Shadowrun III Quick-Reference Sheet:

Basic Attributes: The six base attributes are Body, Quickness, Strength, Charisma, Intelligence (used for Perception checks), and Willpower. Essence measures how much Cyberware and Bioware you can handle before dying, Magic measures your magical power (many have a 0), and Reaction measures how quickly you react to things (It's [Quickness+Intelligence]/2, rounded down; your initiative is equal to your reaction +1d6 + bonuses. Almost uniquely, it's totaled and the dice do not normally explode.

Attribute Scores: 0 = Disabled, 1 = Pathetic, 2 = Weak, 3 = Typical, 4 = Excellent, 5 = Superb, 6 = Olympic, 7 = Action Hero, 8 = Astounding, 9 = Incredible, 10+ = Superhuman

Karma Pool is basically your luck score. You can use a point to reroll any failed dice, a point to avoid a mishap, or any number to roll extra dice - but each point is only usable once per session. You can also spend permanent points for dramatic moments, but that has special rules.

Initiative: Everyone rolls, everyone goes in order counting down. This then starts over, but stops at 11, then again stopping at 21, until no one gets to go. That ends the turn and initiative is rerolled. Injury modifiers do affect your initiative score. You can delay, but may only act once per pass even if you delay past the end of the pass. Timed items default to the end of the next pass.

Damage:				L/S/M/D Damage = 1/3/6/10 Boxes
Stun	Phy	Over	Pen**alty**	
❑	❑	❑	+1	First Aid reduces damage one level or
❑	❑	❑		Stabilizes D damage. TN 4/6/8/10.
❑	❑	❑	+2	
❑	❑	❑		1 success on an attack causes the base
❑	❑	❑		damage. +2 stages up one level. Each
❑	❑	❑	+3	2 on resistance reduces the damage by
❑	❑	❑		one level. Damage past Deadly goes
❑	❑	❑		to Overdamage at 1 per step. You can
❑	❑	❑		take overdamage equal to your body.
❑	❑	❑	Out	Stun overflow becomes physical.

To resist damage roll (Body or Willpower) vrs (Attack Power-Defenses).

Basic System: Shadowrun uses d6, and you usually roll a number equal to your skill rating. They're rolled independently and 6's explode, adding a reroll. If more than half the dice come up 1's, you've got a minor slip-up. If they all do, it's a disaster. When you're directly opposing someone else's roll, the target number is their relevant attribute. Otherwise TN are set by the game master.

Skills: 0; Huh? 1; Dabbler, 2; Hobbyist, 3; Proficient, 4; Professional, 5; Expert, 6; Researcher, 7; Master, 8; Heroic, 9; Genius, 10+; Superhuman

Sample Target Numbers:
2: Use basic hand tools, wait tables, perform basic tasks.
3: Recall basic information, use magic on natural objects, spot a sword under a jacket, climb a steep hill, be a competent laborer.
4: Attack in melee or at short range, fix basic gear, spot barbed wire, elemental manipulations, get a point across in an awkward language, basic sensory, routine work, and most other default checks.
5: Recall detailed information, attack at medium range, affect low-tech stuff with magic, repair mechanical gear, pick a simple lock, jump a fence, perform a bootlegger reverse, perform athletic feats.
6-7 Attack at long range, spot a heavy pistol under clothing, fix or build electronic equipment, communicate very complex ideas.
8 Recall intricate information, affect high-tech items with magic, spot taut monofilament or a knife in a pocket, fix weird equipment, brew complex chemicals.
9 Recall obscure technical information, attack at extreme range, spot a hidden hold-out pistol, pilot through a storm.
10 Do the nearly-impossible, affect ultratech with magic, spot armored clothing, translate obscure references in exotic languages.

Rolls which target game attributes use that as the base TN.

Sample Target Number Modifiers:
-8: Targeting a cargo ship, hearing a grenade
-6: Targeting a dirigible, hearing weapons on full autofire.
-4: Targeting a yacht, looking for the blatantly obvious, interrogation with plausible threats of death, grossly outnumbering foes in melee.
-3 targeting a heavy truck, treating a patient with a body of 10+, hearing burst fire, taking plenty of extra time.
-2 Targeting the cooperative or oblivious, selling an advantageous idea, using a smartlink, greatly outnumbering foes in melee, attacking a prone opponent in melee, using an appropriate facility, treating a patient with a body rating of 7-9, attacking a plane or helicopter, taking the time for a through search, sustaining a spell,, taking extra time.
-1: Good conditions in general - having a stationary target, smart goggles, or laser sight, outnumbering your foes in a melee, having a superior position, treating someone with body 4-6, attacking a car or truck.
+1: Poor conditions in general - acting while walking, being outnumbered in melee, rushing a search, disposing of awkward loot.
+2: Working with inadequate tools, trying to sell a suspicious proposal, attacking a second or running target, poor visibility, being greatly outnumbered in melee, attacking a prone opponent at range, treating a magician without risking magic loss, firing from a maneuvering vehicle, being distracted, trying to hear a sound in another room, being sociable while armed, armored, or chromed, or fencing magical loot.
+3: Working under terrible conditions, disposing of really hot loot, being overwhelmingly outnumbered in melee, attacking tiny targets.
+4: Trying to sell a obviously bad idea, dealing with a seriously prejudiced target, working while running, trying to his someone with partial cover, attacking a third target, making a called shot, having lousy visibility, being grossly outnumbered in melee, working without tools (including medkits), firing from an erratically maneuvering vehicle, hearing distant sounds, being sociable while blatantly chromed.
+5: Working under horrible conditions, attacking flies and such.
+6: Dealing with the rabidly prejudiced, trying to seel an obviously idiotic idea, terrible visibility, firing from a wildly maneuvering vehicle, looking for a very small object, hearing a faraway sound.
+8: Working under impossible conditions, such as firing missiles blind.

As a rule, one success is minimal, additional successes get you more information or increase the effect. If defaulting to another skill +2 and half dice pool. If defaulting to an Attribute +4 and no dice pool.

Dice Pools refresh at the start of your turn. In general, you can't more than double the dice you're rolling with dice from the pool except for defensive tests, in which you can use as many as you want. Common dice pools include Combat (Quickness+Intelligence+Willpower)/2, Astral (Int+Cha+Will)/2, Control: (Reaction + VCR), Hacking: (Int+MPCP)/3, and Spell: (Int+Will+Mag)/3. Gear-based pools include Task and Skillsoft.

Combat uses 3-second turns. You can take a free action every phase. When you go, you can take one Complex Action OR two Simple Actions.
- **Sample Free Actions**: speak a few words, gesture, drop an item, hit the ground, drop a spell, use spell defense.
- **Sample Simple Actions**: command a spirit, turn on a focus, stand up, fire a weapon, change clips, grab something, take something out, shift perception, make a perception check, throw a weapon.
- **Sample Complex Actions**: astrally project, banish a spirit, cast a spell, erase a signature, fire a full-auto or heavy weapon, make a melee or unarmed attack, reload a revolver, use skill, any other complex task.

In Melee, you and your target make opposed checks, the winner inflicts damage. Melee offers an advantage to the character with a higher net reach: it can be used as a bonus to attack TN or a penalty to the opponents attack TN. (In general: implants/small weapons reach 0, clubs/swords/etc 1, axes/polearms/whips 2, Trolls +1).

Decking, vehicles and magic have some special rules - but this should cover the basics for most characters.