

Notoriety

Gaining Notoriety
Refusing to finish a run
Insulting or otherwise pissing off a Mr. Johnson
Incredibly obnoxious or callous behavior
Betraying team members
Killing innocents
Earning a powerful enemy
Knowingly working for a dragon
Exceptional bad luck that leads to disaster

GM

GM	Note (on GM Screen except for Blast Effects)
Social Modifiers	See tables on page 140 and 141.
Environmental Modifiers	See table on page 175.
Situational Modifiers	See table on page 176.
Projectile Scatter	See tables on page 182.
Blast Effects	See pages 183 and 435 and Destroying Barriers on page 197. Calculate blast rebound.
Defense Modifiers	See table on page 189.

Public Awareness

GM 1.1
General

Gaining Public Awareness
Fighting with law enforcement or some other High Threat Response team
Extracting a well-known person
Blowing something up in a populated area
Leaving significant physical evidence
Being seen by many eyewitnesses
Broadcasting or posting videos of your crimes on your Matrix fansite
See Public Awareness Table on page 369.

Karma Rewards (p. 372)

Karma Rewards for each shadowrunner	Note
Character survived	2
Group complete all objectives	2
Group completed some objectives	1
Overall adventure challenge	Highest opposed Dice Pool / 6 (round down)
Standard run	0
Cold-hearted bastard run	-2
Good feelings run	+2

Fencing Gear

Additions	Note
Standard items	Can't be fenced.
Finding buyer	Etiquette + CHA [Social] (10, Delivery Times). See Table on page 418. Can use a Teamwork Test.
Selling	Negotiation + Charisma [Social] vs Negotiation + Charisma [Social]. The price start at 50% +/- 5% per Net Hits.
Contacts	Give you 5% for each Loyalty Rating. No questions asked.

Black Market Goods

Additions	Note
Purchase off the books	Negotiation + Charisma [Social] vs Availability Rating. Delivery Times (p. 418) is divided by your Net Hits. If you tie in the test, you find the gear, but the delivery time is twice that listed on the table. If you fail the test, you can try again after twice the amount of time on the table.
Adding money to purchase	+1 die on the Negotiation for each 25% of the item's value add (max 12 dice).
Contacts	Contacts can add the Connection Rating to the Social limit.

Grunts and Contacts

Grunts	Note
Group Edge	1 Edge per Professional Rating for the group.
Grunt Rolls (Average from the rules)	Rating 0: rolls 6 dice, Rating 1: rolls 7 dice, Rating 2: rolls 8 dice, Rating 3: rolls 9 dice, Rating 4: rolls 10 dice, Rating 5: rolls 11 dice, Rating 6: rolls 12+ dice
Contacts	Attributes between 3 and 5, average of 4. Skills between 3 and 9, average of 7. Rolls between 6 and 14 dices, average of 11.

SIN Verification

Rating	Tests	When it's tested
Rating 1	Do you have a SIN?	Day to day basis
Rating 2	Basic redundancy check on the number and vital statistics.	
Rating 3	Redundancy check on number and statistics; query for external data attached to SIN.	Light security (Knight Errant)
Rating 4	Verify all vital statistics; external data checked for obvious conflicts; biometric must be present.	Secure Location, Purchases legal goods
Rating 5	Full verification and consistency check biometrics tested against sample.	Mariage, purchases real estate, run for public office
Rating 6	All possible verification; multiple biometric samples must match; random supporting data verified externally.	

Obstacles

Obstacles	Note
Noticing Hidden Gear	Perception + INT [Mental] (1) Check Concealability Modifiers table on page 420.
Falling Damage	1 DV per meter with an AP of -4. Body + Armor test to resist. 50 meters first turn, 150 on the second and a max of 200 meters.
Key Lock	Locksmith + AGI [Physical] (Lock Rating, 1 Combat Turn).
Transponder-embedded Keys	Require an Electronics kit. Hardware + LOG [Mental] (Lock Rating, 1 minute). If the same character is picking the lock and calibrating the electrical feed, apply a -2 dice pool modifier to both tests.
Cracking Open Case	Remove the case with Locksmith + AGI [Physical] (Maglock Rating x 2, 1 Combat Turn).
Anti-Tamper System	Locksmith + AGI [Physical] (Anti-tamper Rating).
Keypads	Crack open Case, Locksmith + Agility [Physical] (Maglock Rating x2, 1 Combat Turn). Or use Maglock Sequencer against the Keypad (p 448).
Cardreaders / Print scanners / Voice recognition	Use forged keycard or fake prints against the Maglock.
Breath, cellular and DNA scanners	Synthesize sample with Chemistry + LOG (5, 1 hour).
Facial Recognition	Disguise + Intuition [Mental] against Device Rating. Apply a +2 dice pool modifier to the character if the system is picking the disguised character out of a crowd.
Lighting and Alarms	Disarm with Hardware + LOG [Mental] (5, 1 Combat Turn).
Wire or Beam	Perception + INT [Mental] (2) test to spot. A threshold of 3 for infrared beams. Smoke reduce threshold to 1. Crossing a maze of beams require Escape Artist + AGI [Physical] Test. To install proxy laser emitter require Escape Artist + AGI [Physical]
Pressure Pads and Mesh	Perception + INT [Mental] (3) test to spot a Pressure Pad and threshold 4 for a Pressure Mesh. To remove is foot from the Pad a Reaction + INT (3) is required, with the character's Body serving as a negative dice pool modifier.
Motion Sensors, Sound Detectors and Vibration Detectors.	Sneaking + AGI [Physical] (3) when the sensors has been detected.
Camera	Perception + INT [Mental] (3) test to spot.
Olfactory Scanners	Roll a dice pool equal to the chemsniffer's rating against a threshold 2 (3 if the explosives/ammo are hermetically sealed). Apply modifiers as noted on the Chemical Detection Modifiers table on page 361.
Magnetic Anomaly Detectors (MADs)	Detect metal. Device Rating dice pool (1). Page 362.
Millimeter Wave Detection or Cyberware Scanners	Use the Cyberware Scanner Rating and the threshold on the table on page 362.
Automated Gun System	See Rigger 5.0 page 133.
Containment Systems	
Gas delivery Systems	
Marking Systems	
Checking a Fake SIN	Device Rating x 2 (fake SIN Rating). If the threshold is reached but not exceeded, the system reports that something seems "odd" with the SIN and will recommend that the operator investigate further. If the threshold is exceeded, the system reports the SIN as false and may immediately notify the authorities. At this point, the fake SIN is considered burned.

Substance Abuse and Addiction

Addictions	Note
Use	Every time you use an addictive substance during (11 - Addiction Rating) weeks in a row, you need to make an Addiction Test. The clock on this keeps ticking even if you skip a week, but every week you go without indulging reduces the Addiction Threshold by 1 (it returns to normal when you use again). If the threshold hits 0, you're off the hook until you use the substance again.
Addiction or Withdrawal Test	Psychological: LOG + WIL, Physiological: BOD + WIL. See the Addiction Table for the Threshold (p. 414).
Failing Test	Add Addiction Quality (without gaining Karma) or increase severity. If you fail an Addiction Test when you're already burnt out, your Body or Willpower—whichever is higher—is permanently reduced by 1, along with your maximum Rating for that attribute.
Overdosing	Stun damage with a DV equal to the sum of the Addiction Ratings of the overlapping drugs, resisted with Body + Willpower.