

A complete list of changes is next to impossible; numerous small entries, spelling mistakes, and minor references were cleared up, or otherwise rewritten for clarity. Additionally all existing SR4 errata through version 1.8 were incorporated and a few more added. What follows is a chapter by chapter guide to the major changes in *Shadowrun, Fourth Edition 20th Anniversary Edition*.

- All Qualities have been relocated to the end of the chapter for ease of reference and flow.
- The Erased Positive Quality (*Runners Companion*) has been added to the core book.
- Adepts are now (explicitly) allowed to have Mentor Spirits.

# CHANGES REFERENCE DOCUMENT

## WELCOME TO THE SHADOWS

This introductory chapter has seen little more than some editing and polishing. Why fix what doesn't need fixing?

## HISTORY LESSON FOR THE REALITY IMPAIRED

Several small tweaks were made to the timeline of the Sixth World with a few dates added and events clarified. The timeline was also expanded to include events that have occurred in the setting since the release of *SR4*, notably the story arcs detailed in the *Emergence* and *Ghost Cartels* campaign books. A number of sidebars featuring additional world events from *Shadowrun's* extensive and intricate setting material were incorporated.

## LIFE ON THE EDGE

This section details life in the Seventies. It has been expanded with more information on the Emerged and their place in society as of 2072 (similar to the material on the Awakened in the original *SR4* core book).

Additional setting and background fluff material has been added to generate atmosphere and add brand names and references to the contextualizing information in this chapter.

## GAME CONCEPTS

- Success Test Difficulty Thresholds have been increased from 1-2-3-4 to 1-2-3-5.
- Extended Test Task Thresholds have been increased from 4-8-12-16+ to 6-12-18-24+.
- Extended Test limits number of rolls by a cumulative -1 dice pool modifier per roll.
- The optional rule to cap dice pools at 20 dice or twice the sum of the characters natural Attribute + Skill ratings, whichever is higher, has been introduced.
- Burning Edge to "Escape certain Death" now expressly suggests that characters should be out of action for the scenario.

## BUILDING A SHADOWRUNNER

- Several changes have been made to the chapter layout to improve flow in character design.
- We've also established a basic step by step walkthrough of Character Creation for beginners. This includes reorganizing the priority of some steps so that basic creation runs: Choose your Metatype, Pick Qualities, Purchase Attributes, Acquire Skills, Assign Resources, and finally Finishing Touches. This prioritizes character-defining Qualities (such as Magician, Technomancer, and Exceptional Attribute) before Attribute and Skill allocation.

## SKILLS

- Arcana and Enchanting (from *Street Magic*) added as Magical Active Skills. Rules have been incorporated in the Awakened World chapter.
- Chemistry (from *Arsenal*) added as an Technical Active Skill. Rules are featured
- Section on Using Skills has been reorganized and repositioned for better legibility and reference.
- Cumulative positive Social Modifiers may not exceed the character's combined natural Attribute + Skill Ratings.

## COMBAT

- The Ranged Combat Distance Modifiers are now -0/-1/-3/-6.
- The Combat mechanics of Cover have been modified and distinguished from Firing Blind/Full Cover and Cover is now a Defensive Modifier adding to the Defender's Dodge pool.
- Chase combat has been revised slightly to factor in multiple opponents. Speed is now a factor in Chase Combat.
- Attacker firing from cover has been increased to a -2 Dice Pool Modifier.
- Falling rate has been decreased to 50 meters in the first turn, 150 meters in the second turn 150 meters, and 200 meters per turn thereafter.
- Falling damage has been changed:

FALLING DAMAGE TABLE	
DISTANCE FALLEN (IN METERS)	DAMAGE
1-2	2
3-4	4
5-6	6
7-8	8
over 8	+1 box per meter

- Scatter Table has been changed:

SCATTER TABLE	
TYPE	SCATTER
Standard Grenade	106 meters - 1 per net hit
Aerodynamic Grenade	206 meters - 2 per net hit
Grenade Launcher	306 meters - 2 per net hit
Rocket	406 meters - 1 per net hit
Missile	406 meters - 1 per net hit (-Sensor rating)
Airburst	206 meters - 1 per net hit (- Sensor rating)

- For every 20 Speed points that a vehicle (or group of vehicles) is slower than its adversary, it receives a –1 DP modifier to all Tests.
- Additional hits beyond those that reduce a grenades scatter to 0 or less do not add to the grenade's DV.

