

SHADOWRUN MISSIONS FAQ V1.1.1

SEASON 5 – UPDATED 8/8/2014

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Special Thanks – To the previous caretakers of the *Shadowrun Missions* line: Richard Osterhaut, John Dunn, Aaron Pavao, and Stephen McQuillan.

Books covered by this FAQ: *Shadowrun Fifth Edition, The Vladivostok Gauntlet, The Assassin's Primer, Gun Haven 3, Coyotes, Sail Away, Sweet Sister, Run & Gun, Stolen Souls*

Updates and changes to this version of the FAQ have been marked in Red. These changes are Errata for *Missions Only*, and are subject to change when the official Errata gets released.

~~Rules that no longer apply are marked in Green and have been struckthrough.~~

GENERAL QUESTIONS

What is *Shadowrun Missions*?

Shadowrun Missions is the official living campaign for *Shadowrun*, Fifth Edition.

What is a living campaign?

A living campaign is a way for you to create a character and to participate in games run in many different locations by many different gamemasters and still be playing in a single game and single campaign, letting you gain Karma and nuyen for your character so that they can grow and evolve.

Where can I play *Shadowrun Missions*?

Shadowrun Missions are run at many game conventions, at Open Play events run by members of the Catalyst Demo Team at local game stores and game clubs, and can be purchased in PDF format at the CGL Battleshop (<http://www.battlecorps.com/catalog/>) or at DriveThruRPG (<https://www.drivethrustuff.com/>) and run at home by your gamemaster. Some *Shadowrun Missions* adventures may also be available in print format from time to time.

If you're interested in finding out where *Shadowrun Missions* are being run, head over to the Catalyst Demo Team website (<http://www.catalystdemos.com/>) and register. If you want to inquire about and encourage Demo Team Agents to run *Shadowrun Missions* at your convention or in your area, drop them a line and let them know!

What exactly are *Missions*?

Shadowrun Missions are short adventures designed to be run in a single game session. Typically they can be run in less than four hours, so that they fit within the standard time block at gaming conventions. However, *Missions* typically include additional information and material in the form of optional scenes and material in the **Pushing the Envelope** sections of scenes that allow gamemasters to broaden and lengthen the game for those times that they are not under a tight schedule. For home game play where time is not a factor, most *Missions* can be run as two- or three-session adventures.

What is an Open Play event?

That's just our fancy name for any official event run by members of the Catalyst Demo Team at your Friendly Local Gaming Store or other Firebases that are open to anyone who wants to drop in and play.

Someone said there's a reward for wearing *Shadowrun* shirts to *Missions* games?

Yes! If you wear a *Shadowrun* or a Catalyst Game Labs shirt to any Catalyst Demo Team convention or Open Play *Shadowrun Missions* event, you get a single point of NERPS!

What are NERPS?

Within the world of *Shadowrun* NERPS are a fictional, all-purpose product. They're great for breakfast, can cure your cough, are good luck, can remove stains, whiten teeth, will improve your gas mileage, and are good for what ails you! In *Missions* games, they represent points you can earn that will give you some small benefit during a game session.

Sometimes you will gain a promotional item that can act as a point of NERPS. These items will come with instructions for when you can use them and for what. Usually you can use one of these per game session, and they're only good for the duration of the convention or event during which you earned them.

Other NERPS points, such as the one you can earn for wearing a *Shadowrun* shirt, are temporary points that must be used during the game session that you earned it at. These points cannot be saved and used during later *Missions* games, but it is possible to earn new NERPS at subsequent *Missions* for the same thing. For example, if you play in three *Missions* adventures at GenCon in a single day while wearing an awesome *Shadowrun* t-shirt, you'll earn a NERPS point at each of the *Missions* to which you wear that shirt.

It is possible to earn multiple points of NERPS for a single *Mission*. NERPS can be spent during a game session for a single +3 Dice Pool bonus to any one dice test. You may only spend one NERPS per dice roll, and the use of these bonus dice must be declared before you make the test.

Can I take my character from my home *Missions* game to a convention or Open Play event?

Yes, but only if the character adheres to the *Shadowrun Missions* guidelines presented in this FAQ. The character cannot be played in non-*Missions* events, you must have a filled out Calendar for your characters career up to that point, as well as Debriefing Logs for each *Missions* adventure you have played, signed by your gamemaster and noting all Karma, money, and items earned during that run.

Gamemasters running *Missions* as a home game should adhere as closely as possible to the *Mission* as written as they can (with certain allowances for players who go off-script, because they can and will!) House rules should never be used for these games, and gamemasters should be careful not to allow the acquisition of crazy, game unbalancing gear.

Gamemasters at Conventions and Open Play have the right to perform a character audit at any point and disallow any abilities that are not normally allowed in *Missions* (i.e., disallowed gear, spells, qualities, etc.) or any gear that seems inappropriate for a *Missions* character to have obtained (i.e., military-scale gear such as tanks and attack choppers or very expensive and/or high Availability equipment that the player cannot show just cause to possess).

These rules seem strict, but as *Missions* is largely on the honor system and does not maintain a character database or require any sort of character registration, it's the only way to maintain a semblance of fair play for all *Missions* participants.

What if I have no intention of playing at conventions or Open Play games?

In that case, go nuts. Treat *Missions* adventures as you would any other game session or *Shadowrun* adventure. Have fun with it, and the sky is the limit. Just note that these characters will not be eligible to play at sanctioned *Missions* events, should you find yourself at one. In that case, though, you're welcome to sit down with a new character and have some fun slinging some dice and running in the shadows!

I'm gamemastering the adventure as a legal *Missions* adventure. How much leeway do I have to change things?

