	—
Stun Baton	7S	OK	—	—
Heavy Pistol	6P	OK	–2	—

Armor: 12 [Armor jacket]

Condition Monitors (P/S): 10/10

RENT-A-COP (HTR)

STR	AGL	WIL	LOG	CHA	EDG
6	5	5	3	2	3

SKILLS: Athletics 8, Close Combat 10, Con 3, Firearms 10, Projectile Weapons 10, Intimidation 6

SHADOW AMPS: Essence: 4 (–1 Magic/Heals)

- **Smartlink 2:** Cyberware. +2 to Firearms and Heavy Weapons. –1 Essence
- **Wired Reflexes 2:** Cyberware. +1 Attack. +1 Plot Point at the beginning of combat. –1 Essence

WEAPONS	Dam	Close	Near	Far
Unarmed	3S	OK	—	—
Stun Baton	7S	OK	—	—
Heavy Pistol	6P	OK	–2	—
Assault Rifle	8P	–2	OK	–2
Stun Grenade	8S	OK*	OK*	—

Armor: 12 [Full body armor]

Condition Monitors (P/S): 11/11

SHADOW THREATS

COMBAT MEDIC

STR	AGL	WIL	LOG	CHA	EDG
3	3	5	5	5	6

SKILLS: Athletics 5, Biotech 10, Close Combat 5, Firearms 5, Negotiate 6

SHADOW AMPS: Essence: 6 (no penalties)

- **Team Player:** May freely share Plot Points and Edge with other players.
- **Expert Medkit:** +2 to Biotech.
- **Guts:** +2 to resist Intimidation or Fear.

WEAPONS	Dam	Close	Near	Far
Unarmed	2S	OK	—	—
Stun Baton	7S	OK	—	—
Tranq Pistol	6S	OK	–2	—

Armor: 9 [Armor vest]

Condition Monitors (P/S): 10/11

PISTOL ADEPT

STR	AGL	WIL	LOG	CHA	EDG
3	6	3	6	3	2

SKILLS: Athletics 9, Close Combat 9, Firearms (pistols) 11 (13)

SHADOW AMPS: Essence: 6 (no penalties)

- **Awakened:** Has access to magical amps.
- **Boosted Agility 2:** Adept. +2 to Agility or damage.
- **Improved Reflexes 3:** Adept. +1 Attack. +2 Plot Points at the beginning of combat.
- **Wall Running:** Adept. May run up walls.

WEAPONS	Dam	Close	Near	Far
Unarmed	2S	OK	—	—
Pistol Whip	3P	OK	—	—
Heavy Pistol	6P	OK	–2	—

Armor: 9 [Lined coat]

Condition Monitors (P/S): 10/10

RAZOR

STR	AGL	WIL	LOG	CHA	EDG
6	6	3	3	3	3

SKILLS: Athletics 10, Close Combat (swords) 10 (12), Stealth 10

SHADOW AMPS: Essence: 4 (–1 Magic/Heal)

- **Cyber Arms 2**: Cyberware. Reroll 2 on Agility attacks. –1 Essence
- **Wired Reflexes 3:** Cyberware. +1 Attack. +2 Plot Points at the beginning of combat. –1 Essence
- **Mono-Swords:** +2 damage with swords.

WEAPONS	Dam	Close	Near	Far
Unarmed	3S	OK	—	—
Swords	6P	OK	—	—

Armor: 6 [Armor clothing]

Condition Monitors (P/S): 11/10

STREET SAMURAI

STR	AGL	WIL	LOG	CHA	EDG
5	5	5	3	3	4

SKILLS: Close Combat 7, Firearms 10, Heavy Weapons 8, Pilot Ground 6

SHADOW AMPS: Essence: 3 (–2 Magic/Heal)

- **Custom Cybereyes 2:** Cyberware. Ignore vision modifiers, reroll 2 on ranged attacks. –1 Essence
- **Wired Reflexes 1:** Cyberware. +1 Attack or movement. –1 Essence
- **Fear Inhibitor 2:** Cyberware. +2 to resist Intimidation or Fear. –1 Essence

WEAPONS	Dam	Close	Near	Far
Unarmed	2S	OK	—	—
Cyberspurs	4P	OK	—	—
Mach. Gun	8P	–2	OK	OK
OR				
Sniper Rifle	9P	–4	–2	OK

Armor: 12 [Armor jacket]

Condition Monitors (P/S): 11/11

STREET THREATS

Note: For metatype gangers, reduce Edge by 1 and increase the following Attributes:

- Dwarf: +1 Strength, +1 Willpower
- Elf: +1 Agility, +1 Charisma
- Ork: +2 Strength
- Troll: +2 Strength, +3 Armor

GANGER

STR	AGL	WIL	LOG	CHA	EDG
4	3	3	2	2	2

SKILLS: Athletics 6, Close Combat 6, Con 4, Firearms 6, Intimidation 6, Pilot Ground 5

SHADOW AMPS: Essence: 6 (no penalties)

Choose one:

- **All the Drugs:** Reroll 1 on Agility-related tests.
- **Swag Bike:** Vehicle. +2 to Pilot Ground.
- **Home Turf:** +1 Plot Point at the beginning of combat.
- **Zeal:** +2 to resist Intimidation or Fear.