## THE AWAKENED WORLD

- The workings of the “mystic link” that is established with visual Line of Sight during Spellcasting targeting has been clarified as well as interaction with Astral Barriers.
- The interaction of Indirect Combat Spells and the physical world during spellcasting has been revisited and clarified. Spells manifest at the caster and physically travel instantly to the target over the mystic link—hence cover and other physical obstacles can block the spell.
- Counterspelling interaction with Direct and Indirect Combat Spells has been clarified, it works against both.
- Arcana and Enchanting (from *Street Magic*) have been incorporated in the core ruleset with fully compatible but simplified rules.
- Weapon Focus bonding cost has been reduced to 3 x Force.
- Adept Centering Metamagic (from *Street Magic*) has been added to the core book.
- The Adept Power Improved Ability now supports Vehicle Skills.
- The Adept Power Kinesics is now capped at Level 3.
- The Adept Power Improved Reflexes costs have been revised as follows:

**Level 1:** 1.5 Power Points

**Level 2:** 2.5 Power Points

**Level 3:** 4 Power Points

- The Adept Power Improved Physical Attribute costs have been revised as follows:
  - .75 Power Points per level
  - 1.5 Power Points per level over Natural Maximum
- Direct combat spells have a new *optional* mechanic: for each Net Hit applied to damage, the Drain Value increases by +1. For Area of Effect spells, use only the highest Net Hits applied to damage.
- Rules for Astral Barriers and Mana Barriers have been expanded so they now work with targets that have no resistance dice pool, but instead do possess an Object Resistance threshold. They now increase the OR threshold by 1 for every increment of 3 Force in the Mana Barrier (round up).

## OBJECT RESISTANCE TABLE

CATEGORY	THRESHOLD
Natural Objects (Trees, Soil, Unprocessed Water)	1
Manufactured Low-Tech Objects and Materials (Brick, Leather, Simple Plastics)	2
Manufactured High-Tech Objects and Materials (Advanced Plastics, Alloys, Electronic Equipment, Sensors)	3
Highly Processed Objects (Computers, Complex Toxic Wastes, Drones, Vehicles)	5+

## THE WIRELESS WORLD

This chapter was rewritten and reorganized for better flow and facilitate integration and understanding of the Matrix ruleset.

- Peripheral nodes and nexi (from *Unwired*) are given basic rules.
- Device Hardware attributes like Signal and Response are now limited to +2 upgrades above the original rating. Further upgrades require a Modular Electronics Modification. (To be included in future Arsenal errata and printings as well)

### MODULAR ELECTRONICS

Modular Electronics allows the upgrade of a vehicle's Signal and Response hardware above the normal +2 limit by making components modular and easy to replace.

**Slots:** 1

**Threshold:** 8

**Tools:** Kit

**Cost:** 1000¥

**Availability:** 6

**Special Skill:** Hardware

- Decryption now uses Electronic Warfare + Decrypt.
- Switching Interface Mode is now expressly prohibited when jammed open by a black IC attack.
- Crash Program/OS were clarified as Crash Node and Crash Program.
- Interval for Crash Node was changed from 1 Combat Turn to 1 Complex Action.
- Interval for Hack on the Fly was changed from 1 Combat Turn to 1 Complex Action.
- Reboot explicitly only creates the node when the extended test is complete.
- Repair Icon action now only heals the target icon when the task is successfully completed and has a revised threshold of (damage x 2).
- Set Data Bomb Complex Action added.
- Interval for Trace User was changed from 1 Combat Turn to 1 Complex Action.
- When performing a Terminate Connection action, a node now adds a dice pool modifier of +1 for each IC program running in the node. The hacker receives a +2 dice pool bonus if using a security account, or +4 if using an admin account. If the hacker used a passcode and legitimate account to log on, then the connection is immediately terminated.
- Data Bomb has been made more dangerous. When it “detonates,” a data bomb now inflicts a number of boxes of Matrix damage equal to (rating x 1D6), then the data bomb is deleted.
- Data Search Thresholds have now been adjusted to reflect that some information just can't be found on the “open Matrix” by Data Search (though it can probably still be hacked out of secure databases/nodes. The Data Search Threshold for “Protected or Secret” information is now “N/A”
- Text clarified to say that Technomancers cannot take Biofeedback Filter as a complex form (since it is an inherent form based upon their Charisma stat).
- Costs of Skillsofts have been revised:

SKILLSOFTS	AVAILABILITY	COST
Activesofts (Rating 1–4)	8	Rating x 10,000
Knowsofts (vRatings 1–5)	4	Rating x 2,000
Lingusofts (Rating 1–5)	2	Rating x 500

- The Sprite Power Diagnostics has been changed so that the sprite now provides additional dice to the technomancer via a Teamwork Test. The sprite makes a sprite [Rating x 2] Test; each hit adds 1 die to the character's test to use or repair the item, with a maximum bonus equal to the character's skill.

