

SHADOWRUN, FOURTH EDITION ERRATA

v. 1.3

December 28, 2005

Most changes are reflected in the corrected second printing of Shadowrun, Fourth Edition. **Text in green indicates corrections that should have been made in the second printing, but due to an error at the printers, were not.**

To determine which printing you have, consult the notation on p. 13 in the third column after the credits.

Note that a number of minor typos, incorrect page references and other small cosmetic changes have been made, but are not listed here.

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. 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. 91 Covert Ops Specialist

Change her container of Nanopaste Disguise to Small instead of Large

p. 95 Gunslinger Adept

Increase her Willpower to 4.

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

p. 97 Occult Investigator

Increase his Magic to 4.
Remove the Palming skill.

p. 98 Radical Eco-Shaman

Increase Edge to 3.

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.

Change the Active Skills BP Cost to 134.

Add a "(+2)" after the English Cityspeak rating

Replace the Deception 5 complex form with Exploit 5.

p. 104 Weapons Specialist

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

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

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

p. 162 Sensor Tests

Drones roll Sensor + Clear sight autosoft, not Sensor + Pilot.

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. 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. 189 Initiation

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

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. 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. 226 Hacking Programs

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

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. 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. 254 Cyberware Scanner Table

Change the Modifiers header to "Dice Pool Modifiers"

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. 291 Wolf

The wolf's Essence should be 6.



pp. 294–295 Spirit Attributes

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. 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

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. 327 Gas Mask

Second sentence should read: “It provides immunity to inhalation-vector toxins (see ...”

p. 327 Autopicker

Cost should be Rating x 200¥

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. 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

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¥.