You have a little wiggle room to add your own spin to the game, and of course to deal with whatever the runners come up with. However, a few things you should never change:

- **Major NPCs:** Never change the names or personalities of major, named NPCs. These characters can and do come up in other adventures, so you don't want to cause confusion for the players, since not every gamemaster will know you renamed Bull the Ork Decker to Pony Boy.
- **Major Plot Details:** Again, these may come up in future *Missions*, so changing major storyline details could drastically alter the plot and make things confusing for players in the future.
- **Nuyen Awards:** A few gamemasters and players think *Missions* awards too much nuyen. Many think it doesn't award enough. Regardless, the run rewards are designed with both the campaign balance in general and the suggested SR5 awards in mind, so please don't give out more nuyen (or take nuyen away). It's not fair to players who are playing under other gamemasters.
- **Karma Awards:** Same as nuyen awards. It's not fair to other players if you give out more karma, and not fair to your players if you give out less than the *Mission* outlines.

Where does Season 5 take place?

Missions Season 5 takes place in the Windy City, Chicago.

What are the plot hooks and themes for this Season?

This Season follows up the status quo as laid out in *Feral Cities* and the electoral results set up in *Dirty Tricks*. Illinois Governor Anthony Presbitiro won his re-election bid on the campaign of rebuilding Chicago, and he helped newcomer Allan Brown get elected as the new mayor of Chicago on the same platform. The two have initiated an aggressive campaign called Project: Takeback ("Healing Chicago and making it safer you and your family!") to repair and rebuild the shattered city.

The first part of this is revoking the Adverse Possession ruling of the Chicago Supreme Court (p. 32, *Feral Cities*) that granted ownership of property to anyone who lived on a piece of land continuously for an extended period of time without the rightful owner stepping forward to claim it. As of June 1, 2075, Adverse Possession was thrown out, and the residents of the former Containment Zone and areas of the Corridor no longer have any legal rights to property they may have been living on for as long as twenty years. Needless to say, this has angered many of those living in these areas of the city.

The second part is offering up a one year "reclamation period" where anyone who can prove that they had a legal claim to a piece of land prior to the Containment Zone going up or have since purchased rights to that property will be given ownership immediately. After one year, any remaining property will be auctioned off to any interested parties for immediate ownership.

There are two catches to this, however. The first is that any entities normally exempt from local land taxes due to extraterritoriality will have to pay taxes for the first five years to pay for rebuilding critical infrastructures in the area. The second

is that all parties taking ownership of land have until June 1, 2077 to physically take possession, clear the land, rebuild, and start using it, or else the city will declare eminent domain and seize the property back for resale.

Many corporations both new and old are moving in to take advantage of Project: Takeback, and you can bet the residents of the Zone aren't going to take this lying down. Everyone's looking to hire runners, whether it's to destroy evidence left behind before the CZ went up, reclaim lost data and tech, prove ownership of property, stop someone else from claiming the land, or simply throw a monkey wrench in the entire process. Either way, there's a lot of money to be made, and it's a good time to be a runner in Chicago!

Just keep in mind that Chicago was termed a Feral City for a reason. Ghouls, bugs, magical voids, toxic zones, gangs organized crime, the government combine to make the Windy City is a mess, and the sprawl made Aethernet's *Five Most Dangerous Cities* list the last ten years running for a damned good reason.

Watch your back. Shoot straight. Conserve ammo. And never, ever deal with a dragon.

What resources are available for *Missions*?

Missions are designed to be able to be played with just the core rulebooks for *Shadowrun, Fifth Edition*. Players should be familiar with any official SR5 errata and FAQs. Season 5 takes place in Chicago, and while the primary source of information will be *Feral Cities*, older sourcebooks such as *Neo-Anarchists Guide to North America*, *Bug City*, and *Target: UCAS* all provide valuable background and information on the setting. All are available as PDF's through the CGL Battleshop (<http://www.battlecorps.com/catalog/>) and on DriveThruRPG (<https://www.drivethrustuff.com/>).

Where can I go to get the latest news and updates about *Shadowrun Missions*?

Like us on Facebook (<https://www.facebook.com/SRMissions>) for up-to-date news, updates, and sneak peeks of upcoming *Missions* releases. This is the primary place we post updates for the game.

Also join us on the official *Shadowrun* Forums (<http://forums.Shadowruntabletop.com>) to discuss *Missions* and rules with your fellow players as well as the writers and developers of the *Shadowrun* roleplaying game.

Do *Missions* gamemasters receive any rewards for running adventures?

Yes they do! Gamemasters that are members of the *Shadowrun* Demo Team earn rewards for every public event they run at game conventions and at their local Firebase. The more you run, the better your rewards. Head over to <http://www.catalystdemos.com> to sign up and find out more information.

Gamemaster who are players as well can also get in-game credit for their *Shadowrun Missions* characters! In the awards section of each adventure there will also be a listing for the Karma, nuyen, and any other awards the gamemaster receives for running the adventure, just as if they'd played through it with their character! You also gain any contacts, added loyalty, notoriety, public awareness, and street cred that the team you are running did. Be fair, be honest, and don't lead your players to pad out your own rewards, though!

A character can only gain credit for a *Mission* once, whether it's from GM reward or playing it. A character cannot get credit for running it multiple times, nor for playing in it and gamemastering it, sorry. Characters should only count the very first time they go through a *Mission*, whether as a gamemaster or player. This prevents GMs from "cherry picking" the better results for their character.

This *Mission* I just played doesn't have gamemaster rewards listed! What gives?

Gamemaster rewards were added with *Shadowrun, Fifth Edition* and Season 5, so if you're playing an earlier edition and season, then those weren't available. There are also some Convention *Missions* compilations that have been up-converted for Season 5 and SR5, but because they were written for an older season they don't have these rewards by default. In that case, take the baseline pay for the *Mission* and treat it as if you got two net hits on a negotiation test for any bonus pay. You also get the maximum amount of Karma, and any other rewards as above.

