

SHADOWRUN: ANARCHY

- **Contract Brief** A shadowrun mission
- **Scene** A setting and timeframe within a Contract
- **Turn** A round of Narrations starting with GM
- **Narration** A description of the current character's actions and thoughts
- **Action/Attack** An Action or Attack that requires a Test

During Your Narration...

1. What are you thinking?
2. What are you doing?
3. What is happening around you? **Perception Test:** Logic + Willpower
4. Who narrates next?

Action/Attack

- 1 Movement (Close to Near = 1 move, Near to Far = 3 moves)
- 1 Action/Attack

Skill Dice + Attribute Dice [+ Modifiers + Shadow Amps] Vs. Opposing Dice

Modifiers

- Consider any Assistance, Effects, Environment, Injuries, Qualities, or Range modifiers.

Shadow Amps

- Add/Subtract a number of extra dice.
- Reroll a number of failed/successful dice.

Edge Effects

- **Before Test** Add +1 extra dice and count 4, 5, and 6 as hits.
- **After Test** Reroll all failed dice.

Plot Points ("I'm going to...")

- **Live Dangerously** Add a **Glitch Die** to a roll (1 = Glitch, 5-6 = Exploit).
- **Shake it up** Take a Narrative out of sequence.
- **Double Time it** Take two Movements.
- **Surprise Threat!** Add an unseen threat to the Scene.
- **First Aid/Fix it** Recover a point of Armor, Matrix, Stun, or Physical damage.
- **Frag it/Jam it** Place a device/spirit/weapon/etc. on **Cooldown** (may not use this turn).
- **Take the Hit** Defend against an attack instead of a Close ally.
- **Get Revenge** Attack an NPC that just attacked you.
- **Ignore Cooldown** Take an action that is on **Cooldown**.
- **Get/Give a Clue** Ask for a Narration suggestion or give one.
- **Never Give in** Resist an action warranted by a Negative Quality.
- **Swap it out** Before a Scene, swap one weapon or gear for another.

BUILD ON A NARRATION OR PLOT POINT; "YES, AND..."

GLITCHES and EXPLOITS

Examples of Living Dangerously

Weapon Attack (Suppressing Fire)

- Glitch Jam or Out of Ammo – Weapon on Cooldown.
- Exploit Target Narrates last on next Turn.

Weapon Attack (Called Shot)

- Glitch Graze – Half damage **or** Ricochet – Effect backfires.
- Exploit Increase damage by 1 or add effect for one Narration.

Defense (Dive for Cover)

- Glitch Prone – Lose Movement next Narration.
- Exploit Gain the use of 3 armor for one Narration.

Sorcery/Tasking (Overcasting/Overthreading)

- Glitch Drain/Fading – Take 1 Stun damage.
- Exploit Increase damage by 1 or increase effect by 1.

Conjuring/Tasking (Greater Spirit/Advanced Sprite)

- Glitch Drain/Fading – Take 1 Stun damage.
- Exploit Summon a greater spirit or compile an advanced sprite.

Technical Skill (Jury-Rig)

- Glitch Gear/drone is on Cooldown for remainder of Scene.
- Exploit Increase effect of gear/drone by 1 temporarily.

Piloting Skill (End Run)

- Glitch Out of Control – Drone or Vehicle crashes.
- Exploit Escape a chase scene by pulling off a stunt.

MONTAGE RULES

Steps for Stylized Legwork and Investigation

- 1) All players spend a Plot Point to invoke the Montage (**Get a Clue**).
- 2) Test **Charisma + Willpower** (for Legwork) or **Logic + Willpower** (for Investigation).
- 3) Narrate increasingly successful, short, descriptive encounters (from lowest to highest net hits).
 - a) Players may narrate Cue-reasonable violence but there are no further tests and no combats.
- 4) Game Master may reveal Cues, Scene locations, NPC information, etc. based on Narrations and hits.
- 5) Game Master rewards Plot Point for best Narrations.

FLASHBACK RULES

Steps for Stylized Flashbacks and Preparation

- 1) Player spends TWO Plot Points to invoke the Flashback (**Shake it up plus Live Dangerously**).
- 2) Describe the purpose and method of the Flashback. Test appropriate Skill and add a **Glitch Die**.
 - a) **Exploit** may refund a Plot Point or have an added positive effect.
 - b) **Glitch** may cause Cooldown, Stun or Physical damage, or have an added negative effect.
- 3) Player narrates Flashback and results but may not negate a Narration that has already taken place.

