

# SR5 CORE BOOK ERRATA

10 October 2017

All page references are for the first printing of the core rulebook, unless specifically noted otherwise.

**P 33, col 2, Leading North American Organized Crime Groups sidebar, para 4, sent 1**

Change

Led by Andrei Petschukov

To

Led by Aleksander Bilotkiy

**P 51, col 1, Attributes, para 2, sent 1**

Change

all attributes are between 1 and 6

To

all physical and mental attributes are between 1 and 6

**P 57, col 1, Burning Edge, para 1, sent 3**

Change

burn a point of Edge, meaning it is gone

to

burn a point of your Edge Attribute, meaning it is gone

**P 57, same para**

Add the following sentence between the third and fourth sentences of the first paragraph:

You may burn a point of Edge even if you have spent all of your Edge points.

**P 64, col 1, first full paragraph, sent 2**

Change

the creation of an experienced shadowrunner.

to

the creation of an experienced character.

**P 64, col 2, Alternate Gameplay sidebar, Prime Runner Play**

Add the following bullet point just before the final bullet point.

Initiation/Submersion Restrictions: Characters may initiate or submerge, as appropriate, at character creation.

**P 65, Priority Table, Magic or Resonance column for priorities A, B, and C**

Change

spells

To

spells, rituals, and/or alchemical preparations

**P 65, Priority Table, Magic or Resonance column for Priorities A, B, and C**

For Priority A Technomancers, change

two Rating 5 Resonance skills, 5 complex forms

to

three Rating 5 skills from Resonance, Electronics, or Cracking skill groups, 7 complex forms

For Priority B Technomancers, change  
two Rating 4 Resonance skills, 2 complex forms

to  
three Rating 4 skills from Resonance, Electronics, or Cracking skill groups, 4 complex forms

For Priority C Technomancers, change  
Resonance 3, 1 complex form

to  
Resonance 3, three Rating 2 skills from Resonance, Electronics, or Cracking skill groups, 3 complex forms

**P 69, Magic User Types box**

Under Magicians, add the following bullet point.

\* Magicians can follow mentor spirits.

Under Mystic Adepts, add the following bullet point.

\* Mystic adepts can follow mentor spirits.

**P 72, col 2, Blandness quality, para 4 (2nd full para in col 2)**

Add the following paragraph after the fourth paragraph:

This quality decreases Notoriety by 1 (p. 368).

**P 74, col 1, Exceptional Attribute quality**

In the first complete sentence on the page, change  
Strength attribute up to 10 before augmentations are applied, instead of the normal limit of 9.

to  
Strength attribute up to 9 before augmentations are applied, instead of the normal limit of 8.

**P 74, col 1, First Impression quality, last sentence**

Change  
subsequent encounters

to  
subsequent encounters. This quality decreases Notoriety by 1 (p. 368).

**P 74, col 1, Gearhead quality, para 1, sent 4**

Change  
increase the Speed of her vehicle or drone by 20 percent or increase the Handling modifier by +1 (player's choice).

To  
increase the Speed or the Handling of her vehicle or drone by +1 (player's choice) for 1D6 minutes.

**P 75, col 1, Home Ground quality, The Transporter bullet point, last sentence**

Change  
she has a +2 dice pool modifier for Evasion Tests.

To  
she has a +2 dice pool modifier for Catch-Up/Break Away Tests. This modifier also applies to Sneaking Tests to avoid being followed in the first place.

**P 75, col 2, Juryrigger quality, para 1, sent 3**

Change  
a +2 dice pool modifier for Mechanical Tests when juryrigging gear.

To  
a +2 dice pool modifier for **Technical skill Tests (p. 143)** when juryrigging gear.

**P 75-6, col 2, Juryrigger quality, bullet point three**

Change  
Temporarily coax extra performance

to  
**For 1D6 minutes**, coax extra performance

**P 76, col 1, Lucky, last sentence**

Add the following sentence to the end of the quality description.

This quality decreases Notoriety by 1 (p. 368).

**P 78, col 2, Addiction quality, last paragraph**

Add the following sentence to the end of the last paragraph

This quality increases Notoriety by 1 (p. 368).

**P 79, col 1, Bad Luck quality, sent 4 & 5**

Change

For example, if a character hopes to gain additional dice he loses that many dice from his dice pool. If a character spends Edge to go first in an Initiative Pass, he ends up going last.