Can my *Missions* character die?

Yes. Yes they can. Obviously we want everyone to have a good time, but still, everything has a price, and when you run the shadows sometimes that price is death. Gamemasters should not go out of their way to kill characters, but if runners rush in unprepared or leap into a situation where they are obviously outgunned and overpowered, then death is a very real possibility. It's a tragedy when it happens, but you can't become a Street Legend if you don't take a few risks.

Can I replay a *Mission* with a different character? With the same character? What if I gamemastered that adventure?

The answer to all of these is yes, yes you may. However, be advised that you and your character should largely act in a passive support role. You already know the adventure and how it turns out, so it is cheating if you act on the knowledge of how

the adventure plays out. You don't want to spoil the fun for other players now, do you? Ultimately this is on the honor system, so please replay responsibly.

Also, while it's possible to play the same *Mission* multiple times with the same character for whatever reason, you can only gain the karma and nuyen from the adventure once, so only the first time you play counts. Also, if you are replaying an adventure with the same character, any money you spend comes out of your actual balance even though you do not earn any additional nuyen for the run. This prevents replay players from using their "virtual share" to handle all contact bribes and buy gear for the other players, knowing he doesn't get to keep that money at the end of the run.

Any special blanket rules players and gamemasters should be aware of?

Yes, there are three.

Wheaton's Law: Don't Be A Dick. This means that players and gamemasters alike should remember that everyone at the table is there to have fun. Characters might be utter bastards, but players should be courteous and considerate of other players and not do anything that would ruin the fun of others at the table. This means accepting that payments are divided evenly amongst the characters. This means not playing out flaws, character quirks, or whatever else you think is "in character" if it will ruin the fun of other players or make them uncomfortable. And it means no non-consensual PvP (player versus player) actions such as mind controlling, attacking, or stealing from other players. One person's fun is **never** more important than anyone else's.

In Player We Trust. From time to time gamemasters may do a character audit and look over your sheet, but at the end of the day they are rarely going to sit and do all the math and inspect every item, every skill, every contact, and every Mission Log. At the end of the day, we trust the player to be honest in their record keeping and their math. Please be honest and don't abuse our trust. It's just a game, and if you need to cheat to "win" a roleplaying game, it's a little sad.

In Gamemaster We Trust. *Missions* adventures are written to be as broad as possible and to encompass as much as possible while still telling a good, fun story. However, we never know what the players are going to bring to the table, and any gamemaster who has sat behind the screen knows that players rarely follow the roadmaps that are laid out for them. So *Missions* gamemasters need to think fast on their feet, will often have to improvise, and will often need to adjust the power level and scale of the adventure to fit the players. And that's okay! We trust the gamemaster. Feel free to adapt as needed, so long as the core adventure and events remain intact. Add what you need, remove what you need. Just try to keep the adventure rewards within the established guidelines for the *Mission*, and don't go giving out attack helicopters or let them have Lofwyr as a contact. Keep things sane for the next gamemaster who deals with these players!

CHARACTER CREATION

Creating a character is done using the standard priority system presented in the *Shadowrun, Fifth Edition* rulebook. Be sure you have the latest printing or errata of the rulebook. Additional character creation methods that may be released in expansion material will not be used for *Shadowrun Missions*. Unless otherwise noted in this FAQ, no rule marked “Optional” or that is listed as being “At the gamemasters discretion” will be used for *Shadowrun Missions* play. All other expansion material will be allowed once its release grace period has elapsed (see below).

When creating a character for *Shadowrun Missions*, one thing to keep in mind is that when playing at conventions or in Open Play games, you never know who or what is going to show up at the table with you. Nor can you be certain that a given adventure will focus on one particular aspect of the game. Because of this, it’s usually not in your best interest to hyper-specialize a character. Gamemasters will do their best to keep all players engaged in the adventure and story, but if your character only does one thing, it doesn’t matter how well they do that thing if it’s not useful to the adventure or if there’s four other characters that are all able to do that thing as well. Keep flexibility and diversity in mind when designing a new character.

Rating and Availability

Any gear, including magic, cyberware, and bioware, may be purchased at character creation, provided the Availability is 12 or less and the Rating is 6 or less (p. 94, SR5). Note that the Damage Value and Armor Rating of an item is not included in this, it is only items that have variable ratings levels you can purchase them at. Players may purchase normal, alpha, and used cyberware at character creation, but not beta or deltaware.

Note that cyberware grade only affects the implant costs for implanted cyberdecks and commlinks. The link or deck cost remains the same regardless of whether it’s a used implant or a delta-grade implant.

Wireless

Keep in mind that most gear is assumed to have some wireless function built into it, and many pieces of gear benefit from being connected to your Personal Area Network in some way. Skinlink is not available yet at this point, so you’ll either need to run wireless to take advantage of these bonuses, or run wires to your gear if you want to be protected (you’ll look like a fraggin’ antique with wires running all over the place, but don’t worry. Wires are cool again!).

With this in mind, you’ll likely either need to make sure you have a good decker in the group to protect you with his cyberdeck, and/or make certain you have a decent firewall on your commlink to protect your gear. Getting bricked (p. 228, SR5) sucks.

Qualities

Most qualities are allowed in *Missions* play. However, since *Missions* are designed to be run in a tight time frame and because you may be playing under different gamemasters at different venues, some qualities simply cannot come into play or be enforced, and as such are disallowed. The following qualities are disallowed in *Shadowrun Missions* play:

Positives:

None at this time

Negatives:

Bad Rep
Code of Honor
Dependent(s)
Loss of Confidence
Social Stress
Unsteady Hands

Other Qualities such as Addiction, Allergy, and Incompetent normally require gamemaster approval. These are allowed with the restriction that they have to be something that is playable and appropriate to your character.