SKILL TESTS

Weapon Attack

- Test
- Damage

Weapon Skill + Agility vs. Agility + Logic
Weapon damage or $[\text{Strength}/2]S$; net hits increase damage.

Spell Attack

- Test
- Damage

Sorcery + Willpower vs. A + L, or S + W, or Sorcery + Willpower (**Take the Hit**)
6P or 5S/AA; net hits increase damage; AA = net hits bypass armor instead.

Spell Action

- Test
- Effect

Sorcery + Willpower vs. 8 (average)
Add an effect; one effect sustained at a time.

Matrix Attack

- Test
- Damage

Hacking + Logic vs. Logic + Firewall (Matrix only)
 $[\text{Logic}/2]S$; net hits increase damage.

Threading Attack

- Test
- Damage

Tasking + Logic vs. Logic + Firewall (Matrix only)
5S; net hits increase damage.

Threading Action

- Test
- Effect

Tasking + Logic vs. 8 (average)
Add an effect; one effect sustained at a time.

Astral Attack

- Test
- Damage

Astral Combat + Willpower vs. Charisma + Willpower (astral only)
 $[\text{Willpower}]S$; net hits increase damage.

Dispel Action

- Test
- Effect

Sorcery (Counterspell) + Willpower vs. Sorcery + Willpower (spell effect only)
End a spell effect.

Summon Action

- Test
- Effect

Conjuring + Willpower vs. 6 (lesser), 8 (average), 10 (greater)
Summon a spirit; one spirit sustained at a time.

Banish Attack

- Test
- Damage

Conjuring + Willpower vs. Willpower + Edge (spirits only)
 $[\text{Willpower}]S$; net hits increase damage.

Compile Action

- Test
- Effect

Tasking + Logic vs. 6 (simple), 8 (basic), 10 (advanced)
Compile a sprite; one sprite sustained at a time.

Decompile Attack

- Test
- Damage

Tasking + Logic vs. Logic + Edge (sprites only)
 $[\text{Logic}]S$; net hits increase damage.

ATTRIBUTE TESTS

Lifting/Breaking	Strength + Strength	Perception	Logic + Willpower
Falling	Strength + Agility	Remembering	Logic + Logic
Catching	Agility + Agility	Resisting Matrix	Logic + Firewall*
Dodging	Agility + Logic	*Technomancer	Logic + Logic
Resisting Physical	Willpower + Strength	Judging Intent	Charisma + Charisma
Resisting Mental	Willpower + Logic		
Resisting Social	Willpower + Charisma	Stabilizing	Edge + Edge

GAME MASTER REFERENCE

Action Difficulty	Opposing Dice	Simple Hits (NPC Only)
• Trivial	Automatic	Automatic
• Very Easy	4 dice	1 hit
• Easy	6 dice	2 hits
• Average	8 dice	3 hits
• Hard	10 dice	4 hits
• Very Hard	12 dice	5 hits

○ Some extraordinary outcomes may require spending a Plot Point to **Live Dangerously**.

Environment Modifiers

- Attitude (Social) +3 (adored) to -3 (hostile)
- Concealment -2 (fog or gas, foliage, etc.)
- Cover -1 (crowd) to -3 (barrier)
- Darkness -1 (night) to -3 (complete darkness)
- Disorientation -2 (dumpshock, toxins, etc.)
- Distraction -2 (astral perception, sustaining a spell, under fire, etc.)
- Underwater -1 (ranged) to -3 (melee)
- Vehicle Size +1 (compact car) to +3 (truck or van)
- Vehicle Speed -1 (slow) to -3 (very fast)

- Some Environmental Modifiers may be offset by certain gear, magic, or natural ability.

Environmental Effects

- Airless Hold breath for STR/3 Narrations (round up), then 1 Stun per Narration.
- Acid 2 Armor or 1 Physical for 2 Narrations or until negated.
- Cold 1 Stun and 1 Physical (no Armor).
- Electricity 1 Stun and 1 Physical (no Armor).
- Fire 2 Armor or 1 Physical for 2 Narrations or until negated.
- Gas (Hot or Toxic) 2 Physical (no Armor).
- Lava/Magma You are dead (no save).