



```
>> Launching Shadowrun...
>> Running the D6-Kernel
>> Are you sure you wish to abort?
>> [Y]es / [N]o
>> Y
>> Aborting D6-Kernel
>> Shutting down ...
>> Execute D20-Kernel?
>> [Y]es / [No]
>> Y
>> ...
>> ....
>> .....
>> .....
>> Now running SHADOWRUN D20
>> █
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Just singing in the rain.





SHADOWRUN D20

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Thanks to: Everyone, who supported us and pointed out problems with the I love you, April Edition.

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Welcome to the Shadows

So, why am I doing this?

Because of Fanpro.

"Well, you ask a silly question, and you get a silly answer." to quote Tom Lehrer.

A couple of years ago there was for the first time an april's fool announcement of an official d20 version of Shadowrun. Some people were outraged, more were amused - I was disappointed, and got thinking. When the same joke made a comeback at the dawn of the fourth edition, and with the release of the d20 Cyberscape supplement by Wizards of the Coast my ideas took an ever more concrete shape. The end result of these ideas, sparked off that April 1st of some years past, is what you are reading now.

There were more reasons than a mere joke of course. One of them was simple ambition. The ambition to do a good job, to do a better job. Not necessarily better than the official rules - I had my gripes with the old editions, as I have my gripes with the fourth, but all in all I do like the Shadowrun rules - but better than those d20 conversion that I got my hands on in the past. I do not remember precisely when and where I stumbled across them, but I do know that I read two or three conversions, and that none of them satisfied me. So one reason to write this was to produce a d20 conversion of Shadowrun that would satisfy me. A conversion that would hopefully hold up both to the setting and to the rules system used.

Then, there were the personal issues I have had with Shadowrun for a very long time, the management of resources in the game, the solid but sometimes flavourless implants and spells. My hopes were, that by converting to d20 those issues could be addressed while at the same time keeping the general tone and feel of the game. The results were a mixed bag in my opinion. The Wealth system of d20 Modern does a wonderful job at leaving the details of a characters financial situation open to interpretation while also giving full access to character development options offered by gear, finally doing away with the problems of reconciling a street lifestyle with multibillion nuyen equipment. The cybernetic attachments from d20 Future and d20 Cyberscape offer flavour were before was none (at least in my eyes an 'offensive kata calculator' is a name way more inspiring than 'tactical computer'), but at the same time they eliminate signature implants (such as the move-by-wire system) from the original system. Finally in the magic department the host of spells offered by tapping into the SRD3.5/D&D 3.5 brings a lot of colour and diversity into a world previously dominated by the somewhat bland 'manabolts' and 'physical barriers', but having to bow to the limits of the magics offered by d20 also meant, that other areas of magic that always had carried their own specific flavours, such as initiation, were now lost.

Finally the advantages of the d20 system itself played their part in the decision to try my hand at this conversion. Even if narrowing it down to a handful of companies there is an unbelievably large amount of d20 material available today. Weapons, equipment, vehicles, spells, critters, terror organisations, corporations, diseases, whole metaplanes, adventures, cities, spirits, spacestations, ... any of those and more become suddenly usable with Shadowrun. The other major strength of d20 Modern is the excellent game balance offered by the system, this of course is compromised somewhat by the woefully undertested changes made in this very document, but the basics still apply.

blut_und_glas, March 13th 2006

It's done. Essential work was complete within a few weeks, layout took one year. Enjoy.

blut_und_glas, April 24th 2007

SHADOWRUN D20

Game Concepts

Shadowrun d20 is a PL 6 d20 Modern campaign setting. It uses the rules for Cybernetics and Robotics from d20 Future as well as rules and ideas from d20 Cyberscape. Magic exists, but psionics do not. For any special rules and modifications please see the individual sections.

To make full use of this product the following books and/or files are required:

Shadowrun Fourth Edition - Shadowrun d20 includes no setting material or other descriptions of the game world, these have to be obtained from the official fourth edition products.

d20 Modern or the **Modern System Reference Document** - Shadowrun d20 is based on the d20 Modern roleplaying game, along with the following supplements and material also included in the Modern SRD: *d20 Future*, *Menace Manual*, and *Urban Arcana*.

D&D 3.5 or the **System Reference Document** - Shadowrun d20 uses some material from the D&D roleplaying game core rules/System Reference Document, along with the character flaw concept from *Unearthed Arcana*.

Apart from these you might find the following products useful for playing Shadowrun d20:

d20 Cyberscape, a supplement for d20 Modern - Shadowrun d20 assumes you use the computer rules from this supplement, these rules are also available for free on the Wizards of the Coast website. Other concepts and material from this book can greatly enhance the Shadowrun d20 experience. Greatly recommended.

D20 Future Tech, a supplement for d20 Modern - Shadowrun d20 uses some of the gadgets presented in this book for modelling Shadowrun equipment, nothing essential is lost, if these gadgets are dropped.

Oriental Adventures, a D&D supplement - for depicting Shadowrun's Eastern Dragons this D&D supplement can come in handy, but it is otherwise not required.

Building a Character

Character generation follows the standard rules from d20 Modern and d20 Future unless otherwise noted.

Optionally Shadowrun d20 may also use the Cyberrave starting occupations and Grey Wealth rules from d20 Cyberscape.

Shadowrun d20 characters usually start at level 3. To achieve this characters are created as usual and then levelled up two times. The character is entitled to a Profession check to increase his Wealth when reaching 2nd and 3rd level as usual.

When buying gear during this extended character generation it is permissible to Take 20 on Grey Wealth checks, if using this material.

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Races

The following are the racial traits for the races available in Shadowrun D20.

Humans

Unless otherwise noted humans are treated as per the standard d20 Modern rules.

Edge: When spending action points human characters roll a dice one size larger than normal (i.e. d6s become d8s, and d8s become d10s).

Elves

+2 Dexterity, +2 Charisma, -2 Constitution

Medium: As Medium creatures, elves have no special bonuses or penalties due to their size.

Elf base land speed is 30 feet.

Low-Light Vision: An elf can see twice as far as a human in conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.

Dwarves

+2 Constitution, +2 Wisdom, -2 Dexterity

Medium: As Medium creatures, dwarves have no special bonuses or penalties due to their size.

Dwarf base land speed is 20 feet.

Darkvision: Dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.

+2 racial bonus on saving throws against poison and disease.

Orks

+2 Strength, +2 Constitution, -2 Intelligence

Medium: As Medium creatures, orks have no special bonuses or penalties due to their size.

Ork base land speed is 30 feet.

Low-Light Vision: An ork can see twice as far as a human in conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.

Trolls

+4 Strength, +4 Constitution, -2 Dexterity, -2 Intelligence, -2 Wisdom, -2 Charisma

Medium: As Medium creatures, trolls have no special bonuses or penalties due to their size.