Allergies: All Allergies must be things that are possible to come up in a game session without the gamemaster having to go out of his way to introduce them. An allergy to uranium or Macronesian bee stings, for example, are things that are never likely to come up in a game, and thus would not be allowed.

Addiction: The Addiction must be to something that is either somewhat expensive, harmful to the character in the short term, and/or otherwise difficult to obtain. There are many serious, real-life examples of addictions that can be very harmful and have

long-term effects on a person but would have little to no effect on a *Shadowrun* game, especially in the *Missions* format. Things like caffeine or cigarette addictions would fall into the “disallowed” category, as these can be harmful but are also legal, cheap, and easy to obtain. MMO and sex addiction likewise wouldn’t come up in play very often, other than as a minor distraction to the character. Narcotics, BTLs, and expensive gambling are all acceptable examples of Addictions that can be used in *Missions*.

Characters with addictions should be certain to spend the money needed or mark off doses of the addicted substance as needed during any downtime. No tests are made for addiction during downtime, but at the beginning of each *Mission* you will need to make a single addiction test for each substance you are addicted to. Edge may be spent on this roll, but it is considered spent and is unavailable until you are able to recover Edge.

For addictions that have no set price (such as gambling), you must spend at least 500¥ per level of addiction each time you succumb to your addiction.

Incompetent: This quality can only apply to a skill group that the character is likely to need and use on a regular basis. Outdoors, Engineering, Cracking, and Biotech are groups that should only be taken as incompetent if they would directly be a skill your characters build would use, such as a medic for Biotech, decker for Cracking, rigger for Engineering, etc. This should be a skill that has an impact on your character and your gameplay, not something easily ignored.

Gamemasters may do a Character Audit before a game session, and if they deem a quality to be unsuitable, they may disallow it. Please consider your qualities carefully and do not try to abuse the system.

What about Exceptional Attribute and Lucky? Those say with gamemaster approval only.

Both of these are allowed in *Missions*.

How many points worth of Qualities can I take?

As per the rules under **Purchasing Qualities** (p. 71, *SR5*), you may only take a maximum of 25 points worth of Positive Qualities, and 25 points worth of Negative Qualities. If you really wish, for roleplay purposes, you may take additional Negative Qualities, but you may never gain more than 25 karma for them regardless of how many you take.

Can I take specializations for my skills?

Yes, specializations are allowed following the examples laid out in the book. Choose either a specialty listed or one that’s similar, keeping in mind that a specialty should be a bonus you only get under certain specific circumstances.

~~The only restriction to specializations is that for Unarmed Combat (p. 131, *SR5*), you may only choose Blocking (+2 dice when defending), Striking (+2 defense when attacking), or Subduing (+2 dice when attempting to subdue/grapple an opponent). You may not choose Martial Arts, since that’s too broad and vague and requires knowledge of a martial art by both the player and the gamemaster to properly determine when bonuses would apply and when they wouldn’t.~~

Specializations may not be chosen for Unarmed Combat. The Martial Arts rules from *Run & Gun* (pp. 128-142) should be used instead. If you purchased a specialization for Unarmed Combat under the original FAQ rules you get refunded 7 Karma that can be spent however you like.

Contacts

You are encouraged to carefully consider the contacts you choose and the fake SINS you purchase for your character. Both are incredibly useful. You’ll likely want (and even need) multiple SINS, because you can’t do much in the world of 2075 without one, and if they get burned, so do you!

In *Missions*, you will likely earn a fair number of contacts through gameplay. However, these contacts are frequently a part of the story and plot and are not always the most diverse, and they’re often limited in how high their loyalty will go. So we encourage you to make certain you have a diverse number of contacts at character creation to support your character and his chosen profession. A general fixer is always useful, and every runner should have one. Street and corp contacts are always worthwhile. Plus keep in mind that you need a way to get gear, so a decker should have a deckmeister or programmer, a street sammy should have an armorer or gunsmith, and a rigger should know a good mechanic or at least a used car salesman. Also, Season 5 takes place in the city of Chicago, so contacts outside that region may be of limited use.

Are the Lifestyle Options allowed for *Missions* play?

Lifestyle Options (p. 374, *SR5*) are allowed in general. However since *Missions* are pre-written and rarely take place at the character’s doss, the two negative options (Cramped and Dangerous Area) are not allowed since they will rarely, if ever, come up. Characters should consider the positive options carefully, as they will likely come into play rarely as well, so they may be a waste of money.

Team Lifestyles (p. 375, *SR5*) are allowed, but if used *all* members of the team who are using this option must synchronize their *Missions* Calendars. This means that if one member needs to spend an entire month of downtime training and the other members do not, or if a player misses a *Mission* and “skips” a week, the other players must waste this time and still pay

full lifestyle costs. This is done to prevent the Calendar weirdness that happens of one player being several months ahead of another player because he frequently needs extended downtimes, and thus is paying far more for his share of the rent.

Can I transfer my character from a previous Season of *Shadowrun Missions*?

Sadly no. With the new Season and the jump to the *Shadowrun, Fifth Edition* rules we're taking the opportunity to start everyone off on equal footing.

So there's nothing I can do with my old character?

Now, I didn't say that! Shortly after the launch of Season 5, we will start releasing the *Prime Missions* series specifically for advanced characters. So you will be able to transfer your characters to Prime Runner status and be eligible to play them in any *Prime Missions* as well as any *Special Mission* adventures that we will release for special occasions.

What is a Prime Runner?