WEAPONS	Dam	Close	Near	Far
Unarmed	2S	OK	—	—
Knucks	3P	OK	—	—
Light Pistol	5P	OK	–2	—

Armor: 9 [Armor vest]

Condition Monitors (P/S): 10/10

Note: For everyday **Citizens, Drunks, Workers,** and other non-combatants, remove Skills, Shadow Amps, and Armor.

MR. JOHNSON (STREET)

STR	AGL	WIL	LOG	CHA	EDG
4	4	4	3	4	3

SKILLS: Athletics 6, Con 6, Electronics 5, Firearms 7, Intimidation 8, Negotiation 7, Pilot Ground 6

SHADOW AMPS: Essence: 4.5 (–1 Magic/Heal)

- **Reaction Enhancers:** Cyberware. +1 Plot Point at the beginning of combat. –1 Essence
- **Tailored Pheromones 1:** Bioware. Reroll 1 on all in-person Charisma-related tests. –0.5 Essence

WEAPONS	Dam	Close	Near	Far
Unarmed	2S	OK	—	—
Spike Knucks	4P	OK	—	—
Heavy Pistol+	7P	OK	–2	—

Armor: 6 [Leathers]

Condition Monitors (P/S): 10/11

WIZ-GANGER

STR	AGL	WIL	LOG	CHA	EDG
3	3	4	2	2	2

SKILLS: Sorcery 7, Close Combat 6, Con 4, Firearms 6, Intimidation 4, Pilot Ground 5

SHADOW AMPS: Essence: 6 (no penalties)

- **Awakened:** Has access to magical amps.

Choose one:

- **Lightning Arc (spell):** Combat. Damage = 6P/AA. Defense = S + W.
- **Chaotic World (spell):** Effect. Mass distractions. Reroll 1 successful die.
- **Invisibility (spell):** Effect. Solo invisibility. Reroll 2 on Stealth.

WEAPONS	Dam	Close	Near	Far
Unarmed	2S	OK	—	—
Knife	3P	OK	—	—
Light Pistol	5P	OK	–2	—

Armor: 9 [Lined coat]

Condition Monitors (P/S): 10/10

TECH THREATS

Note: All Enemy Drones use Skill + LOG to attack rather than Skill + AGI.

ENEMY DRONE (HEAVY)

STR	AGL	WIL	LOG	CHA	EDG
8	4	0	6	0	0

SKILLS: Close Combat 9, Gunnery 9

SHADOW AMPS: Essence: 0 (cannot be targeted with WIL or be healed)

- **Armor Plating 2:** Damage Reduction 2.
- **Audio Analyzer:** Interpret voice commands.
- **Flying (optional):** Take +1 damage from Attacks. Attackers reroll 1 successful die.
- **Mounted Weapon (choose one)**

WEAPONS	Dam	Close	Near	Far
Melee	8P	OK	—	—
Mach. Gun	8P	–2	OK	OK
Launcher	12P	OK*	OK*	OK

Armor: 12 [Natural armor]

ENEMY DRONE (MEDIUM)

STR	AGL	WIL	LOG	CHA	EDG
6	6	0	6	0	0

SKILLS: Close Combat 9, Gunnery 9

SHADOW AMPS: Essence: 0 (cannot be targeted with WIL or be healed)

- **Armor Plating 1:** Damage Reduction 1.
- **Audio Analyzer:** Interpret voice commands.
- **Flying (optional):** Take +1 damage from Attacks. Attackers reroll 1 successful die.
- **Mounted Weapon (choose one)**

WEAPONS	Dam	Close	Near	Far
Melee	7P	OK	—	—
SMG	6P	OK	OK	—
Assault Rifle	8P	–2	OK	–2

Armor: 9 [Natural armor]

ENEMY DRONE (SMALL)

STR	AGL	WIL	LOG	CHA	EDG
4	8	0	6	0	0

SKILLS: Close Combat 9, Gunnery 9

SHADOW AMPS: Essence: 0 (cannot be targeted with WIL or be healed)

- **Audio Analyzer:** Interpret voice commands.
- **Flying (optional):** Take +1 damage from Attacks. Attackers reroll 1 successful die.
- **Mounted Weapon (choose one)**

WEAPONS	Dam	Close	Near	Far
Melee	6P	OK	—	—
Mach. Pistol	6P	OK	–2	—
Taser/Tranq	6S	OK	–4	—

Armor: 6 [Natural armor]

ENEMY DRONE (MINI)

STR	AGL	WIL	LOG	CHA	EDG
2	10	0	6	0	0

SKILLS: Stealth 9, Tracking 9

SHADOW AMPS: Essence: 0 (cannot be targeted with WIL or be healed)

- **Audio Analyzer:** Interpret voice commands.
- **Lifelike (optional):** +4 to Disguise.
- **Flying (optional):** Take +1 damage from Attacks. Attackers reroll 1 successful die.

WEAPONS	Dam	Close	Near	Far
None	—	—	—	—

Armor: 3 [Natural armor]

Note: For **Gun Emplacements**, remove **Audio Analyzer** and **Flying** and add the following Shadow Amps:

- **Smartlink 2:** +2 to Gunnery.
- **Stationary:** Agility = 0