To

For example, if a character **uses Push the Limit**, he loses that many dice from his dice pool. **If a character uses Blitz, his initiative becomes +0d6 instead of +5d6, meaning he uses only his Initiative Rating.** If a character **uses Seize the Initiative, he ends up going last instead of first in each Initiative Pass.**

**P 79, col 1, Bad Luck quality**

Add the following sentence to the end of the quality description:

This quality increases Notoriety by 1 (p. 368).

**P 80, col 1, Combat Paralysis quality, sent 1 & 2**

Change

A character with Combat Paralysis freezes in combat. On the character's first Initiative Test, the character divides their Initiative Score for that round in half (rounded up).

to

A character with Combat Paralysis freezes in combat; **this includes astral combat and cybercombat.** On the character's first Initiative Test, the character divides their Initiative Score for that **Combat Turn** in half (rounded up).

Add the following sentence to the end of the quality description:

This quality increases Notoriety by 1 (p. 368).

**P 81, col 1, Elf Poser, para 3**

Add the following sentence to the end of the third paragraph of the quality description:

This quality increases Notoriety by 1 (p. 368).

**P 81, col 1, Gremlins quality, para 5**

Add the following sentence to the end of the fifth paragraph of the quality description:

This quality increases Notoriety by 1 (p. 368).

**P 81, col 2, Incompetent quality, para 5**

Add the following sentence to the end of the fifth paragraph of the quality description:

This quality increases Notoriety by 1 (p. 368).

**P 82, col 2, Ork Poser quality, para 2**

Add the following sentence to the end of the second paragraph of the quality description:

This quality increases Notoriety by 1 (p. 368).

**P 83, col 1, Scorched quality, para 1, next-to-last sentence**

Change

When faced with this IC, the character must make a Willpower (3) Test to be able to confront it without panicking.

to

When faced with this IC, the character must make a **Composure (4) Test (p. 152)** to be able to confront it without panicking.

Add the following paragraph after the third paragraph of the quality description:

This quality increases Notoriety by 1 (p. 368).

**P 83, col 1, Sensitive System quality, para 2, sent 1**

Change

This quality works differently for characters who are technomancers or Awakened and therefore never plan to take implants.

To

For characters who are Emerged or Awakened, this quality has an additional drawback.

**Same para, sent 3**

Change

A magic user or technomancer with a Sensitive System must make a Willpower (2) Test before any Drain or Fading Tests.

To

A magic user or technomancer with a Sensitive System must make a **Body + Willpower (4)** Test before any Drain or Fading Tests.

**P 84, col 1, SINner quality, Criminal SIN subsection**

Add the following paragraph at the end of this subsection:

This quality increases Notoriety by 1 (p. 368).

**P 85, col 2, Spirit Bane quality, para 2**

Add the following sentence at the end of the second paragraph of the quality description:

This quality increases Notoriety by 1 (p. 368).

**P 85, col 2, Uncouth quality, para 2**

Add the following sentence at the end of the second paragraph of the quality description:

This quality increases Notoriety by 1 (p. 368).

**P 87, col 1, Uneducated quality, para 2, last sent**

Change

Additionally, the Karma cost for learning new skills or improving existing ones in these categories is twice the normal rating (including at character creation), and it's possible the character will never learn some skill groups belonging to these categories.

To

Additionally, the Karma cost for learning new skills, skill groups or specializations (or for improving existing ones) in these categories is doubled compared to the normal cost (including at character creation), and it's possible the character will never learn some skill groups belonging to these categories.

Add the following paragraph after second paragraph of the quality description:

This quality increases Notoriety by 1 (p. 368).

**P 87, col 1, Weak Immune System quality**

Add the following paragraph after the quality description:

This quality increases Notoriety by 1 (p. 368).

**P 90, Skill Groups & Individual Skills table**

Under the Biotech skill group, add Biotechnology.

**P 94, col 2, para 2, sent 3**

After sentence 3, add

This applies to *all* sources of attribute increases. Whatever the source, or combination of sources, the maximum bonus for any attribute is always +4, unless specifically excepted.

**P 95, col 1, para 1**

Change the first paragraph on page 95 to read as follows:

There are five grades of available cyberware and bioware: standard, alphaware, betaware, deltaware, and used (p. 451). Only standard, alphaware, and used grades are available at character creation.

**P 98, col 2, first para (carried over from col 1), last sentence**

Change

These rules still apply to when you are spending Karma.

To

These rules still apply when you are spending Karma.

**P 98, col 2, Spending Your Leftover Karma**

Add the following paragraph after the first full paragraph.

You cannot spend Karma to initiate (p. 324) or submerge (p. 257) at character creation.