In general, Prime Runner is a term applied to an experienced veteran of the shadows. For *Missions*, Prime Runner is a designation applied to any experienced character that has been promoted out of the main *Shadowrun Missions* line, whether due to being remade for a new game system or because at the start of a new season he had enough Karma to qualify and was moved up in rank, no longer your average rookie runner.

Prime Runners are eligible to play in any *Prime Mission*, which is designed for high-power characters, and any *Special Mission*.

How do I transfer my character to Prime Runner status?

First off, you will need to download and fill out a Prime Runner Transfer Log. Use this form to record each *Mission* adventure that this character played through and how much Karma they earned for that run. For each *Mission*, you also get 10,000 nuyen. Some characters may have averaged more, but this method evens out the money for each character a little bit and takes into account money that is spent on things like bribes, tips, contact fees, lifestyle payment, and other incidental nuyen spent that is difficult to directly track. **You may also transfer Karma into nuyen at a rate of 1 Karma for 2,000¥. You may not transfer nuyen into Karma, however.** Also record any *Missions*-specific contacts that you had previously earned, as these carry over for *Prime Missions*.

Next, rebuild your character using the standard character creation rules presented in *Shadowrun, Fifth Edition* and here in the *Missions* Season 5 FAQ. Then apply your earned Karma and nuyen from your Transfer Log to buy additional equipment and to raise your skills and attributes. You may only exceed the default Rating 6 and Availability 12 rule to purchase gear that your character still owned after his final adventure on the Transfer Log.

You should try to build your character as closely as possible to your *Shadowrun, Fourth Edition* character. Players are on the honor system, so please do not take this opportunity to drastically change your character. However, to take advantage of the increased skill ratings, players may spend some of their karma to raise a maximum of 3 skills that were at rating 6 before your character transfer above rating 6, up to a max rating 9 (if you can afford it).

You may not transfer over or purchase and abilities or gear that has not been released in a *Shadowrun, Fifth Edition* sourcebook yet. If these are critical to your character, you can either start your character without them and save the nuyen and karma you earn from *Prime Missions* to purchase them later, or you'll need to wait to become a Prime Runner until these items make an appearance. Sorry!

Have a *Missions* gamemaster sign off on the Transfer Log, and you're ready for some *Prime Missions*! Welcome to the big leagues!

QUESTIONS ABOUT GAME PLAY

Can characters created under prior editions be used in Season 5 *Missions*?

Only if you promote them to Prime Runner status and convert them to *Shadowrun, Fifth Edition*.

Since you use errata, do I have to go back and fix (fill in the blank) as new errata is released?

Yes, characters will need to be updated as errata is released. Use the following guidelines:

- **Gear (non-‘ware):** Use the updated stats. If the cost for the item changes, you’ll either get a refund which is added to your total nuyen (if the cost goes down), or you’ll need to immediately pay the difference. If an item is removed from the game completely, you get the full value refunded. **If the Availability of an item you already possess makes it otherwise unavailable, you do not lose the item. You just got lucky and your contact was looking to unload it fast.**
- **Cyber- and Bioware:** Use the updated stats. If the essence cost changes, you gain or lose the difference in essence. If you cannot afford to lose the essence, you may immediately pay to upgrade the item to alpha or betaware (if you have the nuyen), or you can remove the item from your gear list (and get a full nuyen and Essence refund for the item).
- **Foci:** Treat as normal gear. If the foci bonding cost changes, you either get a Karma refund, or must immediately pay the extra Karma.
- **Qualities:** If the cost of a quality changes, you either gain additional Karma for negative qualities or must immediately pay the additional Karma cost for positive qualities.
- **Minor Rules Changes:** For most rules changes and errata, your character won’t be directly affected. However, some changes may directly impact character generation or how a character plays. If the change is something simple, like a cost change to Karma or nuyen amounts, simply calculate the difference and immediately gain or pay that cost.
- **Major Rules Changes:** If the errata or change is something more drastic that cannot be adjusted by Karma or money, you may rebuild your character completely, sticking as close as possible to the original concept and applying any rewards you’ve earned for *Missions* played to the new character. This can only be done for major errata, and only if the character cannot be easily fixed.

For the errata, it says I must pay any costs immediately. What if I can’t pay?

If you need to pay Karma or nuyen and you do not have enough, you go into debt. This debt must be paid out of your run rewards for the next *Mission(s)*, and nothing else may be purchased until these debts are paid off.

Can I use optional rule (fill in the blank)?

Unless this FAQ states otherwise, optional rules are never used. To give every *Missions* player the same game experience and maintain campaign balance, we generally avoid using any rule that is listed as optional.

I want to do X, which can be done in game or as a downtime action. Do I roll skill dice or buy hits?

Anything that is permanent or has no explicit “expiration date” to it must be done using the “buying hits” method.

In combat it says I can only make one attack action. What exactly does this mean?

It means don’t get cute and try to play word games. Barring using the **Multiple Attacks** Free Action (in which you split your dice pool to attack multiple targets), you cannot take a second offensive action toward another character during your pass. This means throwing grenades, shooting guns, casting spells (recklessly or otherwise), spitting in their cheerios, spiking their tea with arsenic, or anything else that could be construed as a physical or mental attack in any way, shape or form. However, you may take a Free Action to cast disparaging remarks at their mothers if you so choose.

If you’re not certain if an action would be an attack, well, it probably is. But ask yourself if they used it against you would it be an attack? And if you’re still not certain, ask your gamemaster. However, be warned, if you try and argue with him he is authorized to smack you upside the head with the *Shadowrun, Fifth Edition* book.

How much damage does the SR5 book do, anyway?

The Origins Special Edition is softback, so only does Strength(S) damage. The regular hardback edition does Strength+1(P). The Limited Edition Hardback does Strength+2(P) with -1 AP. The Deluxe Mayan Limited Edition does Strength+2(P) and has -2 AP. If the slipcase is still on, it gains an additional -1 AP.