## RUNNING THE SHADOWS

- Sleep Deprivation added as a Toxin:

### SLEEP DEPRIVATION

**Vector:** See below

**Speed:** 6 hours (see below)

**Penetration:** 0

**Power:** 3

**Effect:** Fatigue/Stun Damage, Unconsciousness

For every six hours that pass after the initial 24 hours of wakefulness, characters must make a Body + Willpower (Power) Test to stay awake; every subsequent test raises the Power by 1. If a character passes the test, they take one box of unresisted Fatigue Damage. If the character fails the test they fall unconscious for (6 + Power) hours, after which all Fatigue damage is healed and the Power of the sleep deprivation reverts to 3. Characters woken before this time has completely elapsed suffer Disorientation and continue to take Sleep Deprivation Test with the Power increasing as normal.

- The Karma Awards Table has been adjusted slightly as follows:
- The Karma cost of increasing Attributes has been raised from (New Rating) x3 to (New Rating) x5

KARMA AWARDS	
SITUATION	KARMA
Character survived the adventure	1 or 2
Per mission objective group fulfilled	1
Overall adventure challenge/threat level	1 to 4
Character was particularly brave or smart	1 or 2
Good roleplaying	1 or 2
Character pushed the storyline forward	1
Character had the right skills at the right place and time	1
Player impressed group with humor or drama	1 or 2

## FRIENDS AND FOES

- Spirit Movement power has been limited slightly. If the target's Body Attribute exceeds the critter's Magic, the normal increase to movement is halved. If the target's Body exceeds the critter's Magic x2, the power simply has no effect.
- Innate Spell power Force has also been limited to Magic rating for Spirits of Man.

## STREET GEAR

- Implant Grades: These have been rewritten so the distinction is clearer. Both Bioware and Cyberware are available in Standard, Alpha, Beta and Delta versions. Bioware can also be qualified by whether it is Basic or Cultured.

- The Strength rating on bows has been capped at 8. Arrow cost has been raised to [Rating x 5]. The base damage value done by an arrow is the lower of the arrow's or bow's rating.
- Dart weapons have been introduced.

SPECIAL WEAPONS	DAMAGE	AP	MODE	RC	AMMO	AVAIL	COST
Parashield Dart Pistol	As Drug/Toxin	-2	SA	-	5 (c)	6R	600¥
Parashield Dart Rifle	As Drug/Toxin	-2	SA	0	10(c)	6R	1,700¥

- Customized Limbs (from *Augmentation*) have been added.
- Cyberlimb Armor has been clarified, it is intended to be cumulative with all types of armor (Armor on half-limbs only counts at half-Rating..
- Imaging Devices and Sensors have been given their own category as have Audio Devices and Sensors. Different devices now have different ratings/Capacity values which affect the number of vision enhancements that they can fit.

VISION SENSORS AND IMAGING DEVICES	CAPACITY	AVAIL	COST
Binoculars (Rating 1-3)	1-3	-	Rating x 50¥
Binoculars, Optical	-	-	50¥
Camera (trideo) (Rating 1-6)	1-6 / [1]	-	Rating x 100¥
Contact Lenses (Rating 1-3)	1-3	6	Rating x 50¥
Glasses (Rating 1-4)	1-4	-	Rating x 25¥
Goggles (Rating 1-6)	1-6	-	Rating x 50¥
Monocle (Rating 1-4)	1-4	4	Rating x 25¥
Endoscope	-	8	250¥
Periscope	[1]	3	50¥
Mage Sight Goggles	[1]	12R	2,000¥

AUDIO SENSORS AND AND ENHANCERS	CAPACITY	AVAIL	COST
Earbuds (Rating 1-3)	1-3	-	Rating x 10¥
Headphones (Rating 1-3)	1-3	-	Rating x 50¥
Microphone (Rating 1-6)	1-6 / [1]	-	Rating x 50¥

- All Vision and Audio Enhancements now have a Capacity cost of 1 for the purposes of integration in Imaging Devices and Sensors, except Ultrasound which has a cost of 2.
- Typical Seating Capacities by vehicle type has been added.



TYPICAL PASSENGER CAPACITY

VEHICLE	SEATING
Personal Mobility Vehicle	1
Motorbike	2
Subcompact	2
Compact	3 or 4
Sedan	5
Sportscar	3
Limousine	5
Family Van	5 to 7
Delivery Van	3
Patrol Car	5
APC/Riot Control Vehicle	10 to 14
T-Bird	8
Autogyro/Aerial Personal Mobility Vehicle	1
Cargo Helicopter	4
Utility Helicopter	7
Personal Jet	5 to 10
Transport Plane	20