

SHADOWRUN, FOURTH EDITION ERRATA

v. 1.8

All corrections will be represented in the corrected fifth printing of *Shadowrun, Fourth Edition* (the first printing by Catalyst Game Labs). To determine which printing you have, see p. 13.

p. 11 Second Column

Should be “Initiative and Edge” (not “End”) on p. 134

p. 13 Art Credits

Add Adam Jury to Character Sheet Credits

Add Dave Allsop, Joel Biske, Marko Djurdjevic, Fred Hooper, Mike Jackson, Dana Knutson, Jeff Laubenstein, Jim Nelson, Steve Prescott, Marc Sasso, Karl Waller, Shane White, Matt Wilson to Illustration Credits.

p. 42 Horizon

Headquarters should be “Pueblo Corporate Council” not “California Free State”

p. 59 Teamwork Tests [4]

Add the following line to the end of the first paragraph:

“The maximum dice bonus the primary character can receive from teamwork is equal to that character’s skill.”

p. 63 Skill Ratings

In the third paragraph, change the second sentence to read:

“Some implants and magic, as noted in their descriptions, may increase the actual skill, creating a *modified* skill rating, whereas others may simply provide bonus dice to the test (and do not affect the base rating at all). Note that the modified rating is used when calculating costs to improve the skill.”

p. 89 Bounty Hunter

Remove the Poisons specialization for First Aid

p. 90 Combat Mage

Increase his Logic to 4.

p. 90 Combat Mage [5]

Change his “Increase Initiative” spell to “Increase Reflexes.”

p. 91 Covert Ops Specialist [2]

Change her container of Nanopaste Disguise to Small instead of Large

p. 91 Covert Ops Specialist [4]

Change her jammer to Rating 4 and add a second small container of nanopaste disguise.

p. 94 Face [4]

Replace the Mitsubishi Nightsky with a Mercury Comet, a Basic DocWagon contract (1 year), and a Jammer (Area, Rating 2).

p. 95 Gunslinger Adept [2]

Increase her Willpower to 4.

Under Active Skills, Firearms Skill Group, change the “+2” in parentheses to “6”

p. 95 Gunslinger Adept [5]

Her autopicker is Rating 5.

p. 96 Hacker [4]

Replace the Encrypt 5 program with Exploit 5

p. 97 Occult Investigator

Increase his Magic to 4.

Remove the Palming skill.

p. 98 Radical Eco-Shaman

Increase Edge to 3.

p. 98 Radical Eco-Shaman [5]

The Spirit Bane (Fire Spirits) quality should be +10 BP.

Add the Low Pain Tolerance negative quality (+10BP)

p. 99 Smuggler

Remove the Smugglers specialization of Etiquette (and the “(+2)”)

Remove the entire Hacking skill with specialization.

p. 100 Sprawl Ganger

Agility should be 4 (5)

Reaction should be 3

Initiative should be 6

p. 101 Street Samurai

Agility should be 5 (7)

p. 102 Street Shaman

Increase Edge to 2.

p. 103 Technomancer

Increase Agility to 3.

Add a “(+2)” after the English Cityspeak rating

Replace the Deception 5 complex form with Exploit 5.

p. 103 Technomancer [4]

Change the Active Skills BP Cost to 134.

Change the Physical Damage track to 9.

p. 104 Weapons Specialist [2]

Qualities should be 10 BP, not +10 BP

Remove the “w/Fragmentation Rocket” after Aztechnology Striker



p. 109 Skill Ratings (first paragraph)

The paragraph should read:

“The unmodified skill rating assigned at character creation or purchased during game play is considered to be the character’s *base* skill rating. Some abilities and implants (as noted) may increase this rating, creating a *modified* skill rating. A modified skill cannot exceed the base skill rating x 1.5 (making 9 the maximum possible rating, or 10 with the Aptitude quality). Specializations, spells, and other implants may provide *bonus dice* to a skill, but do not change the base skill rating. These extra dice are listed in parentheses after the base skill, as in Spellcasting 4 (+2).”

p. 119 Holding your Breath

In the first sentence, should be “48 seconds (16 Combat Turns).”

p. 139 Weapons Range Table [2]

Change the crossbow ranges to be (S/M/L/E):

Light	0-6	7-24	25-60	61-120
Medium	0-9	10-36	37-90	91-150
Heavy	0-15	16-45	46-120	121-180

p. 143 Wide Burst example [2]

In the second paragraph, the extra -3 recoil reduces his dice pool to *3*

p. 144 Shotguns [5]

The shotgun damage codes need to take into account the flechette errata.