Are there any restrictions on Mental Manipulation spells?

No, there are currently no restrictions on Mental Manipulation spells. That said, characters and gamemasters should be well aware of how these spells work. Magic is very dangerous in *Shadowrun*, and everyone is scared of it. When the unusual happens, magic is the first thing they blame, and most people will react very badly when magic is used against them. And of all the magic out there, spells that can control and mentally manipulate an individual are the most feared. It's a violation of the highest order. Using this kind of magic against friends, allies, and contacts is an incredibly bad idea and will always have some kind of negative repercussion. Using it against a Mr. Johnson is usually suicidal.

Spells that take direct control on a person's mind or actions are overt Manipulation spells, and while the spell is active the controlled person will usually act and react as if all the actions are his own, as soon as the spell is dropped they will immediately know that they have been violated. These spells currently include Control Thoughts and Mob Mind.

Some spells are subtler, and they simply guide and suggest. These are covert spells, and while they're more risky to use since they allow the target some free will and choice, they also won't always realize that the idea wasn't their own unless it's something wildly out of character. Using Influence to suggest a guard wants to grab some coffee or use the head is normal, but suggesting they shoot their coworker in the head is likely out of character for him, so he will stop and wonder where that thought came from. If you're lucky, he'll simply disregard it. If not, he'll blame magic and pull an alarm.

Regardless of whether the Manipulation magic is overt or covert, there's always the chance that powerful magic will be noticed. The higher the force of the spell, the more likely it is to be seen. Spellcasting always uses the **Perceiving Magic** rules (p. 280, SR5).

Finally, remember that spellcasting leaves a trace. Every magician has a unique magical aura, and they leave a temporary imprint on astral space whenever they use magic (**Astral Signature**, p. 312, SR5). In the hands of a skilled forensic mage, these imprints can be traced back to their caster.

Mental Manipulations are powerful tools, but they are ones that need to be used very carefully by players. They are not an "I win" button and should not be treated as such.

Can I collect my own Reagents and/or craft my own Foci?

No. Crafting or building your own equipment falls outside the scope of *Missions*.

Are Preparations and Alchemy allowed?

Yes.

If I Quicken a spell during play, do I buy hits or can I spend Edge and Reagents and roll my skill as normal?

You must buy hits, and cannot use Edge or reagents.

Does Binding a Spirit have to be done as a Downtime Action (and must therefore buy hits)?

No. Bound Spirits have an expiration date (aka, number of services). Further, since they get to resist with double force, buying hits makes it nearly impossible to ever bind a higher force spirit and get a useful number of services out of it. As such, players may choose to either buy hits or roll. If a player is binding as part of his normal Downtime between games and wishes to roll his dice, he should let his gamemaster know at the start of his next game session and quickly get all rolls done before the game starts. Players may spend edge on rolls made in this fashion, but they are considered spent at the beginning of the game session and are unavailable until the GM allows Edge to refresh.

What about Compiling a Sprite?

Same rules as Binding a Spirit apply to sprites.

What is the Missions Calendar?

When you play your first *Missions* adventure, you should receive a *Missions* Calendar. If you didn't, ask your gamemaster for one or download one from the *Shadowrun Missions* website. You should also start a new one at the beginning of each *Missions* Season.

The Mission Calendar is used to track time throughout the *Missions* Season. You can run one *Missions* adventure per week, and you cannot use that week for anything else. Any additional time that you take to buy gear, train, etc. should all be

marked on the calendar, and take additional time on your calendar. **You may take multiple actions in a single week if they take fewer than 7 days, and actions may spill into the following week. So a training session that takes 3 days and learning a spell that takes 6 days would take 9 days total. You track your weeks in full though, so any “unused days” before the next *Mission* are lost.**

You must pay your Lifestyle costs at the beginning of the week of each month (after the first month), before you do anything else that week.

You may not take more than four weeks off between shadowruns. After all, you need to keep your name out there. Runners that stay hidden too long run the risk of being forgotten, and your fixer will stop calling if you ignore him too often.

How much nuyen can I expect to make from the average *Missions* adventure?

Nuyen awards are based very loosely on the **Run Rewards** guidelines (pp. 375-376, SR5). Most *Missions* award around 10,000 to 12,000 nuyen. *Missions* are designed to be easier may pay a little less, and harder *Missions* a may pay more. The maximum amount you are likely to ever see in a standard SRM or CMP adventure is 20,000 nuyen (on very rare occasions), and the minimum amount you should ever see is 5,000 nuyen. This pay is sometimes subject to achieving multiple goals in a *Mission*, so if you fail one or more objectives it's possible to get paid less.

Special *Missions* will usually pay similar to a standard SRM or CMP, but occasionally may pay a little higher if the risks are greater. Prime *Missions* are designed to be higher stakes and higher rewards, so they start at the 20,000¥ mark and move up from there.

Note that some *Missions* may offer up their pay piecemeal, if there are several small jobs involved. This means the initial Mr. Johnson may only offer a couple thousand nuyen for a job. When this happens, rest assured that there are one or more additional job offers coming in the adventure. Be patient and don't start threatening Mr. Johnson right away (or worse, threatening the gamemaster). That's a quick way for your character to gain notoriety and lose contacts, and generally you can count on there being more ways to earn nuyen designed into the adventure to compensate.

How much Karma can I expect to earn from the average *Missions* adventure?

Like with nuyen, karma awards are based loosely on the **Run Rewards** guidelines (pp. 375-376, SR5) as well as the type of *Mission* and the difficulty of it will factor into the Karma awards, as well as how well you did during the adventure. The average adventure awards between 6 and 8 karma.

Is there a Cash for Karma (or Karma for Cash) option?

