

ShadowFate

A Fate Core¹ powered Shadowrun²

“The blending of technology and human flesh began in the late 20th century. Interfacing the human mind with computers was just the first step. Implants that “jack up” reflexes and cybernetic replacements followed quickly. Then came the Awakening. A five-thousand-year lull in the flow of mystical energies subsided, and Magic returned to the world. Elves, Dwarfs and Trolls assumed their true form, throwing off their human guise...”

- Shadowrun, First Edition, 1989

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Changelog

Version 0.8

Replaced “Spellcasting” with “Sorcery”.

Deleted the Arcana skill as it didn’t add much to the game. Use the Sorcery skill to create formulas and such.

Character generation: moved the Magical Archetypes information into a dedicated table to make it more clear. Small changes to values there. Clarified that Mystic Adepts need to buy their Adept points with RP.

Version 0.7.3

- Wrong availability ratings in the Cyberware gear listing corrected
- Added resources effects on stunts.
- Added structure to aspects in character generation.
- Small edits and clarifications
- Added Changelog

1. Introduction

Welcome to **ShadowFate**, my *Shadowrun* to *Fate Core* conversion. This conversion adapts from Shadowrun “downwards” to the Fate Core system. This is a work in progress as indicated by the version number and the status “Draft”.

You need the Shadowrun 5th edition rulebook (4 or 4a should work as well) and the Fate Core rulebook to play (buy them now, then get back)

Before we start...

This conversion is intended for people who rate *playing* higher than winning. The rules can possibly be abused by min-maxing Munchkins, but remember, the GM and the Table is the ultimate authority on what is allowed (and fun) and what isn’t.

Also, this system is in many ways more abstract than Shadowrun. If you look for a system to track everything down to a half-nuyen, to the last stim patch, to the number of bullets left in your secondary gun’s reserve magazine, you are in the wrong place.

If you look for a system that lets you run the shadows and fight, live and die in the places where man meets magic and machine - without a ton of rules getting in the way - you may be in the right spot.

Motivation

Why Fate Core? Because it’s great for creating great stories together and it is “faster” than Shadowrun. Many Shadowrun systems are heavy – lots of modifiers, many rules covering detailed aspects of things you want to do. Combat for example is very detailed, having tons of rules. This comes at a price: time. My group and I are all around 40 now. We don’t have this much time anymore. We love Shadowrun but play rarely which leads to very slow moving stories. The speedup by using a different system is enormous. A combat between 10 Gangers and 4 player characters can take half (or more) of the evening in Shadowrun. In Fate Core this is over in 15 minutes. If that band of Gangers was of no particular meaning for the story as a whole, but just an obstacle on the way, 15 minutes (or make it 30) are a way better tradeoff between game-time and story. The goal of this conversion is to provide the full fun of the Shadowrun universe in the framework of a system that lends itself well to creating rich stories.

Feedback

Many people love Shadowrun. There is much enthusiasm regarding the world, the rules and everything surrounding this classic system. Your feedback is highly appreciated. You can send feedback directly to the email-address found in the footer or join the discussion on forum.rpg.net. Check www.geeks-and-dice.de for updates and additional downloads like character sheets and play aids.

2. Core Values - Conversions by the Number

Shadowrun	ShadowFate
Buckets of dice system	All systems replaced by Fate rolls and values
Character generation	Kept priority system, added archetype and metatype templates
Max Ratings 6+	4 (some 5)
8 Attributes	3 Attributes (Body, Willpower, Reaction) Strength and Agility are part of Athletics skill Logic and Intuition are part of Knowledge Resource Charisma is part of Negotiation and other social skills
Edge	Refresh
Essence	Part of the Augmentation Resource rating
Magic	Special Resource enabled by certain Archetypes
74 Active Skills	19 Active + 5 Resource skills
Limits	Dropped (with one exception in the Magic system)
Modifiers and Ratings	Roughly divided by 3
License/ID system	Abstracted out.
Shadowrun Combat System	Completely replaced by Fate Core Conflict rules (slightly modified)
Magic System	Streamlined to using only three active skills (Conjuring, Enchanting, Sorcery)
Hacking/Cracking/Decking	Streamlined down to using only two skills (Cracking / Electronics) and System Rating/Firewall for defense.
Condition Monitors	Kept as stress tracks
Costs/Prices	Converted to Fate steps (each step is worth 4 times the previous step)
Buying/Selling & Cash	Abstracted into die roll
Gear	Converted to fit with the new system. Tracking your inventory is abstracted to concentrate on important items.

Tagging is back!

I always liked “tagging” as a description that you invoke an aspect for free. If you read “tag”, you know it means a free invoke.

Blank spots

By now I’ve put about 120 hours into this conversion but still there is a lot missing. This document is therefore still a work in progress. Check the footer for version number.

Here is the current shortlist for things on my to-do list:

- *Technomancers*
- *Bioware*
- *Ritual Magic*
- *Critters*
- *Reputation system (value not clear yet)*
- *More vehicles and drones*
- *Put some thought into Vehicle combat*
- *More Mentor spirits (only Snake and Raccoon done so far)*
- *Character Advancement (basically translating Fate Core Milestones into a Karma reward system)*
- *All other things that I come up with or are deemed necessary for playing*

3. Character Generation

Character generation is done by following these steps:

1. Starting Refresh is 4. This may be affected by your choice of Metatype/Archetype.
2. Choose Metatype and Archetype³
3. Select Priorities to fit that choice (A-E, each only once, you know the drill)
 - You get the skill points, resource points and attribute points according to the priorities set.
 - Each point buys you one point of attributes (Body, Willpower, Reaction), Resources (all skills in skill list with type “Resource”) or Skills (all non-Resource, non-Attribute type skills)
4. Spend Skill points, Resource points and Attribute points
 - All Attributes and Skills start at +0. Maximum is +4. Orks and Trolls can raise Body to 5.
 - The “Special” resource is unlocked and given a type by choosing a specific Archetype.
 - Each point in Augmentation Resource is reducing the maximum you can have in the Special: Magic Resource by 1. (e.g. 3 in Augmentation means a maximum of 1 in Magic)
 - See Resources for details
5. Choose Contacts and Knowledge skills
 - You get 2 + (Contact Rating x 2) Contacts
 - Write them down in the Contacts box on the back of the char sheet and give each of them two Aspects (“greedy, loyal”, “Professional, BTL addict”). Don’t sweat it if you aren’t in a creative phase right now: You can leave some contacts and aspects free and discover them through roleplaying.
 - You get 2 + (Knowledge Rating x 2) Knowledge/Language skills. Your native language is free, as usual.
6. Lifestyle
 - Your starting Lifestyle is set by your Lifestyle Resource Rating. Your number of boxes on your Wealth stress track depends on this too:

Rating	Type	Wealth Box
+0	Squatter	1 (Careful about that one!)
+1	Low	2
+2	Middle	4
+3	High	6
+4	Luxury	8 (Warning! Not advised!)

7. Choose equipment
 - **Important: At character creation, you can get only get equipment with an Availability of 4 or lower.**
Important! You only have to choose the basic/important things you need, so don’t worry too much. You can get other stuff later. See chapter: “Getting stuff”.
 - Your “buying power” depends on your **Lifestyle**. Check the number in the wealth box given by your lifestyle. This is your **price limit** for the steps that follow.

³ Using the concepts “Professions” and “Races” from Fate Core System Toolkit here

Example: Middle Lifestyle = “4” box => Price Limit =>You can’t get things which have a price higher than 4.

- Choose a weapon.
- Choose armor. *Note: Cheapest Armor starts at 2, so a Squatter is out of luck here*
- Choose three pieces of other equipment (like vehicles and such)

8. Choose your Aspects (4)

- High Concept is your chosen Meta and Archetype (“Dwarf Rigger”).
- Three other Aspects

The Qualities from SR are a good start and inspiration. If you want a more structured approach, you can try the following:

- Origins – which ability/quirk/character trait from your childhood/upbringing is important to you or your line of work.
- Out of the Light – what happened that made you leave the “normal” life and turn to shadowrunning? Was it an event, an accident, where you forced to or did you go underground willingly?
- Into the Dark – which character trait makes you special in the shadows and may get you into trouble, too?

9. Choose you Stunts

- Refer to the Fate Core book or make your own. All your stunts are subject to Gamemaster approval, as usual.
- You’ve got five stunt “slots”. The first three stunts are free. Five is the maximum. Each stunt beyond the third cost one refresh. Some Archetypes or Extras may determine some of your stunts or give you access to free stunts.

10. Set up your stress tracks

- You start with the first two boxes available in your Physical and Stun stress tracks.
- Physical: having Body at +1 or +2 unlocks the third box, Body +3 or higher unlocks the fourth.
- Stun: Having Willpower at +1 or +2 unlocks the third box, Willpower +3 or higher unlocks the fourth
- Wealth: Your level in Lifestyle unlocks as many boxes in your Wealth tracks. See 6.

11. Record all things that are relevant for the Extras you got during Archetype selection

- The things to choose (like spells etc., are noted on the extra. See chapter “Extras” for details.

12. Starting Cash is equal to one month of your lifestyle sustain costs.

3.1 Priority Table

Priority	Metatype	Attributes	Skills	Magic Resonance	Resources
A	Dwarf, Elf, Human, Ork, Troll; +1 Refresh	7	20	Mage, Mystic Adept, Technomancer	8
B	Dwarf, Elf, Human, Ork, Troll	6	15	Mage, Mystic Adept, Technomancer, Adept, Aspected Magician	7
C	Dwarf, Elf, Human, Ork	5	10	Mage, Mystic Adept, Technomancer, Adept, Aspected Magician	6
D	Elf, Human	4	7	Adept, Aspected Magician	5
E	Human	3	6	N/A	4

3.2 Metatype

Metatype	Effects	Cost
Human	+1 Refresh, One additional skill at (Average +1)	None
Elf	+1 to Initiative, Elven Charisma (+1 to Overcome Social obstacles), Low Light Vision (+1 to Overcome darkness based obstacles)	None
Dwarf	+1 Body, Tough and Stubborn: +1 Minor Condition Box (Stun), +1 to Overcome strength based obstacles, poison, diseases. <i>Thermographic Vision, Unadapted Gear</i>	1 Refresh
Ork	+2 Body [max:5], +1 to Overcome darkness or strength based obstacles, Low-Light Vision.	1 Refresh
Troll	+3 Body [max:5], <i>Troll Strength</i> (Add W:1 to Close Combat damage, +2 to Overcome Strength based obstacles), <i>Reach</i> (+1 to Attack/Defend in Close Combat vs Opponents with no reach), <i>Thermographic Vision, Dermal Armor A:1, Expensive Lifestyle, Unadapted Gear</i>	2 Refresh

Archetype	Effect Summary – see Extra with the same Name for Details	Cost
Adept	See Magic Archetype Capabilities Table below.	1 Refresh
Aspected Mage	See Magic Archetype Capabilities Table below.	1 Refresh
Decker	Requisite: Choose a Resource priority of C or higher. Enables Special: Cyberdeck Resource Enables Extra: Cyberdeck You get the first point in Cyberdeck Resource for free. You get the following cyberdeck, depending on points in your Special: Cyberdeck Resource: 1- Microdeck Summit 2- Hermes Chariot 3- Renraku Tsurugi 4 -Sony CIY-720	1 Refresh
Face	You get one free rating point in two of the following Skills/Resources: Lifestyle, Negotiation, Contacts, Etiquette Your multiplier for additional contacts is x3 instead of x2.	
Mage	See Magic Archetype Capabilities Table below.	1 Refresh
Mystic Adept	See Magic Archetype Capabilities Table below. Important! Mystic Adepts get their spells for free, like Mages do, but they have to BUY their Adept power points for the price of 1 RP per point (max is their Magic Resource Rating, as usual)	1 Refresh
Operative	Catch all for a more general type of character. No Special Resource enabled.	