Troll base land speed is 30 feet.

Darkvision: Trolls can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and trolls can function just fine with no light at all.

Powerful Build: The physical stature of trolls lets them function in many ways as if they were one size category larger.

Whenever a troll is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the troll is treated as one size larger if doing so is advantageous to him.

A troll is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. A troll can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

Dermal Armor: Trolls receive a +1 natural armor bonus to Defense.

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Skills

The following skills from the SRD 3.5 can be used with Shadowrun d20:

Spellcraft

Feats

The following feats from the SRD 3.5 can be used with Shadowrun d20:

Augment Summoning, Brew Potion, Combat Casting, Craft Magic Arms And Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Empower Spell, Enlarge Spell, Extend Spell, Forge Ring, Greater Spell Focus, Greater Spell Penetration, Heighten Spell, Improved Counterspell, Maximize Spell, Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus, Spell Penetration, Still Spell, Widen Spell

For the purposes of determining Purchase DCs for the use of Item Creation feats (as well as buying and selling magic items) the guidelines for setting Purchase DCs from d20 Modern should be used in combination with the SRD 3.5 pricing system for magic items.

Alternatively the d20 Modern Arcana system for creating and pricing magic (FX) items can be used.

New Feats:

Adept [Adept]

Prerequisite: Character level 1

Benefit: You gain a +1 insight bonus on all saves.

Normal: -

Special: -

Astral Perception [Adept]

Prerequisite: Adept

Benefit: You can use Astral Perception as a spell like ability at will. Your caster level is equal to the number of adept feats you possesses.

Normal: -

Special: -

Blind Fighting [Adept]

Prerequisite: Adept, any additional adept feat

Benefit: You gain blindsense with a range of 5 ft for every three adept feats you possess.

Normal: -

Special: -

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Catfall [Adept]

Prerequisite: Adept

Benefit: When falling you reduce the distance of the fall by 10 ft for the purposes of determining damage for every adept feat you possess.

Normal: -

Special: -

Complex Form [Technomancer]

Prerequisite: Technomancer

Benefit: Select one VRNet program. When writing this program you may Take 20 as part of the fullround action to write the program.

Normal: You cannot Take 20 as a fullround action.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of program.

Critical Strike [Adept]

Prerequisite: Adept

Benefit: You gain +1 insight bonus on attack rolls to confirm critical hits for every adept feat you possess.

Normal: -

Special: -

Distance Strike [Adept]

Prerequisite: Adept, any additional adept feat

Benefit: Your natural reach increases by +5 ft for every three adept feats you possess.

Normal: -

Special: -

Energy Resistance [Adept]

Prerequisite: Adept

Benefit: Select one energy type. You gain energy resistance 5 to that energy type for every two adept feats you possess.

Normal: -

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new energy type.

Enhanced Perception [Adept]

Prerequisite: Adept

Benefit: You gain a darkvision with a range of 10 ft for every adept feat you possess.

Normal: -

Special: -

Enhanced Speed [Adept]

Prerequisite: Adept

Benefit: You gain a +5 ft insight bonus to his land speed for every two adept feats you possess.

Normal: -

Special: -

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Improved Melee Combat [Adept]

Prerequisite: Adept

Benefit: You gain a +1 insight bonus to all melee attack rolls for every two adept feats you possess.

Normal: -

Special: -

Improved Ranged Combat [Adept]

Prerequisite: Adept

Benefit: You gain a +1 insight bonus to all ranged attack rolls for every two adept feats you possess.

Normal: -

Special: -

Improved Reflexes [Adept]

Prerequisite: Adept

Benefit: You gain a +1 insight bonus to initiative checks for every adept feat you possess.

Normal: -

Special: -

Improvement [Adept]

Prerequisite: Adept

Benefit: Select one ability. You gain a +1 insight bonus to all ability checks and skill checks based on that ability for every two adept feats you possess.

Normal: -

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new ability and the corresponding skills.

Killing Hands [Adept]

Prerequisite: Adept

Benefit: You gain a +1 insight bonus to all melee damage rolls for every adept feat you possess.

Normal: -

Special: -

Living Persona [Technomancer]

Prerequisite: Technomancer

Benefit: Your avatar gains a number of additional memory blocks equal to the ability modifier of the ability you chose to base your avatars statistics on when gaining the technomancer feat (minimum 1).

Normal: An avatar has 10 memory blocks

Special: You can gain this feat multiple times. Its effects stack.

Magician [Magician]

Prerequisite: Character level 1

Benefit: You gain a caster level equal to your class level. You may select either Intelligence, Wisdom or Charisma as your primary spellcasting ability. This choice must be made when first gaining this feat and cannot be changed later. Knowledge (arcane lore) and Spellcraft are always treated as class skills.

Normal: -

Special: -

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Missile Mastery [Adept]

Prerequisite: Adept

Benefit: You gain a +1 insight bonus on all damage rolls with thrown weapons for every adept feat you possess.

Normal: -

Special: -

Mystic Armor [Adept]

Prerequisite: Adept

Benefit: You gain a +1 insight bonus to natural armor for every adept feat you possess.

Normal: -

Special: -

Pain Resistance [Adept]

Prerequisite: Adept

Benefit: You gain 1 hitpoint per level for every adept feat you possess.

Normal: -

Special: -

Spell Access I [Magician]

Prerequisite: Magician

Benefit: You may learn spell level 0 and 1 spells.

Normal: -

Special: -

Spell Access II [Magician]

Prerequisite: Magician, Spell Access I

Benefit: You may learn spell level 2 and 3 spells.

Normal: -

Special: -

Spell Access III [Magician]

Prerequisite: Magician, Spell Access I, Spell Access II

Benefit: You may learn spell level 4 and 5 spells.

Normal: -

Special: -

Spell Access IV [Magician]

Prerequisite: Magician, Spell Access I, Spell Access II, Spell Access III

Benefit: You may learn spell level 6 and 7 spells.

Normal: -

Special: -

Spell Access V [Magician]

Prerequisite: Magician, Spell Access I, Spell Access II, Spell Access III, Spell Access IV

Benefit: You may learn spell level 8 and 9 spells.

Normal: -

Special: -

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Technomancer [Technomancer]

Prerequisite: Character level 1

Benefit: You can access the Broadcast HINet without equipment or cybernetic attachments.

You act as your own point of origin computer.

You may choose either Intelligence, Wisdom or Charisma as the ability from which your avatar and agent statistics are derived. This choice must be made when first selecting this feat and cannot be changed later.

Computer Use is always treated as a class skill.