Yes! Once between each *Missions* adventure you may choose to **Work For The Man** or **Work For The People**.

If you are Working for the Man, you can trade 1 Karma for 2,000 nuyen. This represents your character going out and doing the dirty, sleazy, or simply boring grunt work for a company or corporation. It pays well, but eats away at your soul.

If you Work for the People, you can trade 2,000 nuyen for 1 Karma. This represents you going out and doing some pro-bono runner work, helping out at a local soup kitchen, or doing some volunteer work. It costs you a little something, but you feel better about yourself afterward.

In either case, you may only trade away or gain a maximum of 5 Karma each time you Work for the Man or the People, and it takes up one week of downtime during which you can do nothing else. You cannot do this again until after you pull another *Shadowrun*.

Can I fence the gear I found during an adventure?

Yes. Gear must be fenced through one of your contacts, and uses the **Contacts and Fencing** rules (p. 419, SR5).

Can my friends and I pool money to purchase something?

Yes, of course! Just be sure that each of you marks off the appropriate money for the item. However, one person needs to be the actual owner of the item, and if that person is not present for the game session, then neither is the item. So carefully consider what you're going to split the costs on, and who you split it with!

Can I upgrade my bioware or cyberware?

Presuming that the item in question has not been damaged, you may sell back installed non-cultured bioware and cyberware for a flat 30 percent of its retail value (book price; taking into account alpha or beta mark-up, if any) when upgrading cyberware. Remember, if you upgrade from 3 points of "normalware" to the equivalent in alpha grade, the alpha only takes 2.4 Essence points off, but you **do not** get the excess back—you simply have a 0.6 point “hole” that can be filled with something else at no further Essence cost until the “hole” is exceeded.

Betaware is available as normal during gameplay. However, keep in mind that deltaware can only be purchased and implanted through special deltaware clinics, and these are only available if a *Mission* gives the character access to them as a special reward. Contacts will not be able to grant you access to a Delta Clinic under normal circumstances.

Recovering from cybebr-surgery takes one full calendar week.

Can I make skill tests between adventures?

Yes. Unless otherwise noted in the FAQ, all skill tests made during downtime are done using the Buying Hits rule (p. 45, *SR5*) and using the standard rules for limited Extended Tests (cumulative -1 per test, p. 45, *SR5*). Assistants and instructors also buy hits for their tests.

Can I buy/train/do downtime items such as (fill in the blank) at the game table?

Yes, though the standard rules for making tests during downtime apply. Since not every game will have the time or access to a gamemaster to handle their downtime activities, it's only fair that everyone follows the same guidelines at all times.

How do I raise skills or attributes, learn new spells, or otherwise advance my character between adventures?

Use the Character Advancement rules (pp. 103-107, *SR5*) as normal. Any week spent on a *Shadowrun* interrupts your training, but you can resume where you left off. If you spend more than three weeks without resuming your training, you lose any progress made and must start from the beginning.

How much do instructors cost?

Instructors will charge (10 x Instructors Skill Rating) nuyen per day. They follow the standard rules for Instruction (p. 105, *SR5*) and need a minimum skill rank of 3 or the skill rank you are training to, whichever is higher. Note that this is a tweak to the standard training rules, since they neither list a minimum skill level requirement nor list standard training times.

Can I buy (fill in the blank)?

If the gear is legally available (has no Availability rating), you can buy it from your local Stuffer Shack, Weapons World, or Kong-Walmart at any time, provided you have the available nuyen. Gear with an Availability rating isn't as readily available, and as such you need to go looking for it, or have your contacts go looking for it.

If you go looking for a piece of gear, use the standard Availability Test rules (p. 418, *SR5*) and mark off the appropriate amount of time on your *Missions* Calendar. Note that you can only search for one item at a time, as this represents you physically going out and looking for the item, spending time making phone calls, talking with people, buying them drinks, etc.

If you wish to have contacts purchase additional items during a single downtime, use the standard rules for determining what items they can find, and how long it takes (p. 418, *SR5*). Since you won't always know the skills and attributes of all your contacts, all contacts instead use their Loyalty instead of Charisma attribute and Connection*2 in place of their Negotiation skill for the Availability test. **Each contact can only obtain a single item at a time, and only items that fall within their fields of specialty. (A talismonger is not going to be able to get you a gun, and a street doc won't be any use when looking for a cyberdeck, for example.)**

You cannot buy used gear (other than cyberware).

Can I spend Edge during downtime?

To prevent abuses of Edge and Edge refresh rates, no, you may not spend Edge during downtime.

How long does it take to heal?

Damage that is sustained during gameplay is assumed to be fully healed as long as you take at least one week of downtime between *Missions*. This downtime can be used for any other activity you wish.

To heal during a *Mission*, use the normal rules for healing (pp. 205-209, *SR5*).

If my equipment ~~is damaged~~ takes matrix damage or is bricked, how long does it take to repair?

Equipment that is bricked during gameplay is assumed to be fully repaired and operational as long as you take at least one week of downtime between *Missions*. This downtime can be used for any other activity you wish.

~~To repair items during a *Mission*, use the normal rules for repairing Matrix damage (pp. 228-229, *SR5*).~~

When do expansion books and eBooks become legal to use in *Missions*?

One month after the full release of the product, to allow plenty of time for gamemasters to obtain and read over the new game material. For eBook-only products, this is one month after they go on sale. For products that have a print release, it's one month from the announced street date for the product.

What tests do the Positive Quality *Quick Healer* effect?

Quick Healer (p. 77, SR5) only affects healing tests made on the characters with the quality. It does not help him heal other characters.

Does the official errata for *Magical Skills* (p. 142, SR5) mean that Adepts cannot buy Arcana skill?

