

# Shadowrun House Rules

## Karma

Karma pool represents fate taking an active interest in the outcome of your character. While fate will aid you in the killing of your opponents it is more interested in saving your character's hide. Thus some changes will be made to how karma points can be used to re-roll failures.

## Re-Rolling Damage Resistance Tests

The rolls for this have been changed, you may re-roll any form of damage resistance test and it will only cost 1 point of karma for each re-roll.

Included under damage resistance tests are body rolls against damage, dodge tests, drain tests, toxin resistance, spell resistance and any other re-roll that will result in a character taking less damage.

## Re-Rolling Attack Tests

Any dice roll that will directly cause injury to other people/things will cost the usual 1 point to re-roll the first time and then will cost an additional point for each re-roll after that. However, the change is that after the first re-roll 1 point of karma is **permanently** burned for each re-roll.

If you don't have enough points to cover a re-roll you **cannot re-roll** the dice. *e.g. if you were making a third re-roll and only had 2 karma pool left you could not re-roll it.*

*e.g. Psycho Boy, who has a karma pool of 6, wants to shoot someone and needs 5, he rolls and only gets 1 success, feeling he needs more than this he re-rolls using 1 point of karma pool. His second roll generates no more successes, cursing his poor luck, he decides on a second re-roll, this costs him 2 points of karma of which one is gone forever lowering his pool to 5. Again he is unlucky and gets no more successes so he goes for a third re-roll. This costs 3 points of karma and again he loses one point permanently. Fortunately at last he gets some more successes, however he is now out of karma for the rest of the fight having spent 6 and his karma pool has been reduced to 4.*

Attack tests include, but are not limited to, the following actions; Ranged Combat (e.g. shooting, thrown weapons, elemental manipulation spells etc) and Melee Combat (armed and unarmed), offensive spell casting (be it a combat spell or any other spell/magical effect that will directly cause harm to someone). Also it would include a demolitions roll where the desired effect was to blow some people up, however it would not apply if you merely wanted to blow in a door.

Stun damage does count.

## Re-Rolling Non-Attack Rolls

If a dice roll is not for resisting damage and not an attack test (*e.g. bypassing a mag-lock*) then the normal Karma Pool rules apply. That is each re-roll after the first will cost an additional point. So 2 points for the second and three for the third etc.

If you don't have enough points to cover a re-roll by expending whatever points you have left you **may still re-roll**. *e.g. if you were making a third re-roll and only had 2 karma pool left you could still re-roll it.* However, there is a cosmic backlash for re-rolling when you haven't enough karma pool to pay for it – your karma pool is effectively reduced by one for the rest of the session, or for two scenes, whichever is longer.

## Rule of One or Fumbles

The rule of one is changed as follows, if you roll equal to or more ones than you have skill then you have fumbled. *e.g. Pistols skill of 4, roll 6 dice (1 from enhanced articulation the other bonus one from a reflex recorder) and 4 or more come up 1. You **cannot** use a karma re-roll at this point however karma can be used to buy off the rule of one roll – i.e. turn some or all ones into normal failures (even if the TN is 2 they still count as failures).*

If you have a skill higher than 6 for the purpose of this rule it counts as being 6 thus rolling 6 ones will always cause a rule of one to occur. Also note that the skill in question is always the base skill being used, any additional dice don't count, regardless of source. This also extends to Off Hand skills when using both hands at once. All of these provide extra dice which while giving greater chance of overall success they also provide more potential dice to roll ones with.

If you are defaulting from an attribute then your skill level counts as being quarter the value of the attribute (rounded up), while defaulting from another skill then your skill level counts as being half the value (rounded up). *e.g. a character will no pistol skill defaults to his quickness of 5, for the rule of 1 his skill counts as being 2, a second character is defaulting from his SMG skill of 6 so his skill counts as 3.*

## Point Blank Range and Light Modifiers

Conducting activities in the dark is harder than under normal illumination however the game is at times overly harsh compared to reality. Thus any light modifiers for darkness (not smoke, fog or rain) are **halved** if the distance to whatever you are doing is less than 2 metres. This includes melee combat and shooting at very short range, but also working on some electrical circuit etc. This modifier **doesn't** stack with Ultrasound Vision, as the signal return at that short range is difficult to be analysed by the unit, you can either claim the half for having Ultrasound or the half for the target being within 2 metres, not both.