**P 98, Additional Purchases & Restrictions table, Complex Forms**

In the row for Complex Forms, under the Restrictions column, change "Logic Attribute" to "Resonance Rating x 2".

**P 100, col 1, Character Generation example box, para 1, sent 2**

Replace

rank-and-file gag member

With

rank-and-file gang member

**P 101, Character Creation Checklist box, col 2, bullet point 1, last sent**

Change

but must spend 2 Karma per Power Point.

To

but must spend **5** Karma per Power Point.

**P 107, Karma Advancement Table for Skills, row 2, col (13)**

In the Active Skill Group row,  
Change  
455

To

**5**

**P 107, Character Improvement Table**

Between the entries for "Remove a Negative quality" and "New complex form", add the following line:

New submersion grade  $10 + (\text{Grade} \times 3)$

Change  
New initiate level

To

New initiate **grade**

**P 133, col 1, Free-Fall skill, Specializations entry**

Change  
Parachute, Static Line

To

Parachute, **Rappelling**, Static Line

**P 141, col 2, Using Leadership, para 2 (Command), sent 1**

Change  
a Leadership + Willpower [Mental] test

To

a Leadership + Willpower **[Social]** test

**P 142 (third printing onward), col 1, Magical Skills, para 1, sent 2**

Change  
Characters must be an Aspected Magician,

To

Characters must be an **Adept**, Aspected Magician,

**P 142, col 1, Using Leadership, para 3 (Rally)**

Change  
their Initiative Score for every 2 hits you get.

To

their Initiative Score **for the rest of the Combat Turn** for every 2 hits you get.

**P 144, col 1, Biotechnology (Logic), Skill Group entry**

Change  
None

To

**Biotech**

**P 252, col 1, Resonance Library**

Add the following paragraph after the second paragraph.

Certain complex forms may affect attributes. The maximum attribute boost described on page 94 applies to these complex forms.

**PP 252-3, Resonance Library**

Fading Values for most complex forms should be updated as follows.

Cleaner: L-2  
Diffusion of [Matrix Attribute]: L-2  
Editor: L-1  
Infusion of [Matrix Attribute]: L-2  
Static Veil: L-3  
Pulse Storm: L-3  
Puppeteer: L+1  
Resonance Channel: L-3  
Resonance Spike: L-3  
Resonance Veil: L-3  
Static Bomb: L-1  
Stitches: L-3  
Tattletale: L-3

**P 256 (third printing onward), col 1, first full paragraph, sent 5**

Change  
your Logic attribute

to  
your **Charisma** attribute

**P 257, col 2, Submersion, para 2, sent 2**

Replace  
10 x (Grade x 3) Karma

With  
10 **+** (Grade X 3) Karma

**P 283, col 1**

Add the following paragraph after the third paragraph on page 283, before the section header for Combat Spells:

Certain spells may affect attributes. The maximum attribute boost described on page 94 applies to these spells.

**P 303, col 1, Spirits of Beasts, Optional Powers**

Change  
Natural Weapon (Drain Value = Force Physical damage, AP —)

to  
Natural Weapon (**Claws/Bite: DV (Force)P**, AP —)

**P 308, col 2, Using Powers**

Add the following paragraph after the second paragraph.

Certain adept powers may affect attributes. The maximum attribute boost described on page 94 applies to these powers.

**P 325, col 1, para 3, sent 2**

Change  
shiny new initiative grade

to  
shiny new **initiate** grade

**P 368, col 1, Notoriety, para 1, last sent**

Change  
(plus one point per negative quality, minus one point per positive quality)

to  
(plus one point per negative quality, minus one point per positive quality, **to a minimum of 0**)

**P 394, col 2, first paragraph**

Add the following paragraph after the first paragraph in the second column, just before the Accident power.

Certain critter powers may affect attributes, either the critter's own or someone else's. The maximum attribute boost described on page 94 applies to these powers.

**P 404, col 1, Basilisk stat block, Powers entry**

Change  
Natural Weapon (Bite,

to  
Natural Weapon (Bite:

**P 411, col 1, Drug Costs table**

Add the following paragraph between the Drug Costs table and the entry for Bliss.

Most drugs may affect attributes. The maximum attribute boost described on page 94 applies to these drugs.

**P 451, col 2, Cyberware and Bioware Availability, para 1**

Add the following sentence after the second sentence:

Please note that used is a unique grade and does not modify any of the other grades; there is no used alphaware, for example.

**P 451, col 2, 'Ware Grades table, Title**

Change  
'Ware Grades

to  
**Implant** Grades