Normal: Characters cannot access the VR or HINet without hardware (VRNet Rig and/or cybernetic attachments), serving as the characters point of origin computer. A characters avatar statistics derive from Intelligence.

Special: A technomancer cannot access the VRNet. He is limited to HINet access.

Flaws

Character Flaws as described in Unearthed Arcana may be used with Shadowrun d20.

Mentor Spirit

Effect: You gain an allegiance to a mentor spirit of your choice. If you ever violate that allegiance you permanently lose the allegiance as well as the feat gained by taking this flaw.

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Magic

Shadowrun d20 uses the rules for magic given in d20 Modern unless otherwise noted. It uses spells from the SRD 3.5.

There exists no distinction between arcane and divine spells in Shadowrun. Material components and Focus components do not exist in Shadowrun. Spell failure does not exist in Shadowrun.

A magician may cast any spell that is known to him.

To cast a spell a magician must make a caster level check against a DC of 10+spell level. If the check succeeds the spell takes effect as normal. If the check fails nothing happens.

Regardless of the check result the magician suffers 1d6 points of damage per spell level of the spell (1 point for level 0 spells). This damage is lethal if the magicians caster level is less than twice the spell level of the spell being cast, otherwise it is non-lethal.

To learn a spell a magician needs to have the appropriate spell access feat and must acquire a spell formula for the spell in question. To add the spell to his spells known the magician then needs to make a Spellcraft check against a DC of 20 + the level of the spell. On success the magician adds the spell to his spells known. This check takes 1 day per level of the spell. Retries are possible.

Spell formulas have a purchase DC of 10 + 2x spell level. Usually spell formulas are Restricted (+2) items.

Initiate

Prerequisites:

Feats: *Magician, Spell Access I, Spell Access II, any Metamagic Feat*

Skills: *Spellcraft 9 ranks, Knowledge (arcane lore) 3 ranks*

Hit Dice: d6

Action Points: 6+1/2 character level

Class Skills: Concentration (Con), Craft (Chemical), Knowledge (arcane lore, history, theology and philosophy) (Int), Profession, Read/Write Language, Research, Spellcraft (Int)

Skill Points at Each Level: 5 + Int modifier

Class Features:

Arcane Mastery: An initiate of first level can always Take 10 when making Knowledge (arcane lore) or Spellcraft checks.

Planar Power: Beginning at first level an initiate receives a bonus of +1 on all checks, rolls and saves made while not on the material plane. This bonus increases to +2 at level 3, +3 at level 5, +4 at level 7 and finally +5 at level 9.

Bonus Feat: At second level and every two levels thereafter an initiate receives a bonus feat. She can choose a metamagic feat, an item creation feat, or a magician feat. The initiate must still meet all prerequisites for a bonus feat.

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Spell Research: On reaching the 3rd, 6th and 9th level an initiate may choose a number of spells equal to the ability modifier of her primary spellcasting ability (minimum 1) to add to her list of spells known. The spelllevel of the spells is still limited by the initiates Spell Access feats.

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Defense	Reputation	Special
1th	+0	+0	+0	+2	+0	+1	<i>Arcane Mastery; Planar Power +1</i>
2nd	+1	+0	+0	+3	+1	+1	<i>Bonus Feat</i>
3rd	+1	+1	+1	+3	+1	+1	<i>Planar Power +2; Spell Research</i>
4rd	+2	+1	+1	+4	+1	+2	<i>Bonus Feat</i>
5th	+2	+1	+1	+4	+1	+2	<i>Planar Power +3</i>
6th	+3	+2	+2	+5	+2	+2	<i>Bonus Feat; Spell Research</i>
7th	+3	+2	+2	+5	+2	+3	<i>Planar Power +4</i>
8th	+4	+2	+2	+6	+3	+3	<i>Bonus Feat</i>
9th	+4	+3	+3	+6	+3	+3	<i>Planar Power +5; Spell Research</i>
10th	+5	+3	+3	+7	+3	+4	<i>Bonus Feat</i>

Spells

The following SRD spells are common to Shadowrun.

0-Level

Acid Splash; Arcane Mark; Create Water; Cure Minor Wounds; Dancing Lights; Daze; Detect Magic; Detect Poison; Flare; Ghost Sound; Guidance; Inflict Minor Wounds; Know Direction; Light; Mage Hand; Mending; Message; Open/Close; Prestidigitation; Purify Food and Drink; Ray of Frost; Read Magic; Resistance; Touch of Fatigue; Virtue

1st-Level

Alarm; Animate Rope; Bane; Burning Hands; Calm Animals; Cause Fear; Charm Animal; Charm Person; Chill Touch; Color Spray; Command; Comprehend Languages; Cure Light Wounds; Deathwatch; Detect Animals or Plants; Detect Secret Doors; Detect Snares and Pits; Disguise Self; Divine Favor; Doom; Endure Elements; Enlarge Person; Entangle; Entropic Shield; Erase; Expeditious Retreat; Faerie Fire; Feather Fall; Floating Disk; Goodberry; Grease; Hide from Animals; Hold Portal; Hypnotism; Identify; Inflict Light Wounds; Jump; Longstrider; Mage Armor; Magic Aura; Magic Fang; Magic Missile; Magic Stone; Magic Weapon; Mount; Obscuring Mist; Pass without Trace; Produce Flame; Ray of Enfeeblement; Reduce Person; Remove Fear; Sanctuary; Shield

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2nd-Level

Acid Arrow; Aid; Alter Self; Animal Messenger; Animal Trance; Arcane Lock; Augury; Barkskin; Bear's Endurance; Blindness/Deafness; Blur; Bull's Strength; Calm Emotions; Cat's Grace; Chill Metal; Continual Flame; Cure Moderate Wounds; Darkness; Darkvision; Daze Monster; Death Knell; Delay Poison; Detect Thoughts; Eagle's Splendor; Enthrall; False Life; Find Traps; Fire Trap; Flame Blade; Flaming Sphere; Fog Cloud; Fox's Cunning; Gentle Repose; Ghoul Touch; Glitterdust; Gust of Wind; Heat Metal; Hideous Laughter; Hold Animal; Hold Person; Hypnotic Pattern; Inflict Moderate Wounds; Invisibility; Knock; Levitate; Locate Object; Magic Mouth; Make Whole; Minor Image; Mirror Image; Misdirection; Obscure Object; Owl's Wisdom; Phantom Trap; Protection from Arrows; Pyrotechnics; Reduce Animal; Remove Paralysis; Resist Energy; Restoration, Lesser; Scare; Scorching Ray; See Invisibility; Shatter; Shield Other; Silence; Soften Earth and Stone; Sound Burst; Spectral Hand; Spider Climb; Spiritual Weapon; Status; Summon Monster II; Summon Nature's Ally II; Summon Swarm; Touch of Idiocy; Tree Shape; Warp Wood; Web; Whispering Wind; Wood Shape; Zone of Truth