For narrow spread, the damage code should be +2 DV, +5 AP.

For medium spread, the damage code should be +0 DN, +7 AP.

For wide spread, the damage code should be -2 DV, +9 AP.

p. 146 Grenade Damage Table [5]

The AP for fragmentation grenades should be +5.

p. 146 Rocket/Missile Table [5]

The AP for fragmentation rockets/missiles should be +5.

p. 162 Sensor Tests [2]

Drones roll Sensor + Clearsight autosoft, not Sensor + Pilot.

p. 167 Drain [4]

Add the following sentence to the end of the final paragraph:

“Neither Stun nor Physical damage resulting from Drain can be healed by magical means such as sorcery or spirit powers.”

p. 178 Aid Study

Delete: “Note that since the test to learn a new spell is not based on Magic, the magician suffers no penalty to her dice pool for having a bound spirit present.”

p. 178 Remote Services [4]

The last two lines should read:

“Once a spirit has completed a remote service, it is technically released (unless it is a bound spirit). Spirits on remote service continue to count against the limit of summoned spirits until their remote service is completed.”

p. 184 Manifesting [4]

Change the second line to read:

“Manifesting is a psychic effect that allows an astral form to make itself visible and audible on the physical plane through an act of will.”

Remove the second-to-last line (the one beginning with “Manifesting characters and spirits, however □”)

p. 187 Attribute Boost

Add the following to the second paragraph: “No attribute may be boosted past its maximum augmented value (see p. 62). Attribute Boost requires a Simple Action to activate.”

p. 187 Improved Ability

The first paragraph should read:

“This power increases the rating of a specific Active skill by 1 per level. A skill’s maximum modified rating equals its base rating x 1.5. Improved ability must be purchased for a specific skill, not a skill group.”

p. 187 Improved Ability [4]

The .25 cost should end with “□ Technical, and Vehicle skills)”

p. 189 Initiation

Add “Mystic Adept” to “Only character with the Magician or Adept qualities may initiate.”

p. 191 Spellcasting Foci [4]

The second line should read:

“These dice may be used to cast a spell more effectively as long as it of the category appropriate to the focus.”

p. 191 Summoning Foci [5]

The second line should read:

“These dice may be used for the Summoning Test, as long as the type of spirit is appropriate to the focus.”

p. 191 Binding Foci [5]

Remove the following from the end of the first sentence: “or the extra dice may be withheld to help resist Drain.”



p. 195 Range

Replace the last line of the second paragraph with: “A tie on the Opposed Melee Test is sufficient for the caster to touch the target (see p. 139).”

In the third paragraph, it says that the radius of area spells is equal to the Caster’s Magic rating, but it should be Force

p. 196 Indirect Combat Spells [4]

Add the following line:

“Note that unlike other spells, Indirect Combat spells may affect other targets that the caster cannot see if they are caught within the spell’s area of effect.”

p. 201 Physical Illusions [5]

The second-to-last sentence should read:

“The spellcaster must generate more hits than the observer for the illusion to be considered real.”

p. 203 Levitate spell

Movement rate equals the spells *Force* x net Spellcasting hits in meters per turn.

p. 203 Light spell

Says its radius is based on Magic, but should be Force.

p. 204 Physical Barrier

“The caster can also form a wall with a height and length equal to the *spell’s* Force.” (spell, not caster)

p. 208 Matrix Combat

“□ versus the target’s Response + *Firewall*.” (Firewall, not Stealth)

p. 212 Linking and Subscribing [5]

Change this entire section to read:

Now, just because all of your devices *can* talk to other devices doesn’t mean that they *will*. For simplicity, privacy, and security, you may configure your devices so that they only interact with another specific device (usually your commlink, as your PAN’s hub) or a specific network (your PAN). Rather than allowing any stranger access to all of your electronics, anyone that wants to interact with your PAN must connect to your commlink first. This prevents confusion between users (am I accessing my guncam or yours?), but does little to protect against snoopers and hackers, who may hack or spoof your devices as normal.