No. That ruling only applies to skills that directly use the Magic Rating to use them. Arcana is a Logic skill. Any character may learn the Arcana skill.

Can a Stim Patch be used to heal Drain?

Technically, Stim Patches do not heal anything. They simply temporarily remove the damage for a short period of time. So yes, Stim Patches can be used to negate the stun damage done by drain.

However, when the Stim Patch wears off the user reapplies the removed stun damage, plus one extra box of stun. To prevent abuse, this extra box of stun is also counted as Drain Damage, and thus is unable to be healed magically.

Does the +3 Drain Value from *Reckless Spellcasting* apply before or after the minimum Drain Value of 2 kicks in?

You calculate all drain modifiers at the same time. Thus if you were recklessly casting a Force 2 spell that normally had a drain value of F-4, the drain would be modified to F-1, so the drain value would still be 2.

Shouldn't the cost for *Submersion* for technomancers be the same as *Initiation* for magical characters?

Yes. *Submersion* (p. 257, SR5) should cost $10 + (\text{Grade} \times 3)$.

Will this FAQ be updated as more books are released?

Yes, we will update as needed.

GUN HAVEN 3

The Ultimax Rain Forest Carbine (p. 32, *Gun Haven 3*) seems too good to be true. What are the real stats on this thing?

Yes, the Rain Forest stat block is a mistake. Use this stat block instead:

ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
5	11P	-2	SA/BF	(1)	18(C)	8R	2,800¥

ASSASSIN'S PRIMER

The Assassin's Creed qualities (p. 16, *Assassin's Primer*) are listed as specific examples of the Code of Honor positive quality. Does this mean they are disallowed?

Unfortunately, yes.

SAIL AWAY, SWEET SISTER

How much does a Personalized Grip cost?

100¥, Availability 2.

RUN & GUN

The Ares Thunderstruck Gauss Rifle (p. 45, *Run & Gun*) seems awfully easy to get ahold of. Is that correct?

Ares shipping screwed up and actually sent off a small shipment of these to their Weapons World outlet stores in crates that were supposed to hold boxes of Ares Predator V's, so for about a day it was possible to get hold of one of these monstrosities if you could find the right Weapons World store. Ares quickly realized their mistake and recalled them, and they're now only available through special order if you're a Platinum Club member. Or through the Black Market, which is more likely where you will find one.

Simply put, the 12F Availability is wrong, and should be 24F (as it is listed in the chart on p. 207).

Does the custom fit (stack) bonus (p. 59, *Run & Gun*) count as a "+" armor item for encumbrance (p. 169, *SR5*)?

Yes, each stack piece counts against your encumbrance.

It's not clear what armors can the Second Skin armor stack with (p. 63, *Run & Gun*)?

Second Skin is part of the Zoe line of products, and is intended to work with any of the Zoe brand armors only. This includes the Executive Suite, Heritage, and Nightshade/Moonsilver armors as well as Second Skin.

Can you wear multiple custom fit (stack) (p. 59, *Run & Gun*) items?

If there were multiple (stack) items from the same manufacturer that were different types of clothing worn in different locations, then yes it would be possible. You cannot wear two of the same type of item, though (such as two overcoats/greatcoats). At this time, however, there are not two types of (stack) armor available from the same manufacturer.

Are any of the Optional Rules for Deadlier or Less Lethal Combat (pp. 107-110, *Run & Gun*) used?

No. These rules, listed as RG1, RG2, etc are not used in *Missions* gameplay.

How do you calculate the AP modifier for Bull-Eye Double-Tap (p. 116, *Run & Gun*)?

It's the base AP of the weapon, before the APDS ammo if factored in, multiplied by the number of bullets. Then add in the APDS AP modifier. So a weapon with a -2 base AP value firing a three-round burst would be $(-2*3)-4$, for a total AP modifier of -10.

Are the Martial Arts rules (pp. 128-142) allowed in *Missions* play?

Yup! Time to start learning some Kung Fu!

Can we use the Martial Arts as a Specialization from the sidebar on p 135?

Yes, but it only applies to the skill listed in the chart. The optional rule to allow some MA's to give you two different specializations is not used.

Fixin' All the Broken Drek (p. 143, *Run & Gun*) seems cost prohibitive. Can we do something about those costs?

Fortunately, Goober has you covered. So long as the item was not completely destroyed (i.e., takes more boxes of damage than it has), the item can be repaired at a rate of 2% of the item's base cost per box of damage taken. For *Missions* play, this also covers the cost of the repairman, parts, etc.

Keep in mind this does not cover Matrix damage, which is covered elsewhere in the FAQ.

Are any of the Qualities from *Run & Gun* disallowed?

The following Qualities from *Run & Gun* are disallowed in *Missions* play:

Positive

Brand Loyalty (p. 127, *Run & Gun*)

Negative

Combat Junkie (p. 127, *Run & Gun*)

Earther (p. 169, *Run & Gun*)

Is the Blow Up Good chapter (pp. 171-197, *Run & Gun*) being used?

Yes, except for two sections. Homemade explosives are disallowed, as crafting items is outside the scope of *Missions*, and Gear Qualities are not used as they are designed for story and roleplaying hooks and rely on gamemaster discretion to use, and so fall outside of what most *Missions* games will have the time to handle.

STREET GRIMOIRE

Can you clarify what tests Background Counts affect?

Background Counts apply their modifiers to all Skill Tests that are being affected by magic in any way. This means casting spells, tests to activate adept powers, any test that is being augmented through a skill or attribute boost, etc.

The adept power Improved Reflexes increases your Reaction, and will affect any skill test based on reaction. However, Initiative is not a skill test, so you do not take any Background Count related penalties.

Drain is a damage resistance test, so likewise does not suffer Background Count penalties.