	<p>Get one free point in a resource of your choice.</p> <p>Get one free skill of your choice at (+2)</p> <p>Get a free stunt of your choice (so your get 4 stunts for free and only need to pay refresh for the 5th)</p>	
Rigger	<p>Requisite: Choose a Resource priority of C or higher.</p> <p>Enables Special: Rigger Resource</p> <p>Enables Extra: Rigger</p> <p>You get the following Rigger Control Console, depending on your points in Special:Rigger resource:</p> <p>1 - Scratch-Built Junk</p> <p>2- Essy Motors DroneMaster</p> <p>3- CompuForce TaskMaster</p> <p>4- Maser Industrial Electronics</p> <p>Choose a Vehicle equal to Price<=6 and Avail<= 4.</p> <p>Choose Number of Drones equal to the points in Special:Rigger resource.</p>	1 Refresh
Street Samurai	<p>Get +1 to Augmentation (max 4)</p> <p>Choose three weapons equal to Price<=4, Avail<= 4, Choose Cyberware up to your Augmentation Rating (Avail <=4)</p> <p>Define an Aspect representing your Codex of Honor.</p>	1 Refresh
Technomancer(Todo)	<p>Enables Special: Resonance Resource.</p> <p>Enables Extra: Technomancer</p> <p>Enables Resonance Skills.</p> <p>=>Todo, Extra not finished yet. Will be added in a future version.</p>	1 Refresh

Magic Archetypes Capabilities												
Archetype	Maximum Magic Rating by Priority				Get one Free Magic Skill at Rating:				Available Magic Skills	Adept Power Points	Spells 1+ (Magic Resource Rating) number of spells from list.	Stunts (count against your Stunt total)
	A	B	C	D	A	B	C	D				
Adept	-	4	3	2	-	-	-	-	None	Free (1+ Magic Resource Rating)	No	None
Aspected Magician	-	3	3	2	-	3	2	-	One of Sorcery OR Conjuring OR Enchanting	No	If Sorcery was taken.	Astral Perception, If Sorcery was taken: Spell Defense
Mage	4	3	2	-	3	2	1	-	All	No	Yes	Astral Projection, Astral Perception, Spell Defense
Mystic Adept	4	3	2	-	3	2	-	-	All	Buy (up to Magic Resource Rating)	Yes	Spell Defense

4. Resources

1. Augmentation
 - a. Augmentation covers Bioware and Cyberware. For each point you get in this Resource you can choose one point worth of augmentations from the Cyberware and Bioware equipment lists. (=>Bioware list not in yet)
 - b. You need at least one point in this resource to take any kind of augmentation, even if the point cost is listed as “0”.
 - c. Each point in Augmentation reduces the maximum level of the Special: Magic resources by one (if you chose an Archetype which unlocks this resource)
 - d. Each point beyond the first costs one of your stunt “slots”. This means that if you go for the full four augmentation points you have used up all your free stunt “slots” and have only two more available, at the cost of one refresh each.
2. Contacts
 - a. Each character starts with two contacts
 - b. If you put points into the Contacts resources, each point gets you two additional contacts
 - c. “Face” Archetypes get three per point instead (see Extras chapter)
3. Knowledge
 - a. Each character starts with two Knowledge Skills and a native Language
 - b. If you put points into the Knowledge resources, each point gets you two additional skills (Knowledge or Language)
4. Special: Magic|Resonance|Cyberdeck|Rigger
 - a. The Special resource covers specific types of resources unlocked by specific Archetypes (Mages, Technomancers, Deckers, Riggers).
 - b. The rating in the resource enables effects/skills/stunts/gear as stated in the Archetype description. For example:
 - i. Magic: Magical power, number of spells, number of adept power points, threshold for type of drain damage, enabling of magic skills etc.
The Archetypes that enable the Magic resources determine some of your stunts. These stunts count against your “free” stunt limit of three.
 - ii. Resonance: Enables Tasking Skill. Used for Resonance- based tasks.
 - iii. Cyberdeck: The better your rating, the better your starting Cyberdeck
 - iv. Rigger: Determines starting equipment
 - c. See Archetype description and the extras assigned to it for details
5. Lifestyle
 - a. Determines your starting Lifestyle and is used for purchasing equipment during the game. Your Wealth stress track is enabled up to the Wealth Box of your Lifestyle rating:

Rating	Lifestyle	Wealth Box
-1	Streets	0
0	Squatter	1
1	Low	2
2	Middle	4

3	High	6
4	Luxury	8

5. Skills

The following table list all skills and the corresponding Fate Core skills and actions. Check the Fate Core rulebook for appropriate stunts.

ShadowFate Skill	Corresponding Fate Core Skill	Type	Overcome	Create an advantage	Attack	Defend
Athletics	<i>Athletics</i>	<i>Active</i>	x		x	x
Biotech		<i>Active</i>	x	X		
Body	<i>Physique</i>	<i>Attribute</i>	x			X
Close Combat	<i>Fight</i>	<i>Active</i>			x	X
Conjuring		<i>Magic</i>	x	X		
Cracking		<i>Active</i>	x	x	x	X
Demolitions		<i>Active</i>	X	X		
Electronics		<i>Active</i>	x	X		
Enchanting		<i>Magic</i>	X	x		
Engineering	<i>Crafts</i>	<i>Active</i>	x	X		
Etiquette	<i>Rapport</i>	<i>Social</i>	x	X		
Firearms	<i>Shoot</i>	<i>Active</i>		x	X	
Heavy Weapons	<i>Shoot</i>	<i>Active</i>		x	X	
Intimidation		<i>Social</i>	x	x	X	
Negotiation	<i>Rapport</i>	<i>Social</i>	x	X		
Outdoors		<i>Active</i>	x	x		
Perception	<i>Notice</i>	<i>Active</i>	x	x		x
Pilot (Type) ⁴	<i>Drive</i>	<i>Active</i>	x	x		
Reaction		<i>Attribute</i>	x			X
Sorcery		<i>Magic</i>	x	x	x	x
Stealth	<i>Stealth, Burglary</i>	<i>Active</i>	x	x		
Tasking		<i>Resonance</i>	x	x		
Willpower	<i>Will</i>	<i>Attribute</i>	x			x
Augmentation		<i>Resources</i>				
Contacts	Contacts	<i>Resources</i>	x	x		x
Knowledge	<i>Lore</i>	<i>Resources</i>	x	X		x
Lifestyle	<i>Resources</i>	<i>Resources</i>	x	X		
Special:		<i>Resources</i>				

⁴ Check „Piloting vehicles and Drones“ for Details

Skill Mapping SR5 -> ShadowFate			
Athletics	Gymnastics	Running	Swimming
Biotech	Cybertechnology	First Aid	Medicine
Close Combat	Blades	Clubs	Unarmed Combat
Conjuring	Banishing	Binding	Summoning
Cracking	Cybercombat	Electronic Warfare	Hacking
Electronics	Computer	Hardware	Software
Enchanting	Alchemy	Artificing	Disenchanting
Engineering	(Aeronautics Automotive Industrial Nautical) Mechanic		
Firearms	Automatics	Longarms	Pistols
Negotiation	Con	Negotiation	Acting
Outdoors	Navigation	Survival	Tracking
Sorcery	Counterspelling	(Ritual) Spellcasting	Arcana
Stealth	Disguise	Palming	Sneaking
Tasking	Compiling	Decompiling	Registering

6. Extras

6.1 Archetypes

Extra	Archetype: Decker
Permission	Your minimum Resource Priority must be a “C”.
Cost	One Refresh
Advantage	Enables the “Cyberdeck” extra. Enables Special: Cyberdeck resource. Choose a cyberdeck corresponding to your Special: Cyberdeck resource level (see character generation chapter)
Notes	

Extra	Archetype: Street Samurai
Permission	Choose Street Samurai as Archetype
Cost:	One Refresh
Advantage:	Get one free point in Augmentation. Get one free point in Firearms <u>or</u> Close Combat. Choose one additional armor with Availability and Price ≤ 4 . Choose three additional weapons with Availability and Price ≤ 4 .
Notes:	Effects resulting in a negative essence rating (which has no explicit box on your char sheet yet but is effectively four minus your augmentation score) may result in your quick and untimely demise.

Extra	Archetype: Face
Permission	Choose Face as Archetype
Cost	None
Advantage	You get one free rating point in two of the following Skills/Resources: Lifestyle, Negotiation, Contacts, Etiquette Your multiplier for additional contacts is x3 instead of x2. (Rating 2 in Contacts = 2 free + 2x3 = 8. Only half of these must be determined at game start. The rest can be added “on the fly” during the game.
Notes	None. You talk too much.

Extra	Archetype: Rigger
Permission	Choose Rigger as Archetype
Requisite	Augmentation and Rigger:Resource Rating is at least 1, Control Rig Cyberware
Cost:	One Refresh
Advantage:	You get one free point in Augmentation. You get the Control Rig Cyberware. You get one free point in Pilot. You enable the Special: Rigger resource. Choose a RCC with a System Rating equivalent to your rating in the Special: Rigger resource. Choose a vehicle with Availability<=4 and Price <= 5. Get the additional free stunt: Gunnery
Notes	Damage taken by the vehicle you control may result in biofeedback damage.

Extra	Archetype: Awakened
Permission	Choose an Archetype: Mage, Adept, Mystic Adept, Aspected Magician
Requisite:	Special: Magic Resource rating is at least 1.
Cost	One Refresh
Advantages	Choose powers/spells, bonus skill points and free stunts according to the rules given in the Character creation chapter.
Notes	Loss of Magic rating results immediately in a corresponding loss in spells/powers. Being Awakened is “restricted” which may result in problems if you can’t produce the appropriate (fake) papers.

6.2 Archetype related Extras

Extra	Cyberdeck
Permission	Choosing the “Decker” archetype at character generation
Name	Brand of Cyberdeck
Skills (System Attributes)	Device Rating, Attack, Sleaze, Data Processing, Firewall. See Cyberdeck table for values. Distribute the numbers as you like. Reconfiguring takes one action/exchange and succeeds without test.
Stunts (Programs)	Choose a number of Programs according to the Cyberdeck table
Advantage	Add system attributes as die roll modifiers to the corresponding matrix actions. See Matrix table for details.
Disadvantage	Decks can be torched, bricked, stolen. Which means you are screwed big time.
Stress Track	Your deck has a stress track “Matrix”. 2 Boxes is the baseline for a rating “1” cyberdeck. Rating 2-3 = 3 Boxes, 4+ = 4 boxes.

Extra	Control Rig and Rigger Command Console (RCC)
Permission	Choosing the “Rigger” archetype at character generation
Name	Brand of RCC
Skills (System Attributes)	Device Rating, Data Processing, Firewall
Stunts (Autosoft)	Choose a number of Autosofts according to the Device Rating.
Advantage	Add system attributes as die roll modifiers to the corresponding matrix actions. See Matrix table for details.
Stress Track	Your deck has a stress track labeled “Matrix”. Two Boxes is the baseline for a device rating “1” cyberdeck. Rating 2-3 = 3 Boxes, 4+ = 4 boxes.

Extra	Mentor Spirit
Permission	Chose an Archetype which is allowed to have a Mentor Spirit
Type:	Which Mentor Spirit is it? (Once we called them “Totems”)
Cost:	One character aspect (see below)
Aspect:	The aspect representing the nature of your spirit
Advantage:	Advantages in play
Disadvantage:	Disadvantages in play

Example

Extra	Mentor Spirit
Permission	Archetype: Mage (Street Shaman)
Type:	Snake
Cost:	One character aspect (see below)
Aspect:	“The Snake Must Know All Secrets!”
Advantage:	+1 to Sorcery tests casting Manipulation spells. +1 to Sorcery checks when trying to solve secrets (GM discretion)
Disadvantage:	Spirit aspect can be compelled for making the player pursue secrets regardless of own safety. (i.e. alone, at night, without backup, in the worst part of town, because SNAKE MUST KNOW... NOW)

6.3 Other Extras

This is a placeholder for now.