Your persona must also dedicate bandwidth to certain high-speed, two-way connections. These connections are called *subscriptions*, and are required for accessing a node, communication with agents and drones, encrypted connections, utilizing a program on another node, and any other linked/slaved connections the gamemaster decides on. Each persona may only maintain a number of active subscriptions at one time equal to its System x 2.

p. 216 Account Privileges [5]

The last paragraph should read:

“Note that minor/peripheral electronic devices only have admin accounts, as there is no need for other accounts (for purposes of hacking, however, treat these admin accounts as standard personal accounts).”

p. 219 Repair Icon [4]

Add the following line to the end of the first paragraph:

“An icon may not take any other action (in any node) while it is being repaired.”

p. 226 Hacking Programs

Add “Cybercombat” to the related skill for Attack, Black Hammer and Blackout (so all should have “Cybercombat/Hacking” in parentheses).

p. 228 Program Costs and Availability Table [4]

The Availability for hacking programs should be (Rating x 2)R

p. 230 Matrix Attacks

The defending icon rolls Response + Firewall, not Response + Stealth.

p. 230 Virtual Initiative, last sentence

The dice pool modifier is -6, not -4.

p. 232 Matrix Combat Summary

It says that Hacking + Attack Program is used for Personas who want to attack. It should be Cybercombat + Attack Program.

p. 232 Matrix Combat Summary [4]

Defense should be “Response + Firewall.”

p. 233 Technomancer Skills

The first line should read:

Aside from the Resonance skills that technomancers use to handle sprites (see p. 119), technomancers use the same skills common to hackers—Computer, Cybercombat, Data Search, Electronic Warfare, Hacking, Hardware, and Software.

p. 234 Compiling Sprites

Technomancers roll Resonance + Compiling to create sprites, not Resonance + Software.

p. 235 Registering Sprites

Technomancers roll Resonance + Registering to register sprites, not Resonance + Software.

p. 236 Decompiling Sprites

Technomancers roll Resonance + Decompiling to decompile sprites, not Resonance + Software.

p. 236 Courier Sprite [4]

Add Electronic Warfare skill.

Replace the Transfer complex form should be “Edit”



- p. 236 Crack Sprite [4]**
Remove the Cybercombat skill.
- p. 236 Data Sprite [4]**
Replace the Decrypt skill with Electronic Warfare skill.
Replace the Transfer complex form with Decrypt.
- p. 236 Machine Sprite [4]**
Remove the Transfer optional complex form.
- p. 239 Jumping Into Drones [4]**
The first line of the first paragraph should read:
“Riggers may also take a Simple Action □”
The last line of the second paragraph should read:
“Any tests are made using the rigger’s skills plus the Matrix/vehicle attributes of the drone.”
- p. 254 Cyberware Scanner Table**
Change the Modifiers header to “Dice Pool Modifiers”
- p. 264 Improving Skills and Skill Groups [4]**
Add the following paragraph:
“To learn or improve a skill or skill group, the character must succeed in an Extended Intuition + skill Test, with a threshold equal to the new skill rating x 2 and an interval of 1 week (1 month for skill groups). A teacher can add bonus dice to this test (see *Using Instruction*, p. 123).”
- p. 264 Improving Attributes**
The cost is 5 x 3 (not 5 x 5)
Also, delete the extra “)”
- p. 276 Triad Posse**
Change “Shortarms” to “Automatics”
- p. 285 Talismonger**
Magical Background skill should be 3.
- p. 287 Dual Natured [4]**
Add the following line:
Dual Natured critters do not suffer the -2 dice pool modifier for interacting with the physical world while astrally perceiving.
- p. 290 Psychokinesis [4]**
Replace “Quickness” with “Agility”
- p. 291 Wolf**
The wolf’s Essence should be 6.
- pp. 294–295 Spirit Attributes [2]
For all spirits, change the “x” under the Reaction stat to “+”
This also changes the Initiative for each spirit:
Spirits of Air: (Fx2)+3
Spirits of Beasts: (Fx2)+2
Spirits of Earth: (Fx2)+2
Spirits of Fire: (Fx2)+3
Spirits of Man: (Fx2)+2
Spirits of Water: (Fx2)+2
- p. 300 1st column, 2nd paragraph**
States that the maximum availability at character creation is 8. It should be 12.
- p. 307 Raecor Sting [5]**
On the table, the AP for the Sting should be +5.
- p. 308 Heavy Pistols Table [5]**
The AP for the Ares Viper Slivergun and the Remington Roomsweeper w/flechettes should be +5.
- p. 309 Shotguns Table [5]**
The AP for the Mossberg and the Remington with flechettes should be +5.
- p. 310 Panther Assault Cannon [5]**
Remove everything from the description that follows “It comes with a smartgun system.”
In the table, remove the (1) from the RC column.
- p. 312 Explosive Rounds [4]**
The second sentence should read:
“They increase the DV by 1.”
- p. 312 EX Explosive Rounds [4]**
The first line should read:
“This improved model of explosive round adds 1 to the weapon’s DV and has an AP of -1.”
- p. 313 Flechette Rounds [4]**
The third sentence should read:
“They also raise the effective value of Impact armor (AP +5).”
- p. 313 Gel Rounds [4]**
Replace the third and fourth lines with:
“Gel rounds inflict Stun damage and are resisted with Impact armor (AP +2).”
- p. 314 Ammunition Table [4]**
Explosive Rounds AP Modifier should be 0.
EX-Explosive Rounds Damage Modifier should be +1 and AP Modifier should be -1.
Flechette Rounds AP Modifier should be +5.
Gel Rounds Damage Modifier should be “— (Stun).”
- p. 314 Grenades and Rockets Tables [5]**
The AP for fragmentation grenades should be +5.
The AP for fragmentation rockets/missiles should be +5.
- p. 316 Shock Frills**
The stats for this Armor mod. seem to have been left out. Add the following under Armor Modifications
Shock Frills — 6R 200¥