3rd-Level

Arcane Sight; Bestow Curse; Blink; Call Lightning; Clairaudience/Clairvoyance; Contagion; Create Food and Water; Cure Serious Wounds; Daylight; Deep Slumber; Deeper Darkness; Diminish Plants; Dispel Magic; Displacement; Dominate Animal; Explosive Runes; Fireball; Flame Arrow; Fly; Gaseous Form; Glyph of Warding; Haste; Helping Hand; Heroism; Illusory Script; Inflict Serious Wounds; Invisibility Purge; Invisibility Sphere; Keen Edge; Lightning Bolt; Magic Fang, Greater; Magic Vestment; Magic Weapon, Greater; Major Image; Meld into Stone; Neutralize Poison; Nondetection; Phantom Steed; Plant Growth; Poison; Prayer; Protection from Energy; Quench; Rage; Ray of Exhaustion; Remove Blindness/Deafness; Remove Curse; Remove Disease; Searing Light; Secret Page; Sepia Snake Sigil; Shrink Item; Sleet Storm; Slow; Snare; Speak with Dead; Speak with Plants; Spike Growth; Stinking Cloud; Stone Shape; Suggestion; Summon Monster III; Summon Nature's Ally III; Tongues; Vampiric Touch; Water Breathing; Water Walk; Wind Wall

4th-Level

Air Walk; Antiplant Shell; Arcane Eye; Black Tentacles; Blight; Charm Monster; Command Plants; Confusion; Control Water; Crushing Despair; Cure Critical Wounds; Death Ward; Detect Scrying; Dimension Door; Dimensional Anchor; Discern Lies; Dismissal; Divination; Divine Power; Enervation; Enlarge Person, Mass; Fear; Fire Shield; Flame Strike; Freedom of Movement; Geas, Lesser; Giant Vermin; Globe of Invulnerability, Lesser; Hallucinatory Terrain; Ice Storm; Illusory Wall; Imbue with Spell Ability; Inflict Critical Wounds; Invisibility, Greater; Locate Creature; Minor Creation; Phantasmal Killer; Planar Ally, Lesser; Polymorph; Rainbow Pattern; Reduce Person, Mass; Repel Vermin; Resilient Sphere; Restoration; Rusting Grasp; Scrying; Sending; Shadow Conjuration; Shout; Solid Fog; Spell Immunity; Spike Stones; Stoneskin; Summon Monster IV; Summon Nature's Ally IV; Wall of Fire; Wall of Ice

5th-Level

Animal Growth; Atonement; Awaken; Baleful Polymorph; Break Enchantment; Call Lightning Storm; Cloudkill; Command, Greater; Commune with Nature; Commune; Cone of Cold; Contact Other Plane; Control Winds; Cure Light Wounds, Mass; Dominate Person; Dream; Fabricate; False Vision; Feeblemind; Hold Monster; Inflict Light Wounds, Mass; Insect Plague; Interposing Hand; Mage's Faithful Hound; Mage's Private Sanctum; Magic Jar; Major Creation; Mark of Justice; Mind Fog; Mirage Arcana; Nightmare; Overland Flight; Permanency; Persistent Image; Planar Binding, Lesser; Prying Eyes; Righteous Might; Seeming; Shadow Evocation; Slay Living; Spell Resistance; Summon Monster V; Summon Nature's Ally V; Symbol of Pain; Symbol of Sleep; Telekinesis; Telepathic Bond; Transmute Mud to Rock; Transmute Rock to Mud; True Seeing; Wall of Force; Wall of Stone; Wall of Thorns; Waves of Fatigue

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6th-Level

Acid Fog; Analyze Dweomer; Animate Objects; Antilife Shell; Banishment; Bear's Endurance, Mass; Blade Barrier; Bull's Strength, Mass; Cat's Grace, Mass; Chain Lightning; Circle of Death; Contingency; Cure Moderate Wounds, Mass; Disintegrate; Dispel Magic, Greater; Eagle's Splendor, Mass; Eyebite; Find the Path; Fire Seeds; Flesh to Stone; Forbiddance; Forceful Hand; Fox's Cunning, Mass; Freezing Sphere; Geas/Quest; Globe of Invulnerability; Glyph of Warding, Greater; Guards and Wards; Harm; Heal; Heroes' Feast; Heroism, Greater; Inflict Moderate Wounds, Mass; Ironwood; Legend Lore; Liveoak; Mislead; Move Earth; Owl's Wisdom, Mass; Permanent Image; Planar Ally; Planar Binding; Programmed Image; Repel Wood; Repulsion; Spellstaff; Stone Tell; Stone to Flesh; Suggestion, Mass; Summon Monster VI; Summon Nature's Ally VI; Symbol of Fear; Symbol of Persuasion; Transformation; Veil; Wall of Iron; Wind Walk

7th-Level

Animate Plants; Arcane Sight, Greater; Changestaff; Control Weather; Creeping Doom; Cure Serious Wounds, Mass; Delayed Blast Fireball; Destruction; Finger of Death; Fire Storm; Forcecage; Grasping Hand; Hold Person, Mass; Inflict Serious Wounds, Mass; Insanity; Invisibility, Mass; Mage's Sword; Power Word Blind; Prismatic Spray; Project Image; Regenerate; Restoration, Greater; Reverse Gravity; Scrying, Greater; Sequester; Shadow Conjuration, Greater; Simulacrum; Spell Turning; Statue; Summon Monster VII; Summon Nature's Ally VII; Sunbeam; Symbol of Stunning; Symbol of Weakness; Transmute Metal to Wood; Vision; Waves of Exhaustion

8th-Level

Animal Shapes; Antimagic Field; Binding; Charm Monster, Mass; Clenched Fist; Control Plants; Cure Critical Wounds, Mass; Demand; Dimensional Lock; Discern Location; Earthquake; Finger of Death; Horrid Wilting; Incendiary Cloud; Inflict Critical Wounds, Mass; Iron Body; Irresistible Dance; Mind Blank; Moment of Prescience; Planar Ally, Greater; Planar Binding, Greater; Polar Ray; Polymorph Any Object; Power Word Stun; Prismatic Wall; Protection from Spells; Prying Eyes, Greater; Repel Metal or Stone; Scintillating Pattern; Screen; Shadow Evocation, Greater; Shout, Greater; Spell Immunity, Greater; Summon Monster VIII; Summon Nature's Ally VIII; Sunburst; Symbol of Death; Symbol of Insanity; Sympathy; Telekinetic Sphere; Temporal Stasis; Whirlwind

9th-Level

Antipathy; Crushing Hand; Dominate Monster; Elemental Swarm; Energy Drain; Foresight; Heal, Mass; Hold Monster, Mass; Implosion; Mage's Disjunction; Meteor Swarm; Power Word Kill; Prismatic Sphere; Shades; Shambler; Shapechange; Storm of Vengeance; Summon Monster IX; Summon Nature's Ally IX; Wail of the Banshee; Weird

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New Spells

Astral Perception

Divination

Level: 0

Components: -

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

You become able to perceive and interact with the ethereal plane, though you do not enter it.

