

Jack is wearing 5 points of Ballistic armor when he is shot with an AP -1 attack. That reduces his effective Armor to 4, so he rolls only 4 dice for armor on his damage resistance test.

DAMAGE RESISTANCE TESTS

Unless otherwise noted, a character rolls Body + armor to resist damage. In some cases another attribute may be called for; Willpower is often used in place of Body, for example, against certain Stun damage attacks. The exact armor that applies is determined by the type of attack (see *Armor*, p. 148). The armor rating is modified by the attack's AP modifier. Other bonuses may also apply, such as a troll's natural armor bonus (which is cumulative with other types of armor).

Note that wound modifiers (see p. 153) do not apply to damage resistance tests.

Each hit scored on the damage resistance test reduces the attack's DV by 1. If the DV is reduced to 0 or less, no damage is inflicted.

Austin has been blasted with a devastating 10 DV, AP -2 attack. He has Body 3 and is wearing 6 points of armor (reduced to 4 by the AP). Rolling his 7 dice (3 + 4) on the damage resistance test, he scores 3 hits, reducing the damage to 7 boxes (10 - 3). Austin already had 2 boxes of damage filled in, so crossing out 7 more brings his damage total to 9—1 more and he'll be unconscious!

Damage Resistance Glitches

Glitches on damage resistance tests may be interpreted in many different ways. Perhaps the attack reduces the effectiveness of the character's armor, reducing its rating by 1. Alternately, there could be some complication caused by the applied damage—an implant is rendered inoperable until repaired; a vein is opened, leading to intensive bleeding; a bone is fractured; or a cut is made over the character's eye, inflicting Perception Test modifiers. The gamemaster should choose something appropriate to the situation and that will enhance tension in the story.

APPLYING DAMAGE

Once the final Damage Value is calculated, it must be recorded on the character's Condition Monitor. As described under *Condition Monitors*, p. 65, the Condition Monitor has two columns: Physical and Stun. Physical damage is recorded in the Physical column, Stun damage in the Stun column. Each point of Damage Value = 1 box on the Condition Monitor.

Damage is cumulative. A character who already has 3 boxes filled in and takes another 3 boxes of damage ends up with 6 boxes filled in.

A damaged character must also check for Knockdown (see p. 151).

Condition Monitor Tracks

As noted under *Condition Monitors*, p. 65, the Physical Damage Track has a number of boxes equal to 8 plus half a character's Body attribute (round up). The Stun Damage Track has

a number of boxes equal to 8 plus half a character's Willpower attribute (round up).

Unconsciousness

When all of the available boxes in a track (Physical or Stun) are filled in, the character immediately falls unconscious and drops to the ground. If the Stun track is filled in, the character is merely knocked out. If the Physical track is filled in, however, the character is near death and will die unless stabilized (see *Healing*, p. 242).

Exceeding the Condition Monitor

When the total number of boxes in a column (Physical or Stun) are filled in, and damage still remains to be applied, one of two things happens:

If the damage is Stun, it carries over into the Physical column. For example, if a character with a Stun Condition Monitor of 11 boxes who has already taken 6 boxes takes another 8-box Stun hit, that character's player would fill in the last 5 boxes in the Stun column, and then fill in 3 boxes in the Physical column. If the character has already taken damage in the Physical column, treat the excess Stun damage as additional Physical damage and add it to the existing damage. When Stun damage overflows in this manner, the character also falls unconscious; he or she does not regain consciousness until some of the Stun damage is healed and removed from the Stun column. See *Healing*, p. 242.

If a character takes more Physical damage than he has boxes in the Physical column, the character is in trouble. Overflowing the Physical column means that the character is near death. Instant death occurs only if damage overflows the Physical column by more than the character's Body attribute. One point over that limit and they will be toasted over drinks at their favorite shadowrunner bar.

Characters whose Physical damage has overflowed the Physical column by less than their Body attribute can survive if they receive prompt medical attention. If left unattended, such a character takes an additional box of damage every (Body) Combat Turns for blood loss, shock, and other things that affect a body on the brink of death. If this damage exceeds the character's Body attribute before medical help arrives, the character dies. See *Physical Damage Overflow*, p. 244, for the rules governing medical aid to characters in that condition.

Skuzz was shot real good: 12 boxes of damage. His Physical Condition Monitor has 10 boxes, so the damage overflows. His Body attribute is 3 and he took 2 extra boxes. Skuzz's teammates are trapped and can't get to him, so on the 3rd Combat Turn after taking that damage, Skuzz loses another box—the maximum he can take. Now he only has 3 Combat Turns for his friends to reach him before it's too late and his pals will have to feed him to the rats.

WOUND MODIFIERS

As a character records damage on his Condition Monitor, he suffers certain effects that simulate the effects of real-life injuries. For every 3 boxes of cumulative damage taken on a

