

# Serbitar's House-rule Package V 1.10

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## 1 Introduction

This package of house rules was developed in the spirit to iron out some inconsistencies of the original SR4 rules. Most changes affect game balancing and consistency within the rules themselves. It was not developed to add more realism and you will not find any rules that make weapon damage or anything else more realistic. The general idea is to not punish role-players for making believable characters and avoid strange situations where a character on a Dodge Scoot is able to outrun a Eurocar Westwind.

I divide the rules into three groups:

critical: they fix some quite severe problems, that would definitely unbalance the game. They are marked with (*critical*).

recommended: no serious bugs are fixed with this rule, but there are some strong reasons to change anyway. Marked with (*recommended*).

optional: this rule was added mostly because of personal taste. They effect the game world in a certain way, which you might like. They are marked with (*optional*).

## 2 Character Creation

The first section will deal with character creation by bringing back the popular karma creation system Serbitars Extra Complicated Karma advancement System – SECKSY, which takes some of its ideas from the famous BeCKS.

This is not just the SR4 Karma system used for character creation. This is mostly an overhaul of the whole karma advancement system of SR4. The changes in this section are sometimes quite drastic, mostly because character creation and advancement does not have anything to do with game play

and we can thus afford to tweak quite a bit without changing anything of the SR4 game play mechanics. So, why a karma system at all? That is easy to answer: We do not want to punish those who want to flesh out their character and have lots of low level skills. We do not want to punish players who make a believable character that does not have extreme attribute values, just because it will be cheaper to buy up low attributes later in game. And finally we will stick to the karma system because a system of diminishing returns and thus progressing karma costs for everything seems quite reasonable.

### 2.1 Attribute Costs

In SR4, the cost for increasing an attribute is karma is 3 x “New Grade”. The cost for increasing a skill is 2 x “New Grade” and 5 x “New Grade” for a skill group. These karma costs do not reflect the use of attributes and skills in the game. An attribute is much more valuable and used much more often than a single skill. To advance a skill group is even more expensive than an attribute, and thus, skill groups will only be raised when the related attribute is already maxed out. This will lead to attribute- advancement-fests, which does not reflect the meaning of an attribute in the system. Attributes should define a character and not change much over the course of life. Instead skills should change a lot and reflect what a character has learned. Thus the new costs for increasing an attribute:

- Physical attribute costs: 5 x “New Grade” (*recommended*). (2.1)

Note that this affects only the cost of physical and mental attributes. Magic, Resonance and Edge still stick with their old SR4 karma costs.

Table 1: New attribute costs

Attribute	Karma
1	0
2	10
3	25
4	45
5	70
6	100
7	135

## 2.2 Attribute bonuses

The new attribute costs make attributes quite expensive. The ones that suffer most from this are metatypes. A troll for example would have to pay 200 Karma to buy a strength of 10. A troll has to pay more to get his average stats (3 + racial modifier) than a human, though he already paid for being a troll. On the other hand, he would pay exactly the same amount of karma to advance logic from 3 to 4 as a human would. In fact, the negative metatype bonuses only decrease the cap, but do not make it harder to advance the related attribute.

To bring metatypes on par with humans, the new rule is:

- Attribute costs for creation and advancement are calculated without the racial modifiers of metatypes (*recommended*) (2.2)

Example: A troll who wants to raise his strength from 9(5+4) to 10(6+4) pays 30 karma. An orc who wants to raise logic from 3(4-1) to 4(5-1) pays 25 karma.

## 2.3 Specializations

Specializations are just too cheap. For 2 karma in active skills, you get 2 additional dice. Most of the time a character will be using his specialization (like his favorite gun) and thus specializations have major effects on game play.

- Specialization costs are doubled (*optional*) (2.3)

Specializations for active skills now cost 4 karma and 2 karma for knowledge skills.

## 2.4 Contacts

As a rating 6 contact with 6 loyalty is worth much more than two 3/3 contacts, the new cost for contacts are:

- Contacts cost rating x loyalty (*optional*) (2.4)
- Every character gets free contacts worth of “(unmodified) Charisma x Highest social skill” of Karma. (*optional*) (2.5)

Note that racial modifiers do apply after this calculation.

## 2.5 Complex Forms

As Hackers can get all available programmes at maximum rating from start on, complex forms have to be balanced against that. In order to streamline the rules, the spell karma costs are used.