Astral Projection

Conjuration (Teleportation)

Level: 1

Components: -

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

By freeing your spirit from your physical body, this spell allows you to project an astral body onto the ethereal plane altogether.

You project your astral self onto the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of you onto the ethereal plane.

Your bodies simply waits behind in a state of suspended animation until you choose to return your spirits to them. If you fail to return within the duration of the spell or if your body back on the Material Plane is destroyed you are killed.

Metaplanar Travel

Conjuration (Teleportation)

Level: 9

Components: -

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: See text

By freeing your spirit from your physical body, this spell allows you to project an astral body onto a meta-plane altogether.

You project your astral self onto one of the metaplanes, leaving your physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of you onto the meta-plane.

The spell lasts until you desire to end it, or until it is terminated by some outside means, such as the destruction of your body back on the Material Plane (which kills you).

SHADOWRUN D20

Matrix

The Matrix 2.0 follows the Computer Network and VRNet rules from d20 Cyberscape. HINet is available, as is a variant of the Broadcast option, that allows systems to be isolated from the net. All system not specifically designated as isolated are affected by Broadcast rules.

Commlinks follow all rules for VRNet rigs from d20 Cyberscape. Their purchase DCs, restriction ratings and Computer Use Caps appear in the table below.

Name	Computer Use Cap	Purchase DC	Restriction
Meta Link	+ 5	11	-
CMT Clip	+10	14	-
Sony Emperor	+15	16	-
Renraku Sensei	+20	17	-
Novatech Airware	+22	18	-
Erika Elite	+24	19	-
Hermes Ikon	+26	20	-
Transys Avalon	+28	22	-
Fairlight Caliban	+30	23	-

SHADOWRUN D20

Cyberware

Unless otherwise noted Shadowrun d20 uses the standard Cybernetics rules from d20 Future and d20 Cyberscape. Nanites and Wetware are both available.

The cybernetic attachment limit is based on a characters Constitution score as normal, but any racial modifiers to Constitution are ignored for the purpose of determining this limit.

The number of bodyslots is determined as per the rules for unlimited Cybernetics.

Characters with the Magician feat reduce their caster levels by one for every cybernetic attachment they possess, regardless of their normal cybernetic attachment limit. Their caster level is not further reduced if they gain negative levels due to excessive attachments. (A third level magician with two cybernetic attachments has a caster level of one.)

Characters with the Adept feat lose one of their [Adept] feats for every three (or fraction thereof) cybernetic attachments they possess, regardless of their normal cybernetic attachment limit. Feats lost in this manner may not be replaced with other feats. (An adept with a racially unmodified Constitution of 16 and two cybernetic attachments loses one of his adept feats. If the same character later has an additional two attachments installed (for a total of four) he loses another adept feat and gains a negative level due to exceeding his cybernetic attachment limit.)

Shadowrun d20 does not use the normal rules concerning gear of different Progress Levels when it comes to cybernetic attachments, including alternate cybernetics. Instead Progress Levels are matched to the implant quality grades from the Shadowrun rules. Attachments and cybernetic equipment of up to PL 8 are available.

PL 5 attachments are called standard attachments. They have their Purchase DCs modified by -4.

PL 6 attachments are called alpha attachments. Their Purchase DCs are modified by -2.

PL 7 attachments are called beta attachments. Their Purchase DCs are unmodified.

PL 8 attachments are called delta attachments. Their Purchase DCs are modified by +5.

Additionally Shadowrun d20 uses the Purchase DC modifiers from Cyberrave.

SHADOWRUN D20

Cybermancer (Template)

Cybermancers speak, read, and write the languages they knew in life.

Template Traits

“Cybermancer” is an acquired template that can be added to any humanoid, or monstrous humanoid (referred to hereafter as the base creature). The creature’s type changes to undead. It uses all the base creature’s statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +2.

Undead: Cybermancers have the traits and immunities common to undead.

Hit Dice: Change to d12. Cybermancers have no Constitution score.

Speed: Same as the base creature.

Defense: Same as the base creature.

Attacks: Same as the base creature.

Special Qualities: A cybermancer retains all the special qualities of the base creature and gains the additional special qualities described below.

Less Than Zero (Ex): As undead cybermancers have no constitution scores, and so have no cybernetic attachment limit. They can use any cybernetic attachments. The cybertaker feat works differently for cybermancers as for other characters: It does not increase the number of attachments a cybermancer can have without suffering negative levels but instead decreases the number of installed attachments by one for the purposes of the Lost In The Details special quality.

Spell Resistance (Ex): A cybermancer gains Spell Resistance equal to 10+the number of cybernetic attachments installed in the character.

Dual Nature (Su): A cybermancer is treated as continuously affected by an astral perception spell.

Better Off Dead (Ex): A cybermancer does not heal naturally.

Lost In The Details (Ex): When a cybermancer chooses to voluntarily make a listen, sense motive or spot check or when he makes a search check, he must also make a will save against a DC of 10+one half the number of cybernetic attachments or become fascinated with his activity. The fascination lasts for a number of rounds equal to the number of cybernetic attachments.

Allegiances: Same as the base creature.

Ability Scores: Cybermancers gain the following ability score changes: Wis -2, Cha -2. As undead creatures, cybermancers have no Constitution score.

Skills: Same as the base creature (human cybermancers retain the extra skill points afforded to all humans).

Feats: Human cybermancers keep the extra feat they gained as a 1st-level human character.

Advancement: By character class.

SHADOWRUN D20

Weapons & Equipment

As the current edition of the Shadowrun rules does not include weights for gear no values for weights are given throughout this document.

Tasers

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Purchase DC	Restriction
Defiance EX Shocker	1d8	-	Electricity	5 ft	Single	4 int.	Small	13	-
Yamaha Pulsar	1d4	-	Electricity	5 ft	S	4 int.	Small	13	-

Additional Information

Defiance EX Shocker: The DC of the saving throw to resist being paralyzed by the Defiance EX is 8. The Defiance EX can also be used as a melee weapon.

Yamaha Pulsar: The Yamaha Pulsar follows the standard rules for tasers.

Hold Out Pistols

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Purchase DC	Restriction
Raecor Sting	2d4	20	Ballistic	10 ft	Single	5 box	Tiny	15	Lic
Streetline Special	2d4	20	Ballistic	10 ft	Single	6 box	Tiny	12	Lic

Additional Information

Raecor Sting: Gadgets: Plastic. All ammunition for the Raecor Sting must use the Flechette ammunition gadget.