7. Gameplay

Rule No. 1: Use the Fate Core rules.

Modify these rules as follows.

7.1. Combat

The Combat system closely follows the regular Fate Core conflict rules. There are some changes to account for different skills and the effect of high-tech weapons.

Initiative

Your initiative value is equal to your **Reaction** value. This may be modified by augmentations or spells. Resolve exchanges in order of initiative. Perception breaks ties.

Use regular Fate Core conflict rules to resolve the combat. These are the skills used:

Attack	Attacking Skill	Defending Skill
Touch Attack	Athletics Close Combat	Athletics
Melee Attack	Close Combat	Athletics Close Combat
Ranged Attack	Firearms Heavy Weapons	Perception Reaction

Notes: Defending with Perception is subject to visibility modifiers.

Firearms and Firing Modes

Single Shot and Semi-Auto: regular attack. Single-Shot guns can’t be used to create the “Suppression Fire” advantage.

Burst-Fire

1. Add +3 to Weapon Rating.
2. After rolling your skill, make an Out-of-Ammo check.
3. You get a “Recoil” marker placed on you. Next exchange, if you continue firing, the GM can tag it for his defense roll. Stop firing to remove. (see keyword: low recoil, very low recoil)

Full Auto

1. Add +5 to Weapon Rating.
2. After rolling your skill, make an Out-of-Ammo check.
3. You get a “Recoil” marker. Each recoil marker subtracts 2 from your attack roll. Stop firing for an exchange to remove all markers. (see keyword: low recoil, very low recoil)
4. You get a “Full Auto” marker. Each Full Auto marker increases the difficulty of your out-of-ammo roll by 2. Reload to remove all Full Auto markers. (see keyword: belted ammo)

Out-Of-Ammo

Each time you use Burst Fire or Full-Auto as firing mode, you have to make an Out-of-Ammo check. Roll Firearms vs. Difficulty 2 if Burst Fire or Difficulty 5 if Full-Auto.

Optional Rule: Weapons with the high-capacity or low-capacity Keyword make this roll more difficult or easier:

Mode	Regular (no Tag)	High-Capacity	Low-Capacity
Burst Fire (BF)	D:2	D:1	D:3
Full-Auto (FA)	D:5	D:3	Automatic Fail

If you fail the roll your weapon is empty and you need to spend an exchange reloading before you can continue firing the weapon.

Damage

Damage is physical if not explicitly stated as “Stun damage”. Unarmed Combat is stun damage by default.

Some weapons or spells deal specific sorts of damage. These effects

Damage Type	Suggested Effects
Acid	<ul style="list-style-type: none"> May be used to put an “ACID BURN!” aspect (if permanent) or boost (if from spell) on target. This can be tagged NEXT turn for free to permanently reduce target armor by 1. May be used to put down a “Light Smoke” scene aspect. May do nasty stuff to all kinds of sophisticated equipment. Cleaning the acid is an overcome action with Difficulty:3 (and may be hard without water)
Cold	<ul style="list-style-type: none"> May be used to put a “Frozen” aspect on liquids of all sorts. May be used to put a “Brittle Armor” boost on a target. This may be tagged to reduce target armor by 2.
Electricity	<ul style="list-style-type: none"> Stun damage for people, physical damage for drones and equipment Put a “STUNNED”/“SHORT OUT” boost on target if you do damage. This boost may be tagged to reduce initiative or boost damage.
Fire	<ul style="list-style-type: none"> May be used to put an “ON FIRE” aspect on the target. Extinguishing the fire is an overcome action with Difficulty:2 An “On Fire” aspect automatically inflicts 2 physical damage at the beginning of target’s turn.

7.2. Magic

You must have chosen an appropriate Archetype to gain access to Magic skills.

Notes: Magic is the only part of the rules where I ported the concept of “limits” over to ShadowFate. The Force of the spell acts as a limit to the number of successes you count from your Sorcery test. I made the direct combat spells more potent compared to the SR5 rules to balance them against the indirect, elemental effect combat spells.

7.2.1 Sorcery (Spellcasting)

1. Choose Force of the spell

This is the limit for your spellcasting shifts, determines the weapon rating of the spell in case it's a combat spell and armor piercing value if it's an indirect combat spell.

2. Roll Sorcery
The maximum result of your Sorcery test can’t be higher than your Force.
3. Opponent Defends
If opposed you roll vs the targets Willpower or Body (depending on the type of your spell). If targeting an object you roll vs the object resistance.
4. Determine Outcome.
A result less than Average means the caster had to struggle. The character takes 1 drain for a tie and 2 drain for a fail, IN ADDITION to the result of his Drain tests.
5. Resolve effects
6. Roll Drain (see 4.)

7.2.2 Spell Categories

1. Direct Combat Spells
 - 1.1. Choose Force. (Limit of Success)
 - 1.2. Roll Sorcery. The maximum result of your Sorcery test can’t be higher than your Force.
Defender Rolls Body/Will. Net hits plus Weapon rating (see Spell Results Table “**direct**” row)
= damage (no armor).
 - 1.3. Roll Drain (see 5.)
2. Indirect Combat Spells
 - 2.1. Choose Force
 - 2.2. Roll Sorcery
The maximum result of your Sorcery test can’t be higher than your Force.
Defender Rolls Reaction or Perception to defend.
Check the INDIRECT row of the Magic table for Weapon Rating and Armor Piercing Value.
Sorcery shifts + Weapon Rating = damage (Armor counts)
Apply Elemental effect.
 - 2.3. Illusion Spells
 - 2.3.1. Roll Sorcery
Force limits shifts (as usual).
Shifts are target for enemy tests.
 - 2.3.2. Confusion spells count as standard Create Advantage action “Distraction”.
 - 2.3.3. See spell description for specific effects
3. Detection Spells
 - 3.1. Detect [x] spells:
Fail (succeed at major cost): General information, Drain +1
Tie: Major Details only
Success: Major & Minor Details
Succeed with style: Detailed Information
 - 3.2. Analyze [x]:
 - 3.2.1. Standard “Create an Advantage” action. “Magic Analysis” aspect.
 - 3.2.2. See spell description for specific effects
4. Manipulation Spells
 - 4.1. See spell description for specific effects

7.2.3 Summoning

1. Choose Force of Spirit you want to summon (higher Force gets you optional powers and more drain)
2. Roll Conjuring with the force as difficulty.
3. Determine Outcome
 Fail: 1 service if you choose to succeed at a major cost.
 Tie: 1 service.
 Success: 2 services.
 Succeed with Style: 3 services
 A result less than Average means the caster had to struggle. The character takes 1 drain for a tie and 2 drain for a fail, IN ADDITION to the result of his Drain tests.
4. Roll Drain

7.2.4 Drain

Drain is an Overcome action using Willpower. The Difficulty for Sorcery is the Spell Force + Drain Modifier (see Spell list). The Difficulty for Conjuring is the Spirit Force + Drain Modifier (see Magic table, row for Spirits). If your result is at least a +0 your drain value is zero. If your result is lower, your drain value is the difference to zero. If your outcome in your Sorcery/conjuring test was a Tie or Failure add 1 or 2 to your drain value.

Apply the result as Stun damage if Force was equal or less to your Magic value, otherwise the damage is Physical.

Example Spellcasting: Magic:4, Willpower 3, Force 4, Spell Drain -1, Sorcery Roll Outcome: Tie. Drain roll is Willpower(3) vs (4-1)=3, rolls +1 = Success. Drain value is 0, plus 1 for the tie result = 1 point of drain damage(stun).

Example Conjuring: Magic:3, Willpower 3, Spirit Force 4, Spirit Drain +1, Conjuring Roll Outcome: Tie. Drain roll is Willpower(3) vs (4+1=5), rolls +1 = 4 and fails by one. Drain Value is 1, plus 1 for the tie result = 2 points of drain damage(physical).

7.2.5 The Magic Table

	Force									
	1	2	3	4	5	6	7	8	9	10
Weapon Rating Direct Combat Spells	W:1	W:1	W:2	W:2	W:3	W:3	W:4	W:4	W:5	W:5
Weapon Rating Indirect Combat Spells	W:0	W:1	W:1	W:1	W:2	W:2	W:2	W:3	W:3	W:3
AP-Value Indirect Combat Spells	0	0	-1	-1	-1	-2	-2	-2	-3	-3
Optional Spirit Powers	0	0	1	1	1	2	2	2	3	3

7.2.6 Object Resistance Table

Object Resistance Table

Natural (Trees, soil, carved wood...)	Average (+1)
Low-Tech Manufactured (Brick, leather, simple plastics...)	Decent (+2)
High-Tech Manufactured (Alloys, electronics, sensors...)	Great (+4)
Highly Processed (Computers, drones, vehicles...)	Fantastic(+6)

7.3 Matrix

Running the shadows as a Decker. No rules for Technomancers yet, sorry! (Next version will have them)

This is the recommended system to use for a good mix of playability and crunchiness. You find alternate systems in the [Appendix II](#).

7.3.1 Being a Decker

Extra	Archetype: Decker
Permission	Your minimum Resource Priority must be a “C”.
Cost	One Refresh
Advantage	Enables the “Cyberdeck” extra. Enables Special: Cyberdeck resource. Choose a cyberdeck corresponding to your Special: Cyberdeck resource level (see character generation chapter)
Notes	Don’t get your Cyberdeck destroyed or stolen or you are screwed big time!

7.3.2 Cyberdeck

The Cyberdeck keeps the attribute array that you know from Shadowrun, converted to Shadowfate values. The system attributes are not used as limits, but as modifiers to your diceroll.

Cyberdeck Extra

Extra	Cyberdeck
Permission	Choosing the “Decker” archetype at character generation
Name	Brand of Cyberdeck
Skills (System Attributes)	Device Rating, System Attributes: Attack, Sleaze, Data Processing, Firewall. See Cyberdeck table for values. Assign the attribute numbers as you like.
Stunts (Programs)	Choose a number of Programs according to the Cyberdeck table. Programs count as stunts that cost no refresh.
Advantage	Add system attributes as die roll modifiers to the corresponding matrix actions. See Matrix table for details.
Stress Track	Your deck has a stress track labeled “Matrix”. Two Boxes is the baseline for a device rating “1” cyberdeck. Rating 2-3 = 3 Boxes, 4+ = 4 boxes.














Here is the list of cyberdecks. At character creation you choose the Cyberdeck with a device rating that matches your points in the Special:Cyberdeck resource.

Cyberdeck Table									
Cyberdeck	Device Rating	Attribute Array				Programs	Price	Availability	Notes
Erika MCD-1	1	1	1	0	0	1	6	1	Restricted
Microdeck Summit	1	1	1	1	0	1	6	1	Restricted
Microtrónica Azteca	2	2	1	1	0	2	7	2	Restricted
Hermes Chariot	2	2	1	1	0	2	7	2	Restricted
Novatech Navigator	3	2	2	1	1	3	7	2	Restricted

Renraku Tsurugi	3	2	2	2	1	3	7	3	Restricted
Sony CIY-720	4	3	2	2	1	4	7	4	Restricted
Shiawase Cyber-5	5	3	3	2	2	5	8	5	Restricted
Fairlight Excalibur	6	4	3	3	2	6	8	6	Restricted

7.3.3 Skills and Rules

The Matrix rules use the following table. It assigns Fate Core actions to Matrix Action Categories, skills and System Attributes. You and the GM should have a good grip on how hacking works in the game world. Everything you do by using Attack or Sleaze are by definition illegal activities which may result in accumulating Overwatch score, alarms going off or other nastiness. See the Shadowrun rules for the game world difference between Attack (Brute Forcing) and Sleaze (Hack on the Fly) actions.

