

House Rules – Niels Sønderborg

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CHARACTER CREATION RULES

- **Priority System:** If a player decides to use the Priority system then please note that the resource column has been modified to the following:

| | |
|---|-----------|
| A | 1.000.000 |
| B | 650.000 |
| C | 400.000 |
| D | 90.000 |
| E | 5.000 |

- **Building Points:** Please note that players have **130** building points, not 123 as stated in Shadowrun Companion 3rd.
- **Race Stat Modifiers:** Due to unbalancing of race stat modifiers Elves receive as additional bonus to Quickness while Orcs receive as additional bonus to Strength. All sub race variants receive this extra modifier as well, unless noted.

| | |
|----------------------------|--|
| Elves | +2 Quickness, +2 Charisma |
| Night Ones (Elven Variant) | +2 Quickness, +2 Charisma, +1 Intelligence |
| Orcs | +3 Body, +3 Strength, -1 Charisma, -1 Intelligence |

- **Deckers:** Players are not allowed to play Deckers of any kind, since the tasks, they undertake, are too time consuming. The services Deckers provide are still available to hire, though it will be NPCs that do them.
- **Edge – Attitude (Weapon Skills):** If applied to a weapon skill the edge doesn't take effect if using any kind of Smartlink cyber implant. Edge doesn't apply to melee skills either.

GENERAL RULES

- **Essence:** Essence in the realm of Shadowrun is described as a person's soul or life energy and under the official rules doesn't regenerate even if you have removed the cyberware which has caused the essence lose. In my campaign essence does regenerate though very slowly. Essence is regenerated at a rate of **0.1 points pr month.**
- **Quickness Modifiers:** It is stated under certain implants that Quickness does not apply to Reaction calculation. I find this illogical and therefore ignore such statements with the exception of Cyberlimb Modifications.

- **Cyberlimbs:** All Cyberlimb Essence costs are reduced by 50% though to major improvements on the Cyberlimb scientific front.
- **Symbiotes:** Symbiotes does NOT reduce healing time for stun damage caused by drain.

COMBAT RULES

- **Aiming:** When a person is aiming, that person only receives the benefits for the first three phases spent aiming. The rest is wasted.
- **Hit Locations:** To make combat a little more realistic and fun I have come up with a Hit Location system. Every time you score a hit on a person you roll 2D6 and consult the table below.

| | | |
|--------|-----------|---|
| 12 | Head | Damage Code increased by one (L becomes M, M becomes S and so on) |
| 9 – 10 | Right Arm | Willpower (TN 2+ Number of boxes taken) or drop held item if any. |
| 8 & 11 | Left Arm | Willpower (TN 2+ Number of boxes taken) or drop held item if any. |
| 4 – 7 | Torso | No additional effect |
| 2 – 3 | Legs | Quickness TN (2+Number of boxes taken) or drop prone. |

- **Hit locations and Cyberlimbs:** Body modifications for Cyberlimbs only apply if hit in the location where a Cyberlimb, Torso or Skull is present. Cyberlimbs and Cyberskull adds an additional dice to damage resistance rolls, while a Cybertorso adds two.
- **Armor:** Though to the Hit Location system armor have been converted to cover specific areas. Use common sense or consult the table below. A side note when considering ratings of helmets and the sets of body armor they belong to. Add the rating of the helmet to the rating of the body armor and apply the result to the whole body.

| | |
|-----------------|---|
| Body Armor | Covers Arms, Legs and Torso. |
| Cloaks | Covers Arms, Legs and Torso. Covers Head as well if Hooded. |
| Coats | Covers Arms, Legs and Torso. |
| Helmets | Head only. |
| Jackets | Covers Arms and Torso. |
| Vests | Covers Torso |
| Full Body Suits | Covers Arms, Legs and Torso, unless noted |

- **Called Shots:** When making Called Shots consult the table below for modifiers. Modifiers are halved if equipped with a Smart Link II.

| | |
|-------|----|
| Head | +8 |
| Arms | +4 |
| Torso | +2 |
| Legs | +4 |

- **Ambidexterity and Weapon Mounts:** When using ambidexterity and firearms you can gain the benefits of Laser Sight. This only applies when both weapons are fired at the same target.
- **Machine Pistols:** Burst Rates and Full Auto Rates for Machine Pistols are set to **6 rounds** and **15 rounds** respectively. All Machine Pistols have an internal 3-point Recoil Compensator.

MAGIC RULES

- **Magic loss due to Cyber-/Bioware:** To calculate Magic Loss use the following formula: **(Body Index divided by 2) + (6 – Essence) = Total Magic Loss.**
- **Trauma Damper:** A Trauma Damper does NOT reduce damage caused by drain. It is mental fatigue not dents and bruises you endure when using magic.