Streetline Special: Gadgets: Plastic

Light Pistols

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Purchase DC	Restriction
Colt America L36	2d4	20	Ballistic	15 ft	S	11 box	Small	13	Lic
Fichetti Security 600	2d4	20	Ballistic	15 ft	S	30 box	Small	15	Lic
Hammerli 620S	2d4	20	Ballistic	20 ft	S	6 box	Small	16	Lic
Yamaha Sakura Fubuki	2d4	20	Ballistic	15 ft	S, A	10 box	Small	19	Lic

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Additional Information

Colt America L36: -

Fichetti Security 600: The Fichetti Security 600 comes equipped with a laser sight.

Hammerli 620S: Gadgets: Improved Accuracy

Yamaha Sakura Fubuki: The Yamaha Sakura Fubuki has a three round burst setting. Gadgets: 3x Variable Ammunition

Heavy Pistols

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Purchase DC	Restriction
Ares Predator IV	2d6	20	Ballistic	20 ft	S	15 box	Small	15	Lic
Ares Viper Slivergun	2d6	20	Ballistic	20 ft	S, A	30 box	Small	16	Lic
Colt Manhunter	2d6	20	Ballistic	20 ft	S	16 box	Small	15	Lic
Remington Roomsweeper	2d6	20	Ballistic	20 ft	S	8 int.	Med	14	Lic
Ruger Super Warhawk	2d8	20	Ballistic	20 ft	Single	6 cyl.	Med	14	Lic

Additional Information

Ares Predator IV: Gadgets: Improved Accuracy

Ares Viper Slivergun: The Ares Viper Slivergun has a three round burst setting, and comes equipped with a suppressor. All ammunition for the Ares Viper Slivergun must use the Flechette ammunition gadget.

Colt Manhunter: The Colt Manhunter comes equipped with a Laser Sight.

Remington Roomsweeper: The Remington Roomsweeper uses the rules for shotguns.

Ruger Super Warhawk: -

Machine Pistols

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Purchase DC	Restriction
Ceska Black Scorpion	2d4	20	Ballistic	15 ft	S, A	35 box	Med	16	Res
Steyr TMP	2d4	20	Ballistic	15 ft	S, A	30 box	Med	16	Res

Additional Information

Ceska Black Scorpion: The Ceska Black Scorpion has a three round burst setting.

Steyr TMP: The Steyr TMP has a three round burst setting.

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Submachineguns

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Purchase DC	Restriction
AK-97	2d8	20	Ballistic	100 ft	S, A	38 box	Large	16	Res
HK-227X	2d6	20	Ballistic	50 ft	S, A	28 box	Med	17	Res
HK MP-5 TX	2d6	20	Ballistic	50 ft	S, A	20 box	Med	16	Res
Ingram Smartgun X	2d6	20	Ballistic	50 ft	A	32 box	Med	16	Res
Uzi IV	2d6	20	Ballistic	50 ft	A	24 box	Med	16	Res

Additional Information

AK-97 Carbine: The AK-97 Carbine has a three round burst setting. Gadgets: Durable

HK-227X: The HK-227X has a three round burst setting and comes equipped with a suppressor.

Gadgets: Improved Accuracy

HK MP-5 TX: The HK MP-5 TX has a three round burst setting and comes equipped with a laser sight.

Ingram Smartgun X: The Ingram Smartgun X has a three round burst setting and comes equipped with a suppressor. Gadgets: Improved Accuracy

Uzi IV: The Uzi IV has a three round burst setting and comes equipped with a laser sight.

Assault Rifles

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Purchase DC	Restriction
AK-97	2d8	20	Ballistic	100 ft	S, A	38 box	Large	16	Res
Ares Alpha	2d8	20/	Ballistic	100 ft	S, A	42 box	Large	18	Mil
-Grenade Launcher	Varies	-	-	100 ft	Single	6 box			
FN HAR	2d8	20	Ballistic	100 ft	S, A	35 box	Large	17	Res
HK XM30	2d8	20	Ballistic	100 ft	S, A	30 box	Large	19	Mil
-Grenade Launcher	Varies	-	-	100 ft	Single	8 box			
-Shotgun	2d8	20	Ballistic	50 ft	S	10 box		+2	
-Carbine	2d6	20	Ballistic	50 ft	S, A	30 box		+1	
-Sniper	2d10	20	Ballistic	200 ft	S	10 box		+1	
-LMG	2d8	20	Ballistic	150 ft	A	Linked		+1	

Additional Information

AK-97: The AK-97 has a three round burst setting. Gadgets: Durable

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Ares Alpha: The Ares Alpha has a three round burst setting. Gadgets: Alternate Weapon: Grenade Launcher (see table for statistics), Improved Accuracy

FN HAR: The FN HAR has a three round burst setting and comes equipped with a laser sight.

HK XM30: The HK XM30 can be assembled as either an assault rifle (three round burst setting), a carbine (three round burst setting and gadget: Compact), a sniper rifle (equipped with a scope) or a LMG (three round burst setting). A grenade launcher or a shotgun can be mounted as an alternate weapon gadget. It takes a Craft (mechanical) skill check (DC 15, time required 1 minute) to reassemble the weapon in a new configuration. The statistics for all components are listed in the table. Gadgets: Improved Accuracy, and by configuration (see above)

Sport Rifles

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Purchase DC	Restriction
Ruger 100	2d10	20	Ballistic	150 ft	S	5 int.	Large	17	Lic
PJSS Elephant Rifle	2d12	20	Ballistic	150 ft	Single	2 int.	Large	22	Lic

Additional Information

Ruger 100: The Ruger 100 comes equipped with a scope.

PJSS Elephant Rifle: -

Sniper Rifles

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Purchase DC	Restriction
Ranger Arms SM-4	2d10	20	Ballistic	200 ft	S	15 box	Large	22	Mil
Walter MA-2100	2d10	20	Ballistic	200 ft	S	10 int.	Large	21	Mil

Additional Information

Ranger Arms SM-4: The Ranger Arms SM-4 comes equipped with a scope and a suppressor. Gadgets: Collapsible, Flimsy, Fragile

Walter MA-2100: Gadgets: Improved Accuracy

Shotguns

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Purchase DC	Restriction
Mossberg AM-CMDT	2d8	20	Ballistic	50 ft	S, A	10 box	Large	17	
Remington 990	2d8	20	Ballistic	50 ft	S	8 int.	Large	16	Lic

Additional Information

Mossberg AM-CMDT: The Mossberg AM-CMDT uses the rules for shotguns.

Remington 990: The Remington 990 uses the rules for shotguns. It also comes equipped with a scope.

