

Shadowrun Roku / Rokurun

Attributes: Talk / Sneak / Fight / Tech / Matrix / Magic

Chargen only: Each dot in an Attribute adds one skillpoint to it. Cyberware and some Adept Powers can add/supplement or even add unique skills.

Old metatype bonuses give a free Skillpoint each: **Humans** Talk: Negotiate | **Orks** Fight: Endurance | **Dwarves** Sneak: Stealth | **Elves** Talk: Charisma | **Trolls** Fight: Toughness

Essence: 6 / NO Social effects of low essence in general. Specific 'ware can still frag you up.

Skills (Roll Attr.+Skill(+Spec.) vs 5. | Easy: 2 / Med: 3 / Hard: 4 | Extra effects per 2 over.)

Talk – Charisma, Negotiate, Intimidate, Fast Talk, Subterfuge, Cool

Sneak – Agility, Stealth, Duck for Cover, Legerdemain, Lockpick, Do Things Casually

Fight – Close Quarters, Firearms, Toughness, Endurance, Feats of Strength, Gunnery

Tech – Repair, Drive, Pilot, Demolitions, Build, Gadgeteer

Matrix – Decking, Cracking, Hacking, Programming, Sniffing, Tracing

Magic – Spellcasting, Summoning, Antimagic, Banishing, Channeling, Astral

Health: 6+Toughness

Initiative: (1)d6+[Fight(+Cyber/Magic/Power)]

Extra Initiative Passes: Extra Actions (+1 over 10, +2 over 20)

Lowest Initiative Declares First. Highest Initiative Acts first. 2 Actions per Character.

Cap at 30 / Overflow used to decide who goes first, but doesn't give any extra actions.

“Assholes can't kill hurt your friends if you hurt them first.”

Action cost:

Move: 1/Zone

Attack: 1(2/3) Swordstrike/Melee/SA Shot(1), Short Burst/SS Shot (2), FA Burst (ALL)

Cast Spell, Use Skill, Trigger 'ware/power: 1

Pools

Social 1 for each 3 Skill Points in Talk

Stealth 1 for each 3 Skill Points in Sneak

Combat 1 for each 3 Skill Points in Fight

Rigging 1 for each 3 Skill Points in Tech

Magic 1 for each 3 Skill Points in Magic + Aptitude in Tradition Skill

Decking 1 for each 3 Skill Points in Matrix + Cyberdeck

Karma 1 + 1 for each 6 Karma spent

Pool Dice can reroll 6es. Pool dice refresh each session or after appropriately Karmic actions. Use 'em or lose 'em!

Advancement

1 Karma buys:

1 Attribute up to 3 OR 2 Skill Points OR 1 Knowledge Skill/Language

2 Karma buys:

1 Attribute 4+ OR 1 Specialization (+2 Dice in given field, max 3 per Skill) OR 1 Spell/Power

3 Karma buys:

'ware Familiarity for 1 piece of 'ware (Bump its Essence cost down as if it got boosted in Grade. Up to Alpha-Grade only.)

1 Aptitude (Aptitudes are explained in-detail in skill section.)

Knowledge Skills and Languages: After purchase, character is assumed to know any non-secret knowledge related to field. For secret knowledge, purchase specializations.

Damage Codes

The Number shows if the weapons does violent damage or stun damage after comparison to armour.

(ap) damage ignores armour and compares to Toughness.

(f) damage doubles armour but does double damage.

Damage Letter shows number of hits given: L:1 M:2 S:4 D:6

L & M weapons add one box of damage per two successes left over after soak roll.

S weapons add one after three successes over.

D weapons add one after four successes over.

Magic

Spells: Spells are purchased and then work off the Magic Attribute.

Basically replace "Charisma" and "Intelligence" with "Summoning" and "Spellcasting" when it comes to their attributes. (Other, advanced option, traditions should find a fitting skill from the Magic skills as well.)

Adepts purchase powers by slotting them into the Magic Attribute and Channeling Aptitudes. (So: Maximally 9 Power Points in total. Plan accordingly)

Chargen A/B/C

Attribute Points:	2		4		6
Skillpoints:	3		6		9
Resources:	100k		300k		750k

Magic User? Yes: 1 Point of Magic for Free. No: 2 Skillpoints for free.

You can ONLY put skillpoints into skills with purchased Attributes during Chargen only.

Metatype: Chose freely.