- p. 322 Fake SIN Table [2]**
The Availability should be (Rating x 3)F
- p. 325 Enhancements**
Audio Enhancement should list “(Rating 1–3)” after it.
Audio Enhancement Cost should be +(Rating x 100)¥
Select Sound Filter should list “(Rating 1–3)” after it.
Select Sound Filter Cost should be +(Rating x 200)¥
- p. 325 Sensor Packages Table [4]**
Add a line for Medium Drone with a Capacity of 6 and a Signal of 4.
- ~~**p. 327 Gas Mask**
Second sentence should read: “It provides immunity to inhalation-vector toxins (see □)”~~
- p. 327 Gas Mask [5]**
The entry should read:
This air-supplied respirator completely covers the user’s face and provides immunity to inhalation-vector toxins (see *Toxic Substances*, p. 327). It comes with a 1-hour clean air supply, and can be attached to larger air tanks. It cannot be combined with a regular respirator.
- p. 327 Autopicker**
Cost should be Rating x 200¥
- p. 328 Survival Gear [5]**
The Gas Mask cost should be 200¥.
The Respirator should have an Availability of — and a Cost of Rating x 25¥.
- p. 329 Combat Chemicals table [4]**
Remove the cyanide entry -- it’s not in the book
- p. 332 Ocular Drone**
Page reference should be 341
- p. 332 Table**
Ocular Drone Capacity should be 6
Cybereyes Rating 2 Availability should be 4
Rating 3 should be 6
Rating 4 should be 8
Eye Recording Unit Availability should be 4
Flare Compensation Availability should be 4
Image Link Availability should be 4
Low Light Vision Availability should be 4
Retinal Duplication Availability should be 16F
Smartlink Availability should be 8R
Thermographic Vision Availability should be 4
- p. 334 Wired Reflexes**
Availability for Rating 2 should be 12R
- p. 334 Bone Lacing Unarmed Combat Attack Table**
Plastic Bone Lacing damage should be (STR/2 + 1)P
Aluminum Bone Lacing damage should be (STR/2 + 2)P
- p. 337 Blades Table**
Spurs have a Reach of 0 (“—”).
- p. 337 Cyberguns Table [5]**
The AP for the Cyber Shotgun w/flechettes should be +5.
- p. 338 Bone Density Table**
Rating 2 damage should be (STR/2 + 1)P
Rating 3 damage should be (STR/2 + 2)P
- p. 340 Reflex Recorder [2]**
Change the second line to read:
“The reflex recorder adds 1 to the rating of a specific skill or skill group (Combat and Physical skills only).”
- p. 340 Magical Supplies Table**
Change “Conjuring Materials” to “Spirit Binding Materials” and change the Cost to Force x 500¥.
- p. 342 Vehicle Table [4]**
Change the Cost for the Mitsubishi Nightsky to 120,000¥ and the Sea Nymph to 170,000¥.