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Special Weapons

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Purchase DC	Restriction
Ares S-III Super Squirt	Special	-	-	15 ft	S	20 box	Medium	16	-
Fichetti Pain Inducer	Special	-	-	15 ft	Single	Special	Medium	19	-

Additional Information

Ares S-III Super Squirt: A hit from the Ares S-III Super Squirt does not cause damage, but injects the target with poison. Any injury or contact poison can be loaded in the Ares S-III Super Squirt. A shot uses up one dose.

Fichetti Pain Inducer: A target hit by the Fichetti Pain Inducer does not take damage. Instead the target must make a Fortitude saving throw (DC 18) or be nauseated for 1d4 rounds.

Light Machine Guns

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Purchase DC	Restriction
Ingram White Knight	2d8	20	Ballistic	150 ft	A	50 box or linked	Large	19	Mil

Additional Information

Ingram White Knight: The Ingram White Knight has a three round burst setting.

Medium Machine Guns

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Purchase DC	Restriction
Stoner-Ares M202	2d8	20	Ballistic	200 ft	A	50 box or linked	Huge	21	Mil

Heavy Machine Guns

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Purchase DC	Restriction
Ultimax HMG-2	2d10	20	Ballistic	200 ft	A	50 box or linked	Huge	22	Mil

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Assaultcannon

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Purchase DC	Restriction
Panther XXL	3d10	20	Ballistic	200 ft	Single	15 box	Huge	21	Mil

Additional Information

Panther XXL: Gadgets: Improved Accuracy

Grenade Launchers

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Purchase DC	Restriction
Ares Antioch-2	Varies	-	-	100 ft	Single	8 int.	Large	16	Mil
ArmTech MGL -12	Varies	-	-	100 ft	S	12 box	Large	19	Mil

Missile Launchers

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Purchase DC	Restriction
Aztechnology Striker	Varies	-	-	200 ft	S	1	Large	17	Mil
Mitsubishi Yakusoku MRL	Varies	-	-	200 ft	S	2 int.	Huge	25	Mil

Additional Information

Aztechnology Striker: -

Mitsubishi Yakusoku MRL: Gadgets: Improved Accuracy, 3x Alternate Ammunition

Equipment

Flash-Pak (Purchase DC 14): Activating a Flash-Pak is a standard action that does not provoke attacks of opportunity. An activated Flash-Pak follows the rules for gaze attacks, requiring a Fortitude saving throw (DC 15) to avoid being blinded for 1 round. A Flash-Pak has 10 charges and uses 1 charge per round while activated.

SHADOWRUN D20

Drones & Vehicles

Drones

Drones are treated as robots and use the Robotics rules from d20 Future.

Remotely controlling drones follows the rules given for robots in the d20 Menace Manual.

Please note that the statistics for the official Shadowrun drones are in some cases superior to the statistics that would be possible when constructing a similar robot with the d20 Future Robotics rules. This is thought to reflect the advanced construction processes available to the megacorps.

Purchase DC and Restriction rating a given in brackets behind each drones name.

Shiawase Kanmushi (17/-)

Frame: Fine Armature

Locomotion: Multiple Legs

Manipulators: -

Armor: -

Sensors: Class II

Skill Software: Climb Progit (8 ranks)

Feat Software: -

Ability Upgrades: -

Accessories: AV Transmitter, Robolink

S-B Microskimmer (17/-)

Frame: Diminutive Armature

Locomotion: Forced Air

Manipulators: -

Armor: -

Sensors: Class II

Skill Software: -

Feat Software: -

Ability Upgrades: -

Accessories: AV Transmitter, Robolink

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Lone Star iBall (18/-)

Frame: Tiny Armature

Locomotion: Casters

Manipulators: -

Armor: -

Sensors: Class III

Skill Software: -

Feat Software: -

Ability Upgrades: -

Accessories: AV Transmitter, Robolink, (offensive version comes with weapon mount mounting
1 Flash-Pak and 1 smoke grenade, purchase DC 19/Lic)

MCT Fly-Spy (19/-)

Frame: Fine Biomorph

Locomotion: Rotor (actually wings)

Manipulators: -

Armor: -

Sensors: Class III

Skill Software: Listen Progit (4 ranks), Spot Progit (4 ranks), Search Progit (4 ranks)

Feat Software: -

Ability Upgrades: -

Accessories: AV Transmitter, Robolink

Aztechnology Crawler (18/-)

Frame: Tiny Armature (2 HD)

Locomotion: Treads (speed enhanced to 30 ft)

Manipulators: -

Armor: -

Sensors: Class III

Skill Software: -

Feat Software: -

Ability Upgrades: -

Accessories: AV Transmitter, Robolink

Lockheed Optic-X (18/Lic)

Frame: Tiny Armature (2 HD)

Locomotion: Propeller (Air) (speed enhanced 45 ft)

Manipulators: -

Armor: -

Sensors: Class III

Skill Software: -

Feat Software: -

Ability Upgrades: -

Accessories: AV Transmitter, Robolink

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GM-Nissan Doberman (20/Lic)

Frame: Small Armature (3 HD)

Locomotion: Wheels (speed enhanced to 45 ft)

Manipulators: -

Armor: Resilium

Sensors: Class IV

Skill Software: Listen Progit (4 ranks), Spot Progit (4 ranks), Search Progit (4 ranks)

Feat Software: Feat Net (Personal Firearms, Advanced Firearms, Point Blank Shot)

Ability Upgrades: -

Accessories: AV Transmitter, Robolink, Weapon Mount

MCT-Nissan Roto-drone (19/Lic)

Frame: Small Armature (2 HD)

Locomotion: Rotor (speed enhanced to 60 ft)

Manipulators: -

Armor: Duraplastic

Sensors: Class IV

Skill Software: -

Feat Software: -

Ability Upgrades: -

Accessories: AV Transmitter, Robolink

Renraku Stormcloud (20/Lic)

Frame: Small Armature (1 HD)

Locomotion: Rotor (actually blimp)

Manipulators: -

Armor: Duraplastic

Sensors: Class IV

Skill Software: Listen Progit (4 ranks), Spot Progit (4 ranks), Search Progit (4 ranks)

Feat Software: -

Ability Upgrades: -

Accessories: AV Transmitter, Robolink

C-D Dalmatian (20/Lic)

Frame: Medium Armature (3 HD)

Locomotion: Thruster (speed enhanced to 70 ft)

Manipulators: -

Armor: Duraplastic

Sensors: Class IV

Skill Software: -

Feat Software: -

Ability Upgrades: -

Accessories: AV Transmitter, Robolink

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CrashCart AutoDoc (21/Res)

Frame: Medium Armature (2 HD)

Locomotion: Wheels

Manipulators: -

Armor: Duraplastic

Sensors: Class II

Skill Software: Treat Injury Progit (4 ranks)

Feat Software: -

Ability Upgrades: -

Accessories: AV Transmitter, Robolink, Tool Mount with Medical Kit

Steel Lynx (22/Res)

Frame: Medium Armature (6 HD)

Locomotion: Wheels (speed enhanced to 70 ft)

Manipulators: -

Armor: Crystal Carbon

Sensors: Class IV

Skill Software: -

Feat Software: Dodge Progit, Feat Net (Personal Firearms, Advanced Firearms, Point Blank Shot)

Ability Upgrades: Dexterity +4

Accessories: AV Transmitter, Robolink, Weapon Mount

Vehicles

Due to the missing weights in the Shadowrun rules no cargo values have been listed. Vehicles provide cover as usual.

Bikes

Name	Crew	Passengers	Initiative	Maneuver	Top Speed	Defense	Hardness	Hit Points	Size	Purchase DC	Restriction
Dodge Scoot	1	1	+0	+1	72 (7)	10	5	12	M	20	Lic
Harley-Davidson Scorpion	1	1	-1	+2	144 (14)	9	5	24	L	24	Lic
Yamaha Growler	1	1	+0	+1	180 (18)	10	5	18	M	21/	Lic
Suzuki Mirage	1	0	+0	+3	240 (24)	10	5	18	M	22	Lic

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Cars

Name	Crew	Passengers	Initiative	Maneuver	Top Speed	Defense	Hardness	Hit Points	Size	Purchase DC	Restriction
Honda Spirit	1	1	-1	+0	96 (10)	9	5	28	L	23	Lic
Mercury Comet	1	4	-2	-1	132 (13)	8	5	34	H	24	Lic
Mitsubishi Nightsky	1	7	-4	-4	120 (12)	6	10	40	G	25	Lic
Eurocar Westwind 3K	1	4	-2	+3	288 (29)	8	5	34	H	30	Lic

Trucks

Name	Crew	Passengers	Initiative	Maneuver	Top Speed	Defense	Hardness	Hit Points	Size	Purchase DC	Restriction
GMC Bulldog Step-Van	1	3	-2	-1	84 (8)	8	10	52	H	27	Lic

Hovercrafts

Name	Crew	Passengers	Initiative	Maneuver	Top Speed	Defense	Hardness	Hit Points	Size	Purchase DC	Restriction
GMC Everglades	1	9	-2	+0	144 (14)	8	5	42	H	26	Lic

Military & Security Vehicles

Name	Crew	Passengers	Initiative	Maneuver	Top Speed	Defense	Hardness	Hit Points	Size	Purchase DC	Restriction
Chrysler-Nissan Patrol-1	1	4	-2	+3	216 (22)	8	10	36	H	25	Res
GMC Beacraft	1	1	-2	+2	192 (19)	8	15	42	H	29	Res
Ares City-master	1	6	-4	-3	144 (14)	6	20	54	G	28	Res

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Boats & Subs

Name	Crew	Passengers	Initiative	Maneuver	Top Speed	Defense	Hardness	Hit Points	Size	Purchase DC	Restriction
MT Sea Nymph	1	19	-4	-6	54 (5)	6	5	54	G	25	Lic
SC Otter	1	1	-2	+0	54 (5)	8	5	36	H	24	Lic
Vulkan Electronaut	1	1	-2	-1	36 (4)	8	10	36	H	31	Lic

Rotorcraft

Name	Crew	Passengers	Initiative	Maneuver	Top Speed	Defense	Hardness	Hit Points	Size	Purchase DC	Restriction
Ares Dragon	1	2	-4	-3	312 (31)	6	10	60	G	34	Lic
Hughes Stallion	1	1	-4	-3	228 (23)	6	10	36	G	33	Lic
Nortrup Wasp	1	0	-2	-1	156 (16)	8	5	24	H	30	Res

VTOL/VSTOL

Name	Crew	Passengers	Initiative	Maneuver	Top Speed	Defense	Hardness	Hit Points	Size	Purchase DC	Restriction
GMC Ban-shee	1	2	-4	-1	1200 (120)	6	15	60	G	39	Mil
Fed Boeing Commuter	1	16	-4	-5	144 (14)	6	10	42	G	33	Res

SHADOWRUN D20

Critters

Any creatures in Shadowrun d20 use game statistics given in d20 Modern or other applicable d20 sources such as the SRD3.5.

In some cases changing the type or subtype of a specific creature might better reflect its nature within the Shadowrun universe.

Templates are provided to reflect abilities common to some creatures from the sixth world, which are not modelled by the statistics from the d20 sources.

HMHVV (Template)

Template Traits

“HMHVV” is an acquired template that can be added to any humanoid, monstrous humanoid or undead (referred to hereafter as the base creature). The template confers all the traits of the undead creature type, without also changing the creature's type to undead. If the template is added to an undead creature, it's type changes to humanoid or monstrous humanoid, as applicable. Abilities or attacks that only affect undead or have special effects against undead do not affect or have no special effects on creatures with the HMHVV template. It uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature.

Hit Dice: Same as the base creature.

Speed: Same as the base creature.

Defense: Same as the base creature.

Attacks: Same as the base creature.

Special Qualities: Same as the base creature.

Allegiances: Same as the base creature.

Ability Scores: Same as the base creature.

Skills: Same as the base creature.

Feats: Same as the base creature.

Advancement: Same as the base creature.

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Spirit (Template)

Template Traits

"Spirit" is a template that can be added to any creature (referred to hereafter as the base creature). It uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature.

Hit Dice: Same as the base creature.

Speed: Same as the base creature.

Defense: Same as the base creature.

Attacks: Same as the base creature.

Special Qualities: A spirit retains all the special qualities of the base creature and gains the additional special qualities described below.

Dual Nature (Su): While materialised (see below) on the material plane the creature is treated as being as continuously affected by an astral perception spell.

Materialisation (Su): A spirit can shift between the ethereal plane, its home plane and the material plane at will as a full round action.

Allegiances: Same as the base creature.

Ability Scores: Same as the base creature.

Skills: Same as the base creature.

Feats: Same as the base creature.

Advancement: Same as the base creature.

Dual Natured (Template)

Template Traits

"Dual Natured" is a template that can be added to any creature. It uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature.

Hit Dice: Same as the base creature.

Speed: Same as the base creature.

Defense: Same as the base creature.

Attacks: Same as the base creature.

Special Qualities: A dual natured creature retains all the special qualities of the base creature and gains the additional special qualities described below.

Dual Nature (Su): A dual natured creature is treated as continuously affected by an astral perception spell.

Allegiances: Same as the base creature.

Ability Scores: Same as the base creature.

Skills: Same as the base creature.

Feats: Same as the base creature.

Advancement: Same as the base creature.

