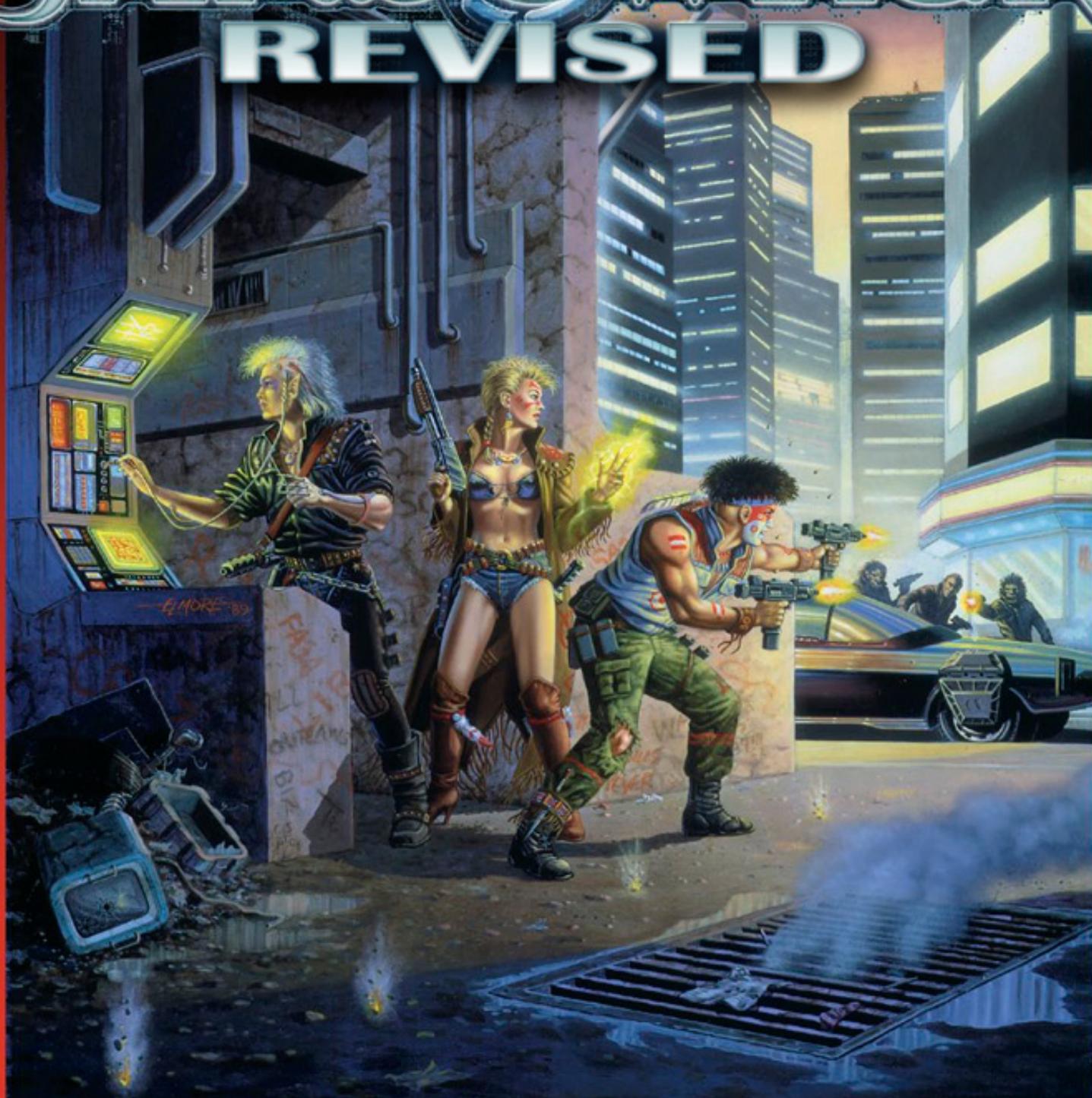


SHADOWRUN REVISED



20 YEARS OF MAN • MAGIC • MACHINE

REVISED RULES

EDGE

The Edge attribute has been changed slightly to facilitate a more balanced use of the ability. When a player spends a point of Edge to aid in a roll, add 3 dice to the roll instead of a number equal to the attribute rating. All other uses of Edge remain unchanged.

SPIRITS

Each spirit a character keeps active incurs a -2 penalty on all rolls, with the exception of damage resistance rolls. This strain is equivalent to that of a sustained spell.

ADEPTS

Adept powers have been heavily revised. Please see the full write up for a list of changes.

MATRIX TESTS

Matrix tests use the first optional rule described in *Shadowrun 20th Anniversary* (pg. 226).

Replace the program or complex form in each Success, Opposed, or Extended Test with the appropriate attribute (usually Logic). The maximum number of hits (not net hits) that can be generated by each Matrix Test is limited to the rating of the program or complex form in a manner similar to the way Spellcasting hits are limited by the Force of a spell. Agents, IC, and sprites use their Pilot rating in place of the attribute required.

MAGICAL FOCI

Magical foci no longer require any Karma investment to bond or create. The total Force of all bonded foci is capped at the character's Magic rating.

REVISED KARMA GEN

This system of character creation uses a modified version of the Karma System in *Runner's Companion* (pg. 41). The table below covers the new costs. Starting characters should be built with 600 Karma.

The costs have been modified based on errata from the author of the original Karma System and feedback from other players on the Dumpshock.com forums. Further modifications have been made with the intent to balance the mathematical differences between the metatypes and provide a more balanced selection of options.

BUILD POINT CONVERSION

Unless otherwise noted, all BP (Build Point) costs are equivalent to twice their value in Karma (BP x 2). When buying gear, a point of Karma can be converted to 2,500 nuyen.

STEP 1: CHOOSE METATYPE

Characters other than Human have a Karma cost associated with their metatype. This cost pays for the racial advantages granted automatically at character creation. The racial minimum and maximums are identical to those printed in the *Shadowrun 20th Anniversary Edition* rule book. Human characters begin with Edge 2/7.

STEP 2: SELECT QUALITIES

Positive Qualities cost twice their BP value in Karma. Negative Qualities are worth a credit of twice their BP value in Karma. No character may have more than 70 Karma worth of Positive or Negative Qualities. This means that at the maximum, a character may purchase 70 Karma worth of Positive Qualities and 70 Karma worth of Negative Qualities, which would balance the Karma deduction from the starting total to zero.

STEP 3: PURCHASE ATTRIBUTES

Next, purchase the character's physical, mental, and special attributes. The maximum amount of Karma that may be spent on the eight physical and mental attributes is equal to half of the character's total starting Karma. For a standard character, this amount is 300 Karma. Special attributes, such as Edge, Magic, and

REVISED KARMA GEN TABLE

IMPROVEMENT	KARMA COST
Human	0
Ork	50
Dwarf	30
Elf	30
Troll	90
New Quality	BP Cost x 2
Increase Attribute by 1	New Rating x 5
New Skill	4
New Skill Group	10
New Knowledge Skill / Language	2
Increase Skill by 1	New Rating x 2
Increase Skill Group by 1	New Rating x 5
Increase Knowledge / Language by 1	New Rating x 1
Skill Specialization	2
¥2,500 nuyen	1
Contact	Con + Loy x 2
New Spell	5
New Adept Power	3
Bound Spirit	2 per Service
New Complex Form	2

Resonance do not count towards this limit. *Characters with a metatype other than Human may spend an amount of additional Karma on attributes equal to the Karma cost for their metatype.*

Characters begin with Edge 1, except for Human characters, which begin with Edge 2. All characters begin with an Essence of 6. Characters that have purchased a quality granting a Magic or Resonance attribute begin with that attribute at 1.

STEP 4: PURCHASE SKILLS

Skills may be purchased for a character using the Karma cost table. Starting characters may begin with one active skill at 6 or two active skills at 5. Skill Groups may be purchased up to a maximum of 4 at character creation.

Characters get their native language at rating N for free. Characters also begin with ((Logic + Intuition) x 7) Karma with which to spend on Knowledge

skills. This Karma may not be spent in any other way. No more than half of this Karma may be spent on Languages. Characters may begin with one knowledge skill at 6 or two knowledge skills at 5. Additional knowledge skills may be purchased with Karma at the normal cost.

STEP 5: PURCHASE MAGICAL AND RESONANCE TRAITS

Characters that begin the game with the Magic or Resonance attributes may purchase traits as appropriate. This includes spells and spirits for magicians, adept powers for adepts, and complex forms and sprites for technomancers. The maximum number of spells, powers, and complex forms a character may purchase at creation is equal to the character's special attribute (Magic or Resonance) x 2.

Magicians are limited to a number of bound spirits equal to their Charisma attribute. Services owed may not exceed the magician's Summoning skill, and Force may not exceed the magician's Magic attribute.

Similarly, technomancers are limited to a number of sprites equal to their Charisma attribute. Tasks owed may not exceed the technomancer's Compiling

skill, and Rating may not exceed the technomancer's Resonance attribute.

STEP 6: PURCHASE GEAR

Karma may be converted to nuyen at a rate of 1 to ¥2500. Characters must begin with a minimum of one month of any lifestyle. A maximum of 100 Karma may be converted to nuyen. Gear with rating higher than 6 or availability greater than 12 may not be purchased at character creation.

STEP 7: SELECT CONTACTS

Contacts have a Connections rating and a Loyalty rating of 1 to 6. Characters begin with (Charisma + Willpower) x 3 Karma to purchase Contacts. The Karma cost for each contact is equal to (Connection + Loyalty) x 2.

STEP 8: CALCULATE STARTING NUYEN

Roll on the Starting Money Table (Shadowrun 20th Anniversary pg. 88) to determine the character's starting nuyen. Add +1 to the result for each ¥100 nuyen left over from character creation, up to a maximum of three times the number of dice rolled.

REVISED ADEPTS

Characters with the Adept or Mystic Adept qualities follow a revised set of rules. They no longer receive Power Points equal to their Magic attribute.

ACTIVE AND PASSIVE POWERS

Adepts may have any number of adept powers independent of their Magic attribute. However, these powers must be set to either Active or Passive. An adept may have a number of Power Points worth of adept powers active equal to his Magic attribute. These powers are considered to be "on" all the time and function just as normal adept powers. Passive powers are powers that the adept has learned, but has chosen not to use at this time. An adept may have an unlimited number of passive adept powers. These powers do not grant any benefit while passive, save that the adept may teach them or recognize their use by others.

ACTIVATING POWERS

To make a Passive power Active, an adept must first have a number of Power Points free to assign. This usually involves setting another Active power to Passive and then swapping in another power in its place.

This requires deep meditation and focus. The adept makes a (Magic + Intuition) extended test with a threshold equal to twice the number of Power Points he wishes to reassign. Each roll takes one hour. The GM should apply negative modifiers to the test if the adept is attempting to meditate in a distracting or hostile environment. Conversely, performing this meditation in a magical lodge adds a bonus modifier to the test equal to the lodge's rating.

LEARNING NEW POWERS

Adepts may learn new powers much the same as a Magician learns a new spell. Each new adept power costs 3 Karma. The nuyen cost for the training mate-

rials and equipment is ¥500 for each .25 Power Point the power requires. For example, a power which uses .5 Power Points costs ¥1000, while a power which uses a full Power Point costs ¥2000. The cost for personal instruction is typically ¥500 for each Power Point, rounded up.

ADEPT POWERS

Astral Perception (SR4A p. 195)

Cost: 1

Attribute Boost (SR4A p. 195)

Cost: .25 per level

Combat Sense (SR4A p. 195)

Cost: .25 per level

Counterspelling

Cost: .5 per level

Add 1 die per level of this power to all Resistance Tests against spells. You may also spend a free action to grant this bonus to allies within your line of sight. This bonus is not cumulative with a Magician's Counterspelling skill, but it may be used in conjunction with the Spell Resistance power.

Critical Strike (SR4A p. 195)

Cost: .25 per level

Enhanced Perception (SR4A p. 195)

Cost: .25 per level

Great Leap (SR4A p. 195)

Cost: .25 per level

Each level adds the character's Magic attribute as a positive modifier to all jumping tests.

Improved Ability (SR4A p. 196)

Cost: .25 per level

Cost is the same regardless of skill.

Improved Physical Attribute (SR4A p. 196)

Cost: .75 per level

Cost is the same regardless of attribute rating. The

base attribute may be increased with Karma at the normal cost.

Improved Reflexes (SR4A p. 196)

Cost: 1.5 per level

Improved Sense (SR4A p. 196)

Cost: .25 per level

Killing Hands (SR4A p. 196)

Cost: .5

Kinesics (SR4A p. 196)

Cost: .5 per level

Missile Parry (SR4A p. 196)

Cost: .25 per level

Each level adds the character's Magic attribute as a positive modifier to the test.

Mystic Armor (SR4A p. 197)

Cost: .5 per level

Natural Immunity (SR4A p. 197)

Cost: .25 per level

Each level adds the character's Magic Attribute as a positive modifier to the test.

Pain Resistance (SR4A p. 197)

Cost: .5 per level

Rapid Healing (SR4A p. 197)

Cost: .25 per level

Each level adds two dice.

Spell Resistance (SR4A p. 197)

Cost: .25 per level

Voice Control (SR4A p. 197)

Cost: .25 per level