## Combat Spell Damage

When a combat spell is cast make a spell casting test as normal, but the damage code is only staged for every three successes you achieve on your test and not the usual two.

The damage resistance test uses the normal staging rules, that is each two successes lowers the damage code by one level. Note it is no longer a case of getting more successes than the mages spell to take no damage you must resist the damage down to nothing in the normal way.

*e.g. A power bolt is cast at moderate level and force 4 at someone with willpower 5, the mage gets 4 successes on his spell casting test raising the damage to serious (damage code 4S). The target then resists the spell with his body dice and has a target number of 4. He gets 5 successes taking the damage down to light, if he then re-rolls and can generate one more success he will take no damage.*

## Ambidexterity and Off-Hand Skill Usage

While it is perfectly possible to physically use one's off hand as well as their primary hand, the brain is still incapable of targeting for both hands in Ranged Combat utilising two weapons. To this end, when engaging in two weapon Range Combat, a character may not make use of any systems which increase shooting accuracy. This means that both sights, laser dots and Smartlink bonuses are not applicable to the off hand, and both hands are still subject to the normal rules for firing weapons in two hands. The only exception to this rule is where a character has two **complete** Smartlink cyberware systems installed (the brain has two reticules to work with and so can compensate).

*e.g.1 A Street Samurai needs to put some serious firepower into the gangbangers hassling his chummers. He is armed with two Ares Predator III's and has an extra induction pad in his left (off-)hand and Ambidextrous 2. It's high noon and the gangers are at medium range. The Street Sam rolls four attack tests with his Pistols skill of 5. The pair from his right (primary) hand need target number 4 (medium range 5, -2 for Smartlink, +1 for two weapon fighting). However, his left hand needs 7's because his Smartlink doesn't apply (and suffers the full +2 penalty to shooting). If our friend the Street Sam had two separate Smartlinks he would need 4's and 5's for his four attack tests.*

*e.g.2 Jimmy the weapons specialist has gotten himself right into the dreck – he's only managed to free his left (off-)hand from the containment manacles the Star slapped on his hoop. But he's still got some fight left in him, so he grabs his trusty SPAS-22 and draws a bead on the poor Star beat cop in his way. Because Jimmy is using his off hand and hasn't got any levels in Ambidextrous, he'll be suffering a +2 penalty to his attacks, which he adds to the penalties for using a large firearm single handed. Luckily, Jimmy's just had an extra induction pad installed in his sorry hoop, which means his total TN for attacking the Lone Star goons is 4 (they're at short range).*

### Off-Hand Unarmed Combat

Since it is entirely possible for characters to not have the use of their primary hand when needing to engage in Unarmed Combat, a new skill has been added to the list. This skill, called (surprisingly) Off-Hand Unarmed Combat is linked to Strength for purposes of defaulting and is used just like the normal Unarmed Combat skill in all respects. Like all Off-Hand combat skills, it only adds half its rating for purposes of using both hands in Melee combat.

### Off-Hand Pistols/SMG

It is possible to train the body and mind to do almost anything. To this end, the Off-Hand Pistols and Off-Hand SMG skills are available for any character to use instead of the pistols or SMG skills when firing a ranged weapon.

# Ammunition

After careful consideration (yeah right), I've come up with the following rules with regards to ammunition.

## Purchasing

Normal ammunition, normal being defined as a common use ammo type with an Avail of 4 or less, doesn't need to be repurchased when it's expended, to a point. Your lifestyle payments and such cover the cost of 25 rounds. So if you fire off 42 rounds from your Alpha and 15 from your Predator you pay for the 32 rounds you're over - rounding up to the nearest 10 as normal.

Other kinds of ammunition must be purchased as per normal, and for anything with an availability of 8 or higher needs to be rolled for on a per clip basis.

I'd encourage people to work out exactly how many spare rounds they have for each weapon and for each type - the Alpha has a capacity of 42 which means a clip's worth of ammo will be 50 rounds and 8 spare. Use those to replenish your clips during downtime (no you don't carry 8 loose APDS rounds on a run - don't care what you try and blag). And I also expect ammo to be tracked during combats since I still expect those of you who run through ammo at a rate of knots to be changing clips.

## Weight

Ammunition weights as listed in the rulebook are a joke. Every clip weighs 1 kilogram? Bollocks! Even the weights in Cannon aren't all that believable (10 bog standard ball rounds weighs 0.75 kilos??) but at least they are better.

They ain't good enough. Effective immediately, ammunition weighs the following:

Anti vehicle rounds have a base weight of 0.4 kilos, Armour-piercing discarding sabot rounds have a base weight of 0.3 kilos and all other types of ammo have a base weight of 0.2.

Then, to work out the actual weight, multiply by the following:

Pistol, SMG, Assault Rifle & Rifle - x1  
Sniper rifle, Shotgun - x1.5  
MMG and HMG - x2  
Assault Cannon - x2.5

This gives you the weight for 10 rounds. You then need to work out the weight of your clips, rounding normally. So a clip for an Alpha with APDS would weigh 1.2 kilos, while a 100 round belt for a Panther would weigh a measly 5kg.

## Hauling the Load

What and where you carry something is important, because if you have to rummage around in a pocket then it'll take longer than if you have it in a quick access pouch on a LBV. We have stats for LBV's and harnesses, and have had for some time, so I suggest people start thinking about them.

However, weight is still an issue. Things weigh so much, and a metahuman can only carry so much. But after careful thought, the values in the rulebook are somewhat under valued. With immediate effect, the amount you can carry without risking fatigue is as follows:

STR 1 - 7kg  
STR 2 - 14kg  
STR 3 - 21kg  
STR 4 - 27kg  
STR 5 - 33kg  
STR 6 - 39kg  
STR 7 - 45kg  
STR 8 - 50kg  
STR 9 - 55kg  
STR 10 - 60kg  
STR 10+ - +5kg per point above 10

This is an amendment to the simple STR x 5kg stated in the rulebook. The penalties for exceeding this are the same, and the upper limit is also the same (STR x 10kg).

When calculating how much gear you are carrying, remember to include bone lacing encumbrance values, since it does make it tougher for you to bear the load. And secondly, the weight of worn armour is halved.

## Gear

After looking at the Tactical Communications, I've decided that the legality codes are a little strict. I've not made a decision on the master unit yet, but I doubt they'll change as I see them as more high end kit.

But the personal units I have decided upon. The legality codes are as follows:

Rating 1 - 4 8P-U  
Rating 5 - 7 8P-V  
Rating 8 - 9 8-W  
Rating 10+ 7-W

All other statistics remain the same.

## Armour - General & Headgear

Armour is a composite value made up of the average value of the 5 locations - torso front, torso back, legs, arms and head.

Wearing multiple pieces of armour doesn't benefit you in terms of armour levels. The highest value for either Ballistic or Impact applies. What does help you is that if you're wearing an armoured jacket and cover or called shots dictates that you've been shot in the leg, you have no armour. However, wearing a set of armoured trousers (armoured clothing in the book) will mean you get that item's armour value.

Anything with an armour rating that has a plus in front of it, such as helmets and cyber/bio implants, then it adds straight on to your armour. However, should a helmet get hit (again as dictated by cover or called shots) then they have an individual armour rating as shown below. Implant armour still adds.

*e.g. Slick the street sam has been warned of a hit on him so he decides to take no chances. He puts on a set of form fitting full body armour, an armoured jacket and a armour helmet. Slick also has Titanium Bone Lacing.*

*Slick's normal armour rating is 6/4, however his locations are as follows: torso (front and back) and arms 6/4, legs 5/2 and head 4/5.*

## **Bioware Implants**

### **Enhanced Articulation**

The +1d6 to Physical, Technical, Ranged Combat, Melee Combat, Build & Repair and Vehicle skills is being modified. Look on the table below for the skill categories involved.

Physical Skills (e.g. Stealth & Athletics):

These skills benefit from this implant as normal.

Melee Combat Skills (e.g. Edged Weapons, Unarmed Combat):

These skills benefit from this implant as normal.

Ranged Combat Skills (e.g. Pistols, Heavy Weapons):

These skills benefit from this implant up to a point. Once a skill goes above 4, the bonus dice no longer applies.

Build & Repair Skills (e.g. Edged Weapons, Unarmed Combat):

These skills benefit from this implant as normal.

Technical Skills (e.g. Computer, Electronics, Demolitions):

These skills benefit from this implant up to a point. Once a skill goes above 4, the bonus dice no longer applies. The bonus die never applies when decking.

Vehicle Skills (e.g. Bike, Fixed Wing):

These skills benefit from this implant up to a point. Once a skill goes above 4, the bonus dice no longer applies. The bonus die never applies when rigging.

## **Skills**

### **Melee Combat Skills**

The following skills have been renamed:

Edged Weapons becomes Bladed Weapons

Clubs becomes Hafted Weapons

Also, to wield an axe requires Hafted Weapons and not Bladed Weapons.

## Mental Attributes

With immediate effect, I'm changing my previously stated rule regarding increasing mental attributes. It's a complicated system, but I think it's worth while – after all, being limited in your mental attributes was kind of harsh.

### The 'Drag Pool'

Each Mental Attribute has an associated pool. This Drag Pool is a measure of how much Karma spent on skills linked to that attribute have contributed to 'drag' your mental attributes up to a higher level.

The Drag Pool itself is a measure of how much Karma can be spent on increasing the Mental Attribute. If you need 15 Karma to increase an attribute, you'd need to accumulate a Drag Pool of 15 before you may do this. You still need to spend the Karma itself, this isn't free Karma, it's a means of measuring how much you can spend at any time.

How do you calculate your Drag Pool? Firstly, any skill points used in character generation add 50% to your drag pool. So, if you spent 16 points on Intelligence linked skills your Drag Pool for Intelligence would start at 8. Then, you multiply the total Karma cost of all skill increases since then by 0.4 and add this. So a further 16 points of Karma would net you 6.4 Drag Pool points.

The Mnemonic Enhancer and the Cognition metamagic technique do NOT impede you here. If the cost should have been 8 but you spent 7 karma because of one of these factors then you still gain 3.2 to your Drag Pool.

This should be calculated for each Mental Attribute and recorded. Round fractions to the nearest half point and record to that level. As it's used, deduct it.

### Knowledge Skills

On a skill by skill basis, these will be assigned a linked attribute for purposes of Drag Pool increases. This will NOT change the linked attribute for actual Karma costs, but it will determine which Drag Pool that Karma expenditure will be recorded against. Those which have been ruled on thus far are as follow:

- Magic Background is assigned to Willpower
- Spirit/Astral space knowledge skills are assigned to Willpower
- Survival Background is Willpower linked
- Psychology is linked to Charisma
- Talismongering is linked to Willpower

### Bonus Awards and Buying off the Drag Pool

There are four ways to increase your Drag Pool without actually spending Karma on skills.

#### 1) Spells

The first is resisting spells. If you successfully resist a mana based combat spell or an illusion spell (or whatever) then you will be awarded an increase of +1 if the force of the spell was less than or equal to your attribute or +2 if it was higher than your attribute. And if by some miracle you resist with a Force more than 1.5 times your attribute then you gain +3. So, if you've Willpower 4 and you resist a Force 2 spell, you gain +1, but Force 4 or higher you gain +2 and Force 6 or higher nets you +3. Spell Defence and Shielding aren't a factor here - so getting a mage to double your Willpower with Shielding dice means you still get the benefits.

If you think resisting a spell merits an award for Drag Pool, then please ask the GM at the time. You snooze, you lose, unless the GM mentions it :o)

## 2) Roleplay

The second method is roleplay related. If something is done in character which merits this then the GM will make a judgement call at the time. Again, it is the Player's job to mention it if the GM doesn't.

## 3) 'Blown' Karma

If you need 15 to increase an attribute but only have 11 even after spending as much on skills as you think your Character would - well, at a 2 for 1 you can blow Karma to buy the difference off. In the above example, you'd need to spend 8 Karma in order to buy off the difference.

## 4) Money Talks

If Karma is too precious, you can alternatively spend nY40,000 per point to buy the difference off. In the example above, you could spend nY160,000 to buy off the difference.

If anything is unclear, please ask me in person. And remember, if you think something is worth a Drag Pool bonus mention it at the time - once it's passed it's gone. This includes spells - unless the GM gives an okay, just because your Street Sam with Willpower 3 resisted a Force 10 Manabolt doesn't mean you get the bonus award. Saving claims to the end of the session works, otherwise ask when it happens.

# New Equipment

The following weapons have been added to the game. They follow standard rules for firearms usage and equipment usage.

## Sniper Rifle

Name	Conc	Ammo	Mode	Damage	Weight	Availability	Cost	SI	Legality	Recoil
L96A6-S	-	6[c]/6[c]	SS	16S	8.5	16/20Days	13000	5	2-J	1(3)

L96A6-S has integral Smartlink II and Rangefinder, receiver mounted Bipod & stock mounted Monopod (both factored in), Easy Breakdown and built in fixed silencer. This weapon also has selectable clips, and the ammunition is unique to this weapon, and adds 0.5 to the SI.

## Ammunition (per 10)

Name	Conc	Damage	Weight	Availability	Cost	SI	Legality	Weapons
Penetrator	7	+1 Level	.5	-	4000	4	2-M	Any
General Armour Piercing (GAP)	8	As Weapon	.5	9/72hrs	60	1.5	As Weapon	Any
Teflon Coating	-	+1 Power	.1	10/1Wk	+20	+5	As Weapon	Any (except shotguns)

Penetrator rounds are resisted by 1 quarter (round up) of the armour rating for personnel or half for vehicles. It also increases the Damage Level by 1 (from S to D for example). Against vehicles with Hull/Bulwark ratings, count as Anti-Ship, but half the power and don't increase the damage level. General Armour Piercing deduct 2 from the Armour Rating of the target.

Teflon Coating can be applied to any solid ammunition type (not Gel or Flechette). This coating increases the power by 1.

## Grenades

Name	Conc	Damage	Blast	Weight	Availability	Cost	SI	Legality
Hi-Explosive Anti-Tank	5	10S (AV)	-5/m	.5	2/4Days	40	3	3-I
IPE HEAT	4	15S (AV)	-7.5/m	.5	9/4Days	80	2	3-J

Hi-Explosive Anti-Tank grenades (normal and IPE version) are AVM's in all respects and follow all rules for grenades.

## Headgear (new and modified)

Name	Conc	Ballistic	Impact	Weight	Availability	Cost	SI	Legality
Armoured Helmet	-	+1(3)	+1(4)	0.5	6/2Wks	300	2.5	5P-L
Safety Helmet	-	+0(1)	+2(5)	0.25	Always	1200	0.8	Legal
Security Helmet	-	+1(4)	+2(5)	0.5	12/14Days	250	2	(-1)P-K
Mil-Spec Helmet	-	+2(6)	+3(8)	3	18/1Month	2,500	3	2-L

Armoured Helmets come in all imaginable shapes and colours, patterns. This is the standard issue Kevlar helmet issued to military personnel in the Sixth World.

Safety Helmet is a 'hard hat' type helmet, which comes in a variety of shapes, sizes and colours.

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