System Attribute:	ATTACK	SLEAZE	DATA PROCESSING	FIREWALL
Skill to use:	Cracking	Cracking	Electronics	System Rating
Matrix Combat				
File Manipulation				
Device Manipulation		 		
Information Gathering			 	
Mark Manipulation				
Miscellaneous				

7.3.4 Decking

- Choose a mode:
 - Hot VR (+1 to all cracking tests, +2 to Initiative, Biofeedback is physical damage)
 - Cold VR (“Regular mode”, +1 to Initiative, Biofeedback is stun damage)
 - AR (“Loser mode”, -1 to all cracking tests, no Biofeedback damage, other tasks are at +1 difficulty each because of distraction)
- Find the Matrix Action that matches the thing you want to do, then choose the appropriate Fate Core action given in the matching table row by rolling the Skill in the action’s column plus the System Attribute as modifier.
- The base difficulty for Matrix actions is dependent on the system (see Table: System Difficulties).

Example: Twix wants to put a Mark on a toaster in a coffee shop, because she is aching for a Croque Monsieur but is low on cash and time. This is an Average system (+3) and Twix just wants to wing it in AR (-1 to all Cracking rolls). This is Mark Manipulation, so she rolls Cracking for a Create Advantage action. Deciding to Sleaze it as she doesn't fancy alarms going off she is using her Cyberdeck's Sleaze Attribute as bonus (+1) which negates the -1 from AR. Rolling her Cracking skill she gets a Succeed with Style result and could now put a "Marked!" aspect on the toaster. The GM decides it's not worth the extra roll to control the device as she already beat the system and so her success sets the toaster into overdrive to get her sandwich done.

Reassigning System Attributes

Reconfiguring takes one action/exchange and succeeds without test.

Overwatch Score

Each Cracking test may earn you Overwatch, depending on your result:

Fail: 3, Tie: 2, Success: 1, Succeed with style: 0

Convergence

As soon as you enter the Matrix for nefarious purposes, your friendly GM has rolled 4dF and added the result to 14. As soon as your OS hits that magic number, GOD gets angry. See SR rules for what this means.

Dumpshock

Make a Willpower test with a difficulty of +4. Damage is Stun if in Cold VR and Physical if in Hot VR. Regardless of the outcome, you get the “Dumpshock” aspect till the end of the scene which may be tagged for all kind of nuisance by your friendly GM.

Linklocked

All the nasty results you find in the rulebook. Trying to Jack out is an Overcome action using the Decker’s Willpower vs. the System Difficulty he is in.

Suggested Scene Aspects

Static Zone, Spam Zone, Noise

System Difficulties

System	Difficulty	Example
Simple	+1	General appliances, public terminals, entertainment systems
Average	+3	Standard personal electronics, basic cyberware, vehicles, drones, weapons, residential security devices
Smart	+5	Security vehicles, alphaware, corporate security devices
Advanced	+7	High-end devices, betaware, military vehicles and security devices
Cutting Edge	+9	Deltaware, credsticks, black-ops vehicles and security devices
Bleeding Edge	+11	Billion-nuyen experimental devices, space craft

7.4 Rigging

Extra	Control Rig and Rigger Command Console (RCC)
Permission	Choosing the “Rigger” archetype at character generation
Name	Brand of RCC
Skills (System Attributes)	Device Rating, Data Processing, Firewall
Stunts (Autosoft)	Choose a number of Autosofts according to the Device Rating.
Advantage	Add system attributes as die roll modifiers to the corresponding matrix actions. See Matrix table for details.
Stress Track	Your deck has a stress track labeled “Matrix”. Two Boxes is the baseline for a device rating “1” cyberdeck. Rating 2-3 = 3 Boxes, 4+ = 4 boxes.

7.4.1 List of Rigger Command Consoles

Console	Device Rating	Data Processing	Firewall	Fate Price	Fate Availability	Notes
Scratch-Built Junk	1	1	0	3	1	Restricted
Radio Shack Remote Controller	2	1	1	5	2	Restricted
Essy Motors DroneMaster	2	1	1	5	2	Restricted
CompuForce TaskMaster	3	2	1	6	4	Restricted
Maersk Spider	3	1	2	6	4	Restricted
Maser Industrial Electronics	4	1	1	6	4	Restricted
Vulcan Liegelord	5	2	2	6	5	Restricted
Proteus Poseidon	5	2	2	6	5	Restricted
Lone StarRemote Commander	5	2	2	6	5	Restricted
MCT DroneWeb	6	3	2	6	6	Restricted
Trixox UberMensch	6	3	3	7	7	Restricted

7.4.2 Rigger Rules Summary

Check page 266 in SR5 for concepts relating to the game world and rigging.

Choose a mode first: Rigging can be Cold VR or Hot VR - the same rules as for decking apply regarding damage and initiative modifiers.

Piloting vehicles and drones

You need the Pilot skill to pilot all kinds of vehicles. Each point in the Pilot skill gets you another vehicle group you are proficient with. After you spent all your points, write your rating down somewhere on your character sheet, count down to 1 and write the vehicle group next to it. These are your actual skill ratings you use during the game.

Example: You have got three points in the Pilot skill. You write down: +3: Aircraft, +2: Ground Vehicles, +1: Walker

The number of drones you can command simultaneously is your RCCs device rating x 3, as in Shadowrun.

Drone Skills and Autosofts

Drones make skill checks with a rating of +1. Autosofts add a bonus to a specific skill. A drone can run two Autosofts at +1 each or one Autosoft at +2.

Clearsight	->	Perception
Electronic Warfare	->	Electronics
Evasion	->	Defense
Maneuvering	->	Pilot
Stealth	->	Stealth
Targeting	->	Attack

Jump In

Directly controlling a drone (jumped in) adds +1 to all rolls the drone has to make.

So a Rigger who has jumped into a drone running Clearsight(2) software would roll Perception at +4.

Rigger Cyberprograms

Programs work similar to stunts (see Matrix rules). The same rules and concepts apply to the Rigger

Vehicles/Drones and Damage

As in Shadowrun, half of the damage your drone/vehicle takes while you are jumped in is transferred to you as biofeedback damage.

Dumpshock

If you are getting dumped (see SR p. 268), handle Dumpshock like described in the Matrix chapter.

Vehicle Ratings

I still believe that Shadowrun isn’t about vehicle combat. I decided to keep this more abstract than other parts of the rules I converted. So far, vehicles are described by a Name, have their own stress track dependent on their Body rating, Armor and several keywords that can be tagged by the player and gamemaster. The keywords were derived by some math and the vehicle descriptions in the rulebook. So far I did the Groundcraft-type vehicles and some drones– other vehicles are on the to-do list for the next version.

Name	Stress Boxes	Armor	Availability	Price	Keywords
Dodge Scoot	2	2	0	4	Bike, Small, Electric
Harley Scorpion	3	3	0	5	Bike, Rugged
Suzuki Mirage	2	2	0	5	Bike, Fast
Yamaha Growler	2	2	0	4	Bike, Off-Road
C-N Jackrabbit	3	2	0	5	Car, Small, Electric
Eurocar Westwind 3000	4	3	4	7	Car, Fast
Ford Americar	4	2	0	5	Car, Reliable
Honda Spirit	3	2	0	5	Car, Small, Electric
Hyundai Shin-Hyung	4	2	0	6	Car, Fast
Mitsubishi Nightsky	5	5	5	7	Car, High-Tech
SK-Bentley Concordat	4	4	3	6	Car, Fast
Ares Roadmaster	6	6	3	6	Armored Car
GMC Bulldog	6	4	0	6	Van
Rover Model 2072	5	4	3	6	Van, Off-Road
Toyota Gopher	5	4	0	5	Pickup, Off-Road
Shiawase Kanmushi	1	0	3	3	Drone, Micro, Fragile, Walker
MCT Fly-Spy	1	0	3	4	Drone, Mini, Aircraft
GM-Nissan Doberman	2	2	2	4	Drone, Medium, Groundcraft, Restricted

7.5 Lifestyle, getting stuff and why you don’t need to buy everything immediately

During the game you’ve got several options to acquire new gear. Fate is not about bean counting. Shadowrun is a lot about bean counting. ShadowFate isn’t about bean counting either, but there are lots and lots of crunchy bits of gear to acquire and it has to account for that in some way. So let’s talk about getting that vintage Harley Scorpion you want to shop.

7.5.1 The Lifestyle Resource Skill

Lifestyle is the replacement for the Resources skill in Fate Core (see p. 122). It covers several things, namely your Shadowrun Lifestyle and your buying power. It is used to buy things, determines how much financial/wealth stress you can take and uses some different rules all around.

Warning: no matter which way you want to get your gear: there may be roleplaying required, especially if the item is restricted, forbidden and/or has a high availability rating. Getting things is always dependent on GM approval.

GM: You always can fall back to the “Limiting Resources” system in Fate Core if things seem to get out of hand. Check Fate Core page 123 for details.

7.5.2 Price Conversion

Shadowrun prices are converted into ShadowFate prices according to the following table.

Costs	
Shadowrun Nuyen	ShadowFate Price
0	1
100	2
400	3
1.600	4
6.400	5
25.600	6
102.400	7
409.600	8
1.638.400	9

How to read this table: “Everything costing more than x Nuyen costs Y.” (e.g. 50Y => 1, 4.000Y => 4)

7.5.3 Lifestyle Rating – Lifestyle – Wealth Stress Boxes

Your Lifestyle resource skill covers your general wealth and buying power. Buying gear is an Overcome Action using your Lifestyle.

Lifestyle Rating	Lifestyle	Stress Box / Price Limit	Sustain Costs
-1	Streets	0	0
0	Squatter	1	500
1	Low	2	2.000
2	Middle	4	5.000
3	High	6	12.000
4	Luxury	8	160.000

7.5.4 Wealth Stress

Failing Lifestyle rolls may result in damage to your wealth stress track. Consequences taken on your wealth track are only “healed” when you transfer an adequate sum from your cash to your wealth track. Damage to your wealth stress boxes heals between sessions, as long as you can sustain your lifestyle (see below).

7.5.5 Sustaining your Lifestyle

At the beginning of a session determine how many months have passed since the last job and pay the equivalent of your lifestyle sustain costs in cash. If you can’t pay in full, take one consequence per

month you can’t pay. If this isn’t enough you drop down to the next lower lifestyle. If this is the case, do the following:

- Write down your new lifestyle
Adjust stress boxes/price limit immediately.
- Remove all your consequences
- Replace your current cash with twice the sustain value for your new lower lifestyle.
- Nasty GM’s may remove one of your contacts (he/she only liked you for your money)

Note: This represents your selling parts of your assets, like moving to a cheaper flat etc.

7.5.6 Shopping for Gear

I’ve played with two variants on how to handle shopping and getting Gear.

7.5.7 Basic Variant

Finding Gear

To acquire gear that is restricted, forbidden or has a high availability rating you first need to source the item somewhere. This can be handled by a Overcome Action using your Contacts rating and the item availability as the difficulty.

Note: GMs, only let this slow your game down if it is an important and/or illegal/hard to get item. Don’t let your players roll for 50 rounds of ammo and a pair of plush handcuffs.

Buy

To acquire some gear **make an Overcome Action with your highest unmarked box on your wealth track as skill value**. Difficulty is the price of the item, as usual.

Succeed with style:	you get the item without negative effect.
Succeed:	you get the item and cross out your highest unmarked wealth box.
Tie:	you get the item, cross out your TWO highest unmarked wealth boxes.
Fail:	you don’t get the item and cross out your LOWEST unmarked wealth box

If you don’t have enough wealth boxes to cross out, take the next lowest consequence instead.

Trade

- Trade one of your items for another one up to its price value.
- There is probably some roleplaying involved. If you want to trade for something at a lower price value this should be easy, getting something at the same level could require a roll (using Negotiation/Etiquette). If you want to trade in restricted/forbidden stuff, this may be harder)

Reputation (I have to think about that, please check upcoming versions)

7.5.8 Alternative Variant

Buy

Check your Price limit: this is the value in the highest unmarked Wealth monitor box allowed by your Lifestyle.

Example: Your character has Middle lifestyle, which gives her boxes up to “4”. If the “4” box is already crossed out you would take the next lower value that is still available.

Check the price of the item you want to acquire:

- If the price is at lower than your price limit, you just get the item and are done with it. No roll required.
- If the price is higher than that, make an Overcome action using Lifestyle with item price as difficulty.
- Outcomes:
 - o Fail: Fail to get the item or take the difference to “0” as stress AND a consequence.
 - o Tie: Get the item but take 1 stress on your wealth track
 - o Succeed: Get the item without stress
 - o Succeed with style: Get the item and a small extra (GM approval) “Your Panther Cannon comes with a 10% voucher for the “Winter Assault” gun show in Downtown Seattle, Sir!”

You can also **Trade** and use **Reputation** as in the basic variant.

7.5.9 Why you don’t need to buy all the gear beforehand...

If you are in combat or another situation where a quick shopping spree isn’t a viable option, you can Create Advantage using Lifestyle to declare that you have something you need on hand. (s. P.122 Fate Core)

- Name the gear you need
“I pull a Stun Grenade out of my bandolier...”
- Explain to your GM why you probably got this beforehand or should have it anyways
“...because as a Street Samurai I never leave house without them!”
- Roll **Lifestyle** with a difficulty of item **Price** as a “Create Advantage” action. You may invoke your Archetype for that roll if that piece of gear makes sense.
Rolls his Lifestyle and Succeeds. So he puts a “Stun Grenades” Gear aspect into play, which he may tag once for free.

Note: as per Fate Core rules, this is a situation aspect that is removed after the situation ends.

8 Keywords

These keywords are descriptors added to all kinds of gear. I’ve added SUGGESTIONS on how to use them. **IMPORTANT: USING KEYWORDS IS OPTIONAL!**

These keywords make the game more complicated/crunchy, so feel free to use SOME, ALL or NONE of these and do with them as you see fit! Some of the keywords may be used as tags or aspects if appropriate or especially relevant for the scene (*Obvious Augmentation* is a candidate for this). They are intended to make equipment more interesting and provide hooks for interesting situations.

Recommended if you don’t want to use them all:

- Use the fire modes BF and FA
- Use damage types (especially relevant for spells)
- Use sizes (small, large, huge), as these can come into play regularly.
- Restricted / Forbidden should always be used

A note on the logic behind recoil reduction: Everything below 3 points of recoil compensation in SR is probably not game relevant for ShadowFate. Weapons getting to 3 points of recoil reduction got the “Low Recoil” keyword, 6 points earned the “Very Low Recoil/ Recoilless” keyword. If you are in love

with the recoil mechanics, feel free to invent a keyword for 2 points of recoil compensation that adds the “Low Recoil” effect for burst fire only.

8.1 Glossary of Keywords

Keyword	Suggested effect
Acid (Damage Type)	<ul style="list-style-type: none"> May be used to put an “ACID BURN!” aspect (if permanent) or boost (if from spell) on target. This can be tagged NEXT turn for free to permanently reduce target armor by 1. May be used to put down a “Light Smoke” scene aspect. May do nasty stuff to all kinds of sophisticated equipment. Cleaning the acid is an overcome action with Difficulty:3 (and may be hard without water)
Belted Ammo	<ul style="list-style-type: none"> You never go out-of-ammo with burst fire. Full auto only results in an out-of-ammo status if you roll an unmodified -3 or worse on 3dF.
Bioscan	<ul style="list-style-type: none"> You get information about the target’s stress boxes.
Bullpup	<ul style="list-style-type: none"> Gun has a size like a weapon one class smaller. (Already factored in).
Burst Fire (BF)	<ul style="list-style-type: none"> W:+3, check for Out-Of-Ammo, gets you “RECOIL” (see combat)
Cold (Damage Type)	<ul style="list-style-type: none"> May be used to put a “Frozen” aspect on liquids of all sorts. May be used to put a “Brittle Armor” boost on a target. This may be tagged to reduce target armor by 2.
Color Change	<ul style="list-style-type: none"> Get bonus points for being stylish! Yeah!
Disposable	<ul style="list-style-type: none"> Fire once and it’s gone. No reloads for you.
Electricity (Damage Type)	<ul style="list-style-type: none"> Stun damage for people, physical for drones and equipment Put a “STUNNED”/”SHORT OUT” boost on target if you do damage. This boost may be tagged to reduce initiative or boost damage.
Expensive Lifestyle	<ul style="list-style-type: none"> Pay an extra month of lifestyle.
Fire (Damage Type)	<ul style="list-style-type: none"> May be used to put an “ON FIRE” aspect on target. Extinguishing the fire is an overcome action with Difficulty:2 An “On Fire” aspect automatically inflicts 2 physical damage at the beginning of target’s turn and adds another ON FIRE marker.
Flechette	<ul style="list-style-type: none"> More damage, much less AP. Already in weapon code.
Folding Stock	<ul style="list-style-type: none"> As long as the folding stock is folded, your (Large) gun doesn’t count as Large.
Forbidden	<ul style="list-style-type: none"> You need to fake some VERY good licenses, but even that may not be enough. (GMs: smack them!!)
Full Auto (FA)	<ul style="list-style-type: none"> W: +5, check for Out-Of-Ammo, gets you “RECOIL” and “Full-Auto!” (see combat)
Gas Vent:1 or 2	<ul style="list-style-type: none"> Everything below 3 points of recoil compensation in SR is probably not game relevant for ShadowFate. Buy your GM a pizza to get a bonus. Feel free to delete those if they are not relevant for your game.
Grenade Launcher (GL)	<ul style="list-style-type: none"> The weapon is a grenade launcher or has an under-barrel grenade launcher attached.
High Capacity	<ul style="list-style-type: none"> Makes the gun run out of ammo slower (see combat)
Huge	<ul style="list-style-type: none"> Makes enemy perception checks succeed more or less automatic.
Intimidating	<ul style="list-style-type: none"> Gives you a +1 if used in intimidation tests
Large, (Large)	<ul style="list-style-type: none"> Makes enemy perception checks easier. If in parentheses this usually means that the weapon can be extended or is equipped with a folding stock
Laser Sight	<ul style="list-style-type: none"> +1 to use Firearms to Create the “In my sights” advantage
Loud	<ul style="list-style-type: none"> Makes enemy perception tests easier
Low Capacity	<ul style="list-style-type: none"> Makes the gun run out of ammo faster (see combat)

Low-Recoil	<ul style="list-style-type: none"> You ignore the first “RECOIL” marker.
MAD-resistant	<ul style="list-style-type: none"> Harder to detect by gun detectors
Melee	<ul style="list-style-type: none"> Weapon can be used as melee weapon.
Obvious Augmentation	<ul style="list-style-type: none"> May cause problems in social tests or in security checks /procedures.
Reach	<ul style="list-style-type: none"> +1 to attack and defend vs opponents without reach
Recoil-Comp:1 or 2	<ul style="list-style-type: none"> Everything below 3 points of recoil compensation in SR is probably not game relevant for ShadowFate. Buy your GM a pizza to get a bonus. Feel free to delete those if they are not relevant for your game.
Recoilless/Very Low Recoil	<ul style="list-style-type: none"> Gyro-Mounts, Recoilless Rifles, 6+ Points of recoil compensation in SR gets you this keyword. You ignore the first two “RECOIL” markers. Variant: ignore recoil completely.
Reliable	<ul style="list-style-type: none"> Get a bonus to check if your weapon still works after it had to endure some abuse.
Restricted	<ul style="list-style-type: none"> You better fake a license if you get searched
Scope	<ul style="list-style-type: none"> Treat all targets as being no further than one zone away.
Semi-Auto (SA)	<ul style="list-style-type: none"> Must guns can fire in SA mode. No specific advantage/disadvantage.
Shotgun	<ul style="list-style-type: none"> Make an area attack covering your zone.
Silent	<ul style="list-style-type: none"> Makes enemy perception checks harder.
Single Shot (SS)	<ul style="list-style-type: none"> Gun can’t be used to create the “Suppression Fire” advantage
Small	<ul style="list-style-type: none"> Makes enemy perception checks harder
Smart	<ul style="list-style-type: none"> The weapon enables the smartlink bonus when linked to a smart system.
Tripod	<ul style="list-style-type: none"> Deploying a tripod results in the weapon getting the “Very Low Recoil” keyword. Succeed at an Athletics:4 test to move the weapon.
Ultra-Silent	<ul style="list-style-type: none"> Even more silent than silent.
Unadapted Gear	<ul style="list-style-type: none"> Trolls or Dwarfs using equipment not made for them add the “Unadapted” keyword. This can be tagged by the GM to cause some inconvenience.
Very Small	<ul style="list-style-type: none"> Makes enemy perception checks harder

APPENDIX I

Finally! Lots of tables! ☺

Melee, Throwing and Projectile Weapons

Melee, Throwing and Projectile Weapons						
NAME	TYPE	Avail	AP	DAM	Keywords	Price
Club	Club	+1	+0	+2	Long Reach	1
Combat axe	Blade	+4	-2	+3	Large, Restricted, Reach	4
Combat knife	Blade	+2	-2	+2	Small	2
Extendable baton	Club	+2	+0	+2	(Large), Long Reach	2
Forearm snap-blades	Blade	+2	-1	+2	Small, Restricted	2
Katana	Blade	+3	-2	+2	Huge, Restricted, Reach	3
Knife	Blade	+1	-1	+1	Small	1
Knucks	Other	+2	+0	+1	Very Small, Restricted	2
Monofilament whip	Other	+5	-4	+4	Very Small, Forbidden, Reach	5
Pole arm	Blade	+3	-1	+2	Huge, Restricted, Polearm	3
Sap	Club	+1	+0	+2		1
Shock gloves	Other	+3	-2	+3	Restricted, (Electricity)	3
Staff	Club	+2	+0	+2	Huge, Reach	2
Stun baton	Club	+3	-2	+3	Large, Restricted, (Electricity), Reach	3
Survival knife	Blade	+2	-1	+2		2
Sword	Blade	+3	-1	+2	Large, Restricted, Reach	3
Telescoping staff	Club	+2	+0	+2	Large, Reach	2
Bow	Bow	+2	+0	+2	Huge	2
Arrow	Bow	+1	+0	+0		1
Injection arrow	Bow	+1	+0	+0		1
Light Crossbow	Crossbow	+2	-1	+2	Large	2
Medium Crossbow	Crossbow	+3	-1	+2	Large, Restricted	3
Heavy Crossbow	Crossbow	+3	-2	+3	Huge, Restricted	3
Bolt	Crossbow	+1	as Crossbow			1
Injection bolt	Crossbow	+1	as Crossbow		Restricted	1
Throwing Knife /Shuriken	Throwing	+1	-1	+1	Small, Restricted	1
Hand Razors	CIW	+3	-2	+1	Implant, Forbidden	3
Spurs	CIW	+4	-1	+2	Implant, Forbidden	4

Firearms and Heavy Weapons

Firearms and Heavy Weapons						
Name	Type	Avail	AP	DAM	Keywords	Price
Defiance EX	Taser	+0	-2	3	Small, Low Capacity, Single Shot, Electricity, Melee, Bioscan	2
Yamaha Pulsar	Taser	+0	-2	2	Small, Low Capacity, Electricity, Bioscan	2
Fichetti Tiffani Needler	Hold-Out	2	2	3	Very Small, Restricted, Low Capacity, Flechette, Color Change	3

Streetline Special	Hold-Out	1	+0	2	Very Small, Restricted, Low Capacity, MAD-Resistant	2
Walther Palm Pistol	Hold-Out	1	+0	2	Very Small, Restricted, Very Low Capacity, Burst Fire	2
Ares Light Fire 75	Light Pistol	2	+0	2	Small, Forbidden, Ultra-Silent, Smart	3
Ares Light Fire 70	Light Pistol	1	+0	2	Small, Restricted, Ultra-Silent as add-on(2)	2
Beretta 201T	Light Pistol	2	+0	2	Small, Restricted, High Capacity, Burst Fire	2
Colt America L36	Light Pistol	1	+0	2	Small, Restricted	2
Fichetti Security 500	Light Pistol	2	+0	2	Small, Restricted, High Capacity, Semi-Auto, Laser Sight	2
Taurus Omni-6	Light Pistol	1	-	2	Small, Restricted, Low Capacity, Semi-Auto, Bigger Bang, Laser Sight	2
Ares Predator V	Heavy Pistol	2	-1	3	Restricted, Semi-Auto, Smart	3
Ares Viper Slivergun	Heavy Pistol	3	2	3	Forbidden, High Capacity, Burst Fire, Flechette, Silent	2
Browning Ultra-Power	Heavy Pistol	1	-1	3	Restricted, Semi-Auto, Laser Sight	3
Colt Government 2066	Heavy Pistol	2	-1	2	Restricted, Semi-Auto, Reliable	3
Remington Roomsweeper	Heavy Pistol	2	-1	2	Restricted, Semi-Auto	2
RR w flechettes	Heavy Pistol	2	2	2	Restricted, Semi-Auto, Flechette	
Ruger Super Warhawk	Heavy Pistol	1	-1	3	Restricted, Low Capacity, Single Shot, (Intimidating), Loud	3
Ares Crusader II	Machine Pistol	3	+0	2	(Large), Restricted, Burst Fire, Gas-Vent 2, Smart	3
Ceska Black Scorpion	Machine Pistol	2	+0	2	(Large), Restricted,, Burst Fire, Folding Stock	2
Steyr TMP	Machine Pistol	3	+0	2	(Large), Restricted, Full Auto, Laser Sight, MAD-Resistant	2
Colt Cobra TZ-120	SMG	2	+0	2	(Large), Restricted, Full Auto, Folding Stock, Laser Sight, Gas-Vent 2	3
FN P93 Praetor	SMG	4	+0	3	Forbidden, High Capacity, Full Auto, Bullpup, Flashlight	3
HK-227	SMG	3	+0	2	(Large), Restricted, Full Auto, Folding Stock, Smart, Silent	3
Ingram Smartgun X	SMG	2	+0	3	(Large), Restricted, Full Auto, Smart, Folding Stock, Silent, Low-Recoil	3
SCK Model 100	SMG	2	+0	3	(Large), Restricted, Burst Fire, Folding Stock, Smart	3
Uzi IV	SMG	1	+0	2	(Large), Restricted, Low Capacity, Burst Only, Folding Stock, Laser Sight	3
AK-97	Assault Rifle	1	-1	3	Large, Restricted, Full Auto, Reliable	3
Ares Alpha	Assault Rifle	4	-1	4	Large, Forbidden, Full Auto, Smart, GL	4
Grenade Launcher	Assault Rifle	4	+0	0	Large, Forbidden, Low Capacity, Single Shot	1

Colt M23	Assault Rifle	1	-1	3	Large, Restricted, Full Auto	3
FN HAR	Assault Rifle	3	-1	3	Large, Restricted, Full Auto, Laser Sight, Gas-Vent 2	3
Yamaha Raiden	Assault Rifle	5	-1	4	Large, Forbidden, High Capacity, Burst Fire, Full Auto, Smart, Silent, Recoil-Comp 1	4
Ares Desert Strike	Sniper Rifle	3	-2	4	Huge, Forbidden, Semi-Auto, Recoil-Comp. 1, Reliable, Scope	5
Ranger Arms SM-5	Sniper Rifle	5	-2	5	Huge, Forbidden, Semi-Auto, Recoil-Comp. 1, Silent, Scope	6
Ruger 100	Sniper Rifle	1	-2	4	Huge, Restricted, Semi-Auto, Recoil-Comp. 1, , Scope	3
Cavalier Arms Crockett EBR	Sniper Rifle	4	-2	5	Huge, Forbidden, High Capacity, Burst Fire, Recoil-Comp. 1, Scope	5
Remington 950	Sniper Rifle	1	-2	5	Huge, Restricted, Low Capacity, Single Shot, Scope	4
Defiance T-250	Shotgun	1	-1	3	Large, Restricted, Semi-Auto, Shotgun	3
Enfield AS-7	Shotgun	4	-1	4	Large, Forbidden, High Capacity, Burst Fire, Shotgun, Laser Sight	3
Name	Type	Avail	AP	DAM	Special	Price
PJSS Model 55	Shotgun	3	-1	4	Large, Restricted, Low Capacity, Single Shot, Recoil-Comp. 1, (Burst Fire)	3
Ingram Valiant	Light MG	4	-1	3	Huge, Forbidden, High Capacity, Belted Ammo, BF/ FA Only, Low Recoil, Laser Sight	4
Stoner-Ares M202	Medium MG	4	-2	3	Huge, Forbidden, High Capacity, Belted Ammo, Full Auto Only	5
RPK HMG	HMG	5	-2	4	Huge, Forbidden, High Capacity, Full Auto Only, Belted Ammo, Tripod	5
Ares Antioch-2	GL	3	+0	0	Huge, Forbidden, Single Shot, Smart	4
ArmTech MGL-12	GL	3	+0	0	Huge, Forbidden, Semi-Auto, Bullpup	4
Aztechnology Striker	ML	3	+0	0	Huge, Forbidden, Disposable, Single Shot	3
Krime Cannon	Cannon	7	-3	5	Huge, Forbidden, Semi-Auto, Recoil-Comp. 1, Troll-Adapted	5
Onotari Interceptor	ML	6	+0	0	Huge, Forbidden, Low Capacity, Single Shot, Smart	5
Panther XXL	Cannon	7	-3	6	Huge, Forbidden, High Capacity, Single Shot, Smart	6

Armor

Armor				
Name	Armor Rating	AVAIL	Notes	Price
(Synth)Leather	2	0		2
Actioneer Business Clothes	3	3		3
Armor clothing	2	1		3
Armor jacket	4	1		3

Armor vest	3	1		3
Chameleon suit	3	3		4
Full body Armor	5	5		4
Full helmet	1	0		3
Chemical seal	0	6	Restricted	4
Environment adaptation	0	3	Restricted	3
Lined coat	3	1		3
Urban Explorer Jumpsuit	3	3		3
Helmet	1	0		2

Cyberwear

CYBERWEAR [06.12.13]							
Category	Name	Fate Effect	Price	Availability	Activation Cost	Magic Essence Cost	Notes
Headwear	Commlink	+1 to Defend vs Hacking attempts	4	0		0,25	
Headwear	Control Rig	Enables "Rigger". With rigged vehicle: +1 to Pilot, +1 to Overcome Pilot related tasks/problems. Includes Datajack.	6	3		1,5	Restricted
Headwear	Cortex Bomb: Kink/Micro/Area	You get Cortex Bomb. Can be compelled by someone with detonator within 2 zones. You are dead.	5	3	1	0	Restricted
Headwear	Cyberdeck	Your deck can't be stolen without cutting your head open. Cool, isn't it?	7	2		0,25	Restricted
Headwear	Datajack	You can access electronic devices via DNI	3	1		0	
Headwear	Data Lock(1)	Accessing your Data requires Overcome Action with difficulty Decent(+2) using Hacking or Electronics.	4	1		0	
Headwear	Data Lock(2)	Accessing your Data requires Overcome Action with difficulty Great(+4) using Hacking or Electronics.	4	3		0	
Headwear	Data Lock(3)	Accessing your Data requires Overcome Action with difficulty Fantastic(+6) using Hacking or Electronics.	5	5		0	
Headwear	Data Lock(4)	Accessing your Data requires an Overcome Action with difficulty Legendary(+8) using Hacking or Electronics.	5	7		0	
Headwear	Olfactory Booster(1)	+1 to scent based Perception rolls.	5	2		0,25	
Headwear	Olfactory Booster(2)	+2 to scent based Perception rolls. Pay 1FP to smell people emotions in their sweat, detect chemicals etc.	5	5	(1)	0,25	
Headwear	Simrig	You are able to play and record Sim-Modules in VR	4	4		0,25	Restricted
Headwear	Skilljack(1)	You get 2 additional Knowledge Skills. Pay 1 FP to change a Skill.	6	1	(1)	0,25	
Headwear	Skilljack(2)	You get 4 additional Knowledge Skills. Pay 1 FP to change two Skills.	6	3	(1)	0,5	

Headwear	Taste Booster	+1 to taste based Perception rolls.	4	2		0,25	
Headwear	Tooth Compartment	You've got a tooth compartment. Congratulations.	3	0		0	
Headwear	Ultrasound Sensor	Range: 2 Zones. Passive: +1 to Perception to notice active Ultrasound sensors. Active: Pay 1FP to negate all vision based aspects for the scene.	6	3	(1)	0,25	
Headwear	Voicemodulator	+1 to Social tests. Pay 1FP to add +2 to Overcome Speech security systems.	5	4	(1)	0,25	Forbidden
Cybereyes	Cybereyes Basic System (2)	Cybereyes(1) Choose two Cybereye Options	4	2		0,25	
Cybereyes	Cybereyes Basic System (4)	Cybereyes(2) Choose four Cybereye Options	5	4		0,5	
Cybereye Option	Flare compensation	+2 shift to Overcome Glare based Hindrances	3	1		0	
Cybereye Option	Image link	Mandatory to see AR. Included in Basic System.	3	1		Integral	
Cybereye Option	Low-light vision	+1 to Overcome Darkness based Hindrance	3	1		Integral	
Cybereye Option	Ocular drone	Ocular Drone (counts as two options), Pay 1FP to release drone. Until recovered, you get -2 for all tests involving vision.	4	2	1	Integral	
Cybereye Option	Retinal duplication (1)	Pay 1FP to get +2 to overcome retina security systems.	6	5	1	Integral	Forbidden
Cybereye Option	Retinal duplication (2)	Pay 1FP to add +2 to Overcome retina security systems.	6	5	1	Integral	Forbidden
Cybereye Option	Smartlink	With linked weapon: +1 to Firearms, +1 to Overcome weapon related tasks/problems	4	3		Integral	Restricted
Cybereye Option	Thermographic vision	+2 shift to Overcome Visibility based Hindrances (except Thermographic Smoke)	3	1		Integral	
Cybereye Option	Vision enhancement(1-3)	+1 shift to Vision based Perception tests	5	2		Integral	
Cybereye Option	Vision magnification	+2 shift to Overcome Range based Hindrance	4	1		Integral	
Cyberears	Cyberears (basic system) 2	Cyberears(1) Choose two Cybereal Options	4	2		0,25	
Cyberears	Cyberears (basic system) 4	Cyberears(2) Choose four Cybereal Options	5	4		0,5	
Cybereal Option	Audio Enhancement	+1 shift to Sound based Perception tests	5	2		0	
Cybereal Option	Balance Augmenter	Balance Augmenter invoke to Overcome tests involving Balance or climbing	5	3	1	0	
Cybereal Option	Damper	+2 shift to Overcome Noise based Hindrance	4	2		0	
Cybereal Option	Select Sound Filter	Filter out unwanted sounds and negate problems with background noises.	5	3		0	
Cybereal Option	Sound Link	built in	3	1		0	
Cybereal Option	Spatial Recognizer	After a successful perception check: Pay 1FP to pinpoint the location of a sound source	4	3	1	0	
Bodyware	Bone Lacing: Aluminum	+1 Body (max 5), Add W1 to Unarmed damage. Pay 1FP to deal lethal damage with unarmed attacks	5	4		0,75	Restricted

Bodyware	Dermal Plating (1)	Dermal Plating(1): A:1.	4	3		1,5	Restricted, Obvious Augmentation
Bodyware	Dermal Plating (2)	Dermal Plating(2): A:2	5	7		2	Restricted, Obvious Augmentation
Bodyware	Fingertip Compartment	Fingertip Compartment	4	1		0	
Bodyware	Grapple Gun	as Gear	4	3		0,5	
Bodyware	Internal Air Tank	+2 to Defense against Drowning/Suffocating	5	1		0,25	
Bodyware	Muscle Replacement (1)	Muscle Replacement(1): +1 Athletics, Add W:1 to CC	6	3		1,5	Restricted
Bodyware	Muscle Replacement (2)	Muscle Replacement(2): +2 Athletics, Add W:2 to CC	6	7		2,75	Restricted
Bodyware	Reaction Enhancers	+1 REA. Pay 1FP to add another +1 to REA for one Scene	6	3	(1)	0,5	Restricted
Bodyware	Skillwires (1)	Make a successful Overcome action using Lifestyle with a Difficulty of +1, then spend 1 FP to replace two Average(+1) active skills.	6	3	1	0,25	Restricted
Bodyware	Skillwires (2)	Make a successful Overcome Action using Lifestyle with a Difficulty of +1, then spend 1 FP to replace two Good(+2) active skills	5	7	1	0,5	Restricted
Bodyware	Smuggling Compartment	+2 to Defend when searched	5	2		0,25	
Bodyware	Wired Reflexes 2	+2 REA (max 5). Once per combat turn, you can pay 1 FP to act again at the end of the turn..	7	4	(1)	2	Restricted
Cyberlimbs	Obvious Full arm	Choose 5 Accessories/Enhancements.	5	1		0,75	Obvious augmentation
Cyberlimbs	Obvious Full leg	Choose 7 Accessories/Enhancements.	5	1		0,75	Obvious augmentation
Cyberlimbs	Obvious Hand/foot	Choose 2 Accessories/Enhancements.	4	1		0,25	Obvious augmentation
Cyberlimbs	Obvious Lower arm	Choose 4 Accessories/Enhancements.	5	1		0,25	Obvious augmentation
Cyberlimbs	Obvious Lower leg	Choose 4 Accessories/Enhancements.	5	1		0,25	Obvious augmentation
Cyberlimbs	Obvious Torso	Choose 4 Accessories/Enhancements.	5	4		1	Obvious augmentation
Cyberlimbs	Obvious Skull	Choose 2 Accessories/Enhancements.	5	5		0,5	Obvious augmentation
Cyberlimbs	Synthetic Full arm	Choose 3 Accessories/Enhancements	5	1		0,75	
Cyberlimbs	Synthetic Full leg	Choose 4 Accessories/Enhancements	5	1		0,75	
Cyberlimbs	Synthetic Hand/foot	Choose 1 Accessories/Enhancements	4	1		0,25	
Cyberlimbs	Synthetic Lower arm	Choose 2 Accessories/Enhancements	5	1		0,25	
Cyberlimbs	Synthetic Lower leg	Choose 2 Accessories/Enhancements	5	1		0,25	
Cyberlimbs	Synthetic Torso	Choose 2 Accessories/Enhancements	5	4		1	
Cyberlimbs	Synthetic Skull	Choose 1 Accessories/Enhancements	5	5		0,5	
Cyberlimb Enhancement	Agility (1-3)	+1 to Athletics and Close Combat when using enhanced Limb .	5	2		0	Restricted
Cyberlimb Enhancement	Armor (1-3)	Gain A:1. Cumulative with worn armor.	4	3		0	

Cyberlimb Enhancement	Strength (1-3)	+1 to Athletics and W:1 when using enhanced Limb .	5	2		0	Restricted
Cyberlimb Accessories	Cyberarm Gyromount	Counts as 3 Accessories. Gain "Gyromount" Aspect	4	4		0	Forbidden
Cyberlimb Accessories	Cyberarm Slide	Conceal Taser, Hold-out or Light Pistol	4	4		0	Restricted
Cyberlimb Accessories	Cyber Holster	Counts as 2 Accessories	4	3		0	Restricted
Cyberlimb Accessories	Hydraulic Jacks (1-3)	Requires two cyberlegs. Spend 1FP to get +1 to Athletics when jumping/running/falling.	4	3	1	0	
Cyberlimb Accessories	Hydraulic Jacks (4-6)	Requires two cyberlegs. Counts as 2 Accessories. Spend 1FP to get +2 to Athletics when jumping/running/falling.	5	3	1	0	
Cyberlimb Accessories	Large Smuggling Compartment	Counts as 2 Accessories. Happy Smuggling!	5	2		0	

Spells

Notes on Spell Keywords

Direct	Use the Direct – Row of the Magic Table for Weapon ratings
Indirect	Use the Indirect- Row of the Magic Table for Weapon ratings and the AP row for Armor piercing values
Elemental	In addition to physical damage, there is an elemental effect (Electricity, Acid, Fire, Cold). These have been already explained in the “Gear” keyword listing.
Mana, Physical	Denotes spell type.
Touch, LOS	Denotes spell range.
Combat, Illusion, Detection, Manipulation, Health	Spell category. The category column is kept for easier reference.
Sustained	Effect or Aspects put into play lasts as long as spell is sustained or until resisted. Add +1 to test difficulties for each sustained spell.
Area, Extended Area	Area effect spell. Area size is dependent on Force of the spell.
Essence	The difficulty for the spell is raised by 1 for each level in the Augmentation resource.
Obvious, Realistic	Denotes type of Illusion.

Spell List

Spell	Category	Drain	Keywords	Effect
Acid Stream	Combat	-1	Combat, Physical, LOS, Indirect, Elemental	Physical Damage, Acid
Toxic Wave	Combat	+0	Combat, Physical, LOS, Indirect, Area Effect, Elemental	Physical Damage, Acid
Punch	Combat	-2	Combat, Physical, Touch, Indirect	Stun Damage
Clout	Combat	-1	Combat, Physical, LOS, Indirect	Stun Damage
Blast	Combat	+0	Combat, Physical, LOS, Indirect, Area Effect	Stun Damage
Death Touch	Combat	-2	Combat, Mana, Touch, Direct	Physical Damage
Mana Bolt	Combat	-1	Combat, Mana, LOS, Direct	Physical Damage
Mana Ball	Combat	+0	Combat, Mana, LOS, Direct, Area Effect	Physical Damage
Flamethrower	Combat	-1	Combat, Physical, LOS, Indirect, Elemental	Physical Damage, Fire

Fireball	Combat	+0	Combat, Physical, LOS, Indirect, Area Effect, Elemental	Physical Damage, Fire
Lightning Bolt	Combat	-1	Combat, Physical, LOS, Indirect, Elemental	Physical Damage, Electricity
Ball Lightning	Combat	+0	Combat, Physical, LOS, Indirect, Area Effect, Elemental	Physical Damage, Electricity
Shatter	Combat	-2	Combat, Physical, Touch, Direct	Physical Damage
Powerbolt	Combat	-1	Combat, Physical, LOS, Direct	Physical Damage
Powerball	Combat	+0	Combat, Physical, LOS, Direct, Area Effect	Physical Damage
Knockout	Combat	-2	Combat, Mana, Touch, Direct	Stun Damage
Stunbolt	Combat	-1	Combat, Mana, LOS, Direct	Stun Damage
Stunball	Combat	+0	Combat, Mana, LOS, Direct, Area Effect	Stun Damage
Analyze Device	Detection	-1	Detection, Physical, Touch, Active, Directional, Sustained	Put a Magic Analysis Aspect on the object.
Analyze Magic	Detection	-1	Detection, Physical, Touch, Active, Directional, Sustained	Put a Magic Analysis Aspect on the object.
Analyze Truth	Detection	-1	Detection, Mana, Touch, Active, Directional, Sustained	Put a Magic Analysis Aspect on the object.
Clairaudience	Detection	-1	Detection, Mana, Touch, Passive, Directional, Sustained	Use point within range as source for audio perception.
Clairvoyance	Detection	-1	Detection, Mana, Touch, Passive, Directional, Sustained	Use point within range as source for visual perception.
Combat Sense	Detection	+0	Detection, Mana, Touch, Active, Psychic, Sustained	Each shifts adds plus 1 to Initiative
Detect Enemies	Detection	-1	Detection, Mana, Touch, Active, Area, Sustained	All DETECT (something) SPELLS -Fail (if you choose to succeed at major cost): Only General Information -Tie (0 successes): Major details only -Succeed: Major and Minor Details -Succeed With Style:Detailed Information
Detect Enemies, Extended	Detection	+0	Detection, Mana, Touch, Active, Extended Area, Sustained	
Detect Individual	Detection	-1	Detection, Mana, Touch, Active, Area, Sustained	
Detect Life	Detection	-1	Detection, Mana, Touch, Active, Area, Sustained	
Detect Life, Extended	Detection	+0	Detection, Mana, Touch, Active, Extended Area, Sustained	
Detect [Life Form]	Detection	-1	Detection, Mana, Touch, Active, Area, Sustained	
Detect [Life Form], Extended	Detection	+0	Detection, Mana, Touch, Active, Extended Area, Sustained	
Detect Magic	Detection	-1	Detection, Mana, Touch, Active, Area, Sustained	
Detect Magic, Extended	Detection	+0	Detection, Mana, Touch, Active, Extended Area, Sustained	
Detect [Object]	Detection	-1	Detection, Physical, Touch, Active, Area, Sustained	
Mindlink	Detection	+0	Detection, Mana, Touch, Active, Psychic, Sustained	Communicate mentally. See SR p. 287
Mind Probe	Detection	+0	Detection, Mana, Touch, Active, Directional, Sustained	Fail (success at major cost): Only General Information Tie (0 successes): Major details only Succeed: Major and Minor Details

				Succeed With Style: Detailed Information
Antidote	Health	-1	Health, Mana, Touch, Permanent	Put Aspect "Antidote" on target. Tag to Defend against Poison damage.
Cure Disease	Health	-1	Health, Mana, Touch, Essence, Permanent	Put Aspect "Magic Cure" on target. Tag when trying to Overcome a disease.
Decrease [Attribute]	Health	-1	Health, Physical, Touch, Essence, Sustained	Resisted(Will). Shifts decrease targeted attribute.
Detox	Health	-2	Health, Mana, Touch, Permanent	Remove side effects of drugs/poisons.
Heal	Health	-1	Health, Mana, Touch, Essence, Permanent	This counts as a Recovery action as per Fate Core p.164. Modify the difficulty by Essence. A "Succeed with style" result shifts the condition one category down. (Severe consequence => Moderate consequence)
Increase [Attribute]	Health	0	Health, Physical, Touch, Essence, Sustained	Targets Willpower or Body. Force of spell must be higher than targeted Attribute. Fail or Tie: No effect. Success: Raise Attribute by 1, Succeed with style: Raise Attribute by 2
Increase Reflexes	Health	0	Health, Physical, Touch, Essence, Sustained	Targets Reaction. Force of spell must be higher than targeted Attribute. Fail or Tie: No effect. Success: Raise Attribute by 1, Succeed with style: Raise Attribute by 2.
Oxygenate	Health	-2	Health, Physical, Touch, Sustained	Put Aspect "Oxygenate" on target. Tag to Defend against suffocation or to breath underwater.
Prophylaxis	Health	-1	Health, Mana, Touch, Sustained	Put Aspect "Prophylaxis" on target. Tag to Defend vs. drugs and diseases.
Resist Pain	Health	-2	Health, Mana, Touch, Permanent	Difficulty is the shift value of the consequence: Mild 2, Moderate 4, Severe 6. Effect: Condition can't be compelled.
Stabilize	Health	-1	Health, Mana, Touch, Permanent	Add a "Stabilized" aspect to a taken down character.
Agony	Illusion	-1	Illusion, Mana, LOS, Realistic, Single-Sense, Sustained	Direct, Physical AND Stun Damage. No aftereffect after spell ends.
Mass Agony	Illusion	+0	Illusion, Mana, LOS, Realistic, Single-Sense, Sustained, Area Effect	Direct, Physical AND Stun Damage. No aftereffect after spell ends.

Bugs	Illusion	-1	Illusion, Mana, LOS, Realistic, Multi-Sense, Sustained	Put "Bugs!" aspect on target.
Swarm	Illusion	+0	Illusion, Mana, LOS, Realistic, Multi-Sense, Sustained, Area Effect	Add "Bugs!" Scene Aspect.
Confusion	Illusion	-1	Illusion, Mana, LOS, Realistic, Multi-Sense, Sustained	Put "Confusion" aspect on target.
Mass Confusion	Illusion	+0	Illusion, Mana, LOS, Realistic, Multi-Sense, Sustained, Area Effect	Add "Mass Confusion" Scene Aspect.
Chaos	Illusion	-1	Illusion, Physical, LOS, Realistic, Multi-Sense, Sustained	Put "Chaos" aspect on target.
Chaotic World	Illusion	+0	Illusion, Physical, LOS, Realistic, Multi-Sense, Sustained, Area Effect	Add "Chaotic World" Scene Aspect.
Entertainment	Illusion	-1	Illusion, Mana, LOS, Obvious, Multi-Sense, Sustained	Put "Entertainment" aspect on target.
Trid Entertainment	Illusion	-1	Illusion, Physical, LOS, Obvious, Multi-Sense, Sustained, Area Effect	Add "Trid Entertainment" Scene Aspect.
Invisibility	Illusion	-1	Illusion, Mana, LOS, Realistic, Single-Sense, Sustained	Put Invisibility aspect on target. The number of shifts is the difficulty for Perception tests.
Improved Visibility	Illusion	+0	Illusion, Physical, LOS, Realistic, Single-Sense, Sustained	Put "Improved Invisibility" aspect on target. The number of shifts is the difficulty for Perception tests.
Mask	Illusion	-1	Illusion, Mana, Touch, Realistic, Multi-Sense, Sustained	Put "Mask" aspect on target. The number of shifts is the difficulty for Perception tests.
Physical Mask	Illusion	+0	Illusion, Physical, Touch, Realistic, Multi-Sense, Sustained	Put "Physical Mask" aspect on target. The number of shifts are the difficulty for Perception tests.
Phantasm	Illusion	+0	Illusion, Mana, LOS, Realistic, Multi-Sense, Sustained, Area Effect	Add "Phantasm" scene aspect. The number of shifts are the difficulty for Perception tests.
Trid Phantasm	Illusion	+0	Illusion, Physical, LOS, Realistic, Multi-Sense, Sustained, Area Effect	Add "Trid Phantasm" scene aspect. The number of shifts are the difficulty for Perception tests.
Hush	Illusion	-1	Illusion, Mana, LOS, Realistic, Single-Sense, Sustained, Area Effect	Add "Hush!" scene aspect. The number of shifts is the difficulty for Perception tests.
Silence	Illusion	+0	Illusion, Physical, LOS, Realistic, Single-Sense, Sustained, Area Effect	Add "Silence" scene aspect. The number of shifts is the difficulty for Perception tests.
Stealth	Illusion	-1	Illusion, Physical, LOS, Realistic, Single-Sense, Sustained	Put "Stealth" aspect on target. The number of shifts is the difficulty for Perception tests.
Animate	Manipulation	-1	Manipulation, Physical, LOS, Sustained	Resisted by: Object Resistance. Add an "Animated" Aspect to the object.

Mass Animate	Manipulation	1	Manipulation, Physical, LOS, Sustained, Area Effect	Resisted by: Object Resistance. Add an "Mass Animate" Scene Aspect.
Armor	Manipulation	-1	Manipulation, Physical, LOS, Sustained	Provides armor according to Spell Results (Indirect) table
Control Actions	Manipulation	+0	Manipulation, Mana, LOS, Sustained	Resisted (Will). Net hits are D:for Overcome action
Mob Control	Manipulation	1	Manipulation, Mana, LOS, Sustained, Area Effect	Resisted (Will). Net hits are D:for Overcome action
Control Thoughts	Manipulation	+0	Manipulation, Mana, LOS, Sustained	Resisted (Will). Net hits are D:for Overcome action
Mob Mind	Manipulation	1	Manipulation, Mana, LOS, Sustained, Area Effect	Resisted (Will). Net hits are D:for Overcome action
Fling	Manipulation	-1	Manipulation, Physical, LOS, Damaging	Deal F damage. Resisted by Body
Ice Sheet	Manipulation	+0	Manipulation, Physical, LOS, Environmental, Area Effect	Crossed need to Overcome Force with Rea or fall.
Ignite	Manipulation	+0	Manipulation, Physical, LOS,	Resist with Rea or be "On Fire"
Influence	Manipulation	+0	Manipulation, Mana, LOS,	Resisted (Will). Net hits are D:for Overcome action
Levitate	Manipulation	-1	Manipulation, Physical, LOS, Sustained	More shifts = more weight and more movement. (Resist with Body)
Light	Manipulation	-1	Manipulation, Physical, LOS, Environmental, Sustained, Area Effect	Put "Light" aspect in play. (Force = Range in Zones)
Magic Fingers	Manipulation	-1	Manipulation, Physical, LOS, Sustained	Telekinetic Fingers. Skill limit = Force
Mana Barrier	Manipulation	-1	Manipulation, Mana, LOS, Sustained, Area Effect	Barrier. Barrier Rating = Force
Physical Barrier	Manipulation	+0	Manipulation, Physical, LOS, Sustained, Area Effect	Barrier. Barrier Rating = Force
Poltergeist	Manipulation	-1	Manipulation, Physical, LOS, Environmental, Area Effect	Shifts = more object and greater radius. 2 boxes Stun Damage for people in area.
Shadow	Manipulation	-1	Manipulation, Physical, LOS, Environmental, Area Effect	Put "Shadow" aspect in play. (Force = meters)

Adept Powers

Name	Effect	Activation Cost	Power Point Cost
Adrenaline Boost	+2 Rea to determine initiative for 2 rounds. Then resist Drain(+2)	1 FP	0,50
Astral Perception	You may perceive the Astral Plane. (SR5 p. 312)	1 FP	0,75
Attribute Boost	Create Advantage (Magic vs +2) to put "Boosted Attribute" into play. Success: Tag once, With style: tag twice.	1 FP	0,50
Combat Sense	+1 to defense vs. ranged/melee attacks. Always roll to avoid surprise.	None	1,00
Critical Strike(Skill)	Effect: +W:1 when using Close Combat. Once per Combat you may tag this to add an additional +W:3 to your CC attack.	None	0,75
Danger Sense	You get +1 to all tests to notice ambushes and impending dangers.	None	0,50

Enhanced Accuracy (Skill)	Add +1 Shift if <i>Succeeding with Style</i>	None	0,50
Improved Ability (Skill)	Increase a skill by one level. Current level x 1,5 is the maximum.	None	1
Improved Physical Attribute	Increase Body/Rea/Athletics by one level. Max:5	None	1,50
Improved Potential (Limit)	Choose a skill. Add +1 Shift if succeeding with Style with that skill.	None	0,75
Improved Reflexes	+2 REA (max 5). Once per turn, you can pay 1 FP to act again at the end of the turn.	(1 FP)	1,75
Improved Sense	Choose two senses. Negate Overcome vs. appropriate Obstacles	None	0,50
Killing Hands	You may choose to inflict physical damage on unarmed attacks. Your attacks count as Magical weapon with regards to immunities.	1 FP	0,00
Kinesics	Add +1 to defend vs. social attacks	None	0,50
Light Body (1-3)	Add +1 to Overcome test vs. obstacles involving jumping (GM discretion)	None	0,50
Light Body (4-6)	Add +2 to Overcome test vs. obstacles involving jumping (GM discretion)	None	1,00
Missile Parry	Add +1 to defend vs. throwing weapons. If defense beats attack you may spend 1FP to catch the missile.	(1 FP)	0,50
Mystic Armor	Add A:1 which also works in Astral Combat	None	1,00
Natural Immunity	Add +1 to defend vs. toxins and diseases.	None	0,50
Pain Resistance	The first mild consequence you take in a scene is ignored for purposes of being taken out.	None	0,50
Rapid Healing	Add a "Rapid Healing" boost if someone uses Biotech or Magic to heal you.	None	0,75
Spell Resistance	Add +1 to defend vs. spells and critter powers.	None	0,75
Traceless Walk	Move over surfaces without leaving traces. Don't trigger pressure pads. Enemies -1 to perception by hearing.	None	0,75
Voice Control	In social tests you get +1 shift if succeeding with style. Spend 1 FP to add +1 to any social test.	(1 FP)	0,75
Wall Running	Add +2 to Overcome test vs. obstacles involving climbing (GM discretion)	1 FP	0,50

Appendix II – Alternate Matrix Systems

Cyberdeck – Rule Option Basic Cyberdeck

The basic Cyberdeck Extra only has a device rating (and no system attributes) which determines the number of available programs and the number of boxes in your Matrix stress track:

Cyberdeck Extra - Basic

Extra	Cyberdeck
Permission	Choosing the “Decker” archetype at character generation
Name	Brand of Cyberdeck
Stunts (Programs)	Choose a number of Programs according to the Cyberdeck table. Programs cost no refresh.
Advantage	Get +1 on any test using Cracking or Electronics while using your cyberdeck
Stress Track	Your deck has a stress track labeled “Matrix”. Two Boxes is the baseline for a device rating “1” cyberdeck. Rating 2-3 = 3 Boxes, 4+ = 4 boxes.

Skill Integration – Rule Option A

This is the most detailed rules option to run the Matrix. It gives you Detailed Matrix Actions by Category, Skill and System Attribute.

To perform a Matrix Action you roll skill for the Action and add the System attribute as a modifier. Check the Fate Core Actions to determine the appropriate action to use for each Matrix Action.

	Skill	ATTACK	SLEAZE	DATA PROCESSING	FIREWALL
Mark Manipulation Device and File Manipulation	Cracking	Brute Force	Hack on the fly		
	Electronics	Erase Mark			
	Cracking	Crack File	Spoof Command, Control Device	Jump into Rigged Device	
	Electronics		Format Device, Set Data Bomb	Edit File, Reboot Device	Disarm Data Bomb
Information Gathering	Cracking		Check Overwatch Score, Snoop		
	Electronics			Matrix Perception, Matrix Search, Trace Icon	
Matrix Combat	Cracking	Crash Program, Data Spike			
	No Test				Full Matrix Defense
Miscellaneous	Cracking	Jam Signals	Hide		
	Electronics	Erase Matrix Signature			Jack Out
	No Test		Enter/Exit Host, Grid Hop, Invite Mark, Send Message, Change Icon, Switch Interface Mode (All actions are Data Processing Action)		

Skill Integration – Rule Option B

This option is intended to be used with the Basic Cyberdeck Option.

It uses Detailed Matrix Actions by Category and Skill. Roll the given Skill plus System Rating as modifier. Check the Fate Core Actions to determine the appropriate action to use for each Matrix Action. I bolded the most important actions.

Mark Manipulation Device and File Manipulation	Cracking	Hack on the fly, Brute Force
	Electronics	Erase Mark
Information Gathering	Cracking	Crack File , Spoof Command, Control Device , Jump into Rigged Device
	Electronics	Edit File , Format Device, Reboot Device, Disarm Data Bomb , Set Data Bomb
Matrix Combat	Cracking	Check Overwatch Score, Snoop
	Electronics	Matrix Perception, Matrix Search, Trace Icon
Miscellaneous	Cracking	Crash Program, Data Spike
	No Test	Full Matrix Defense
	Cracking	Jam Signals, Hide
	No Test	Grid Hop, Enter/Exit Host , Change Icon, Invite Mark, Switch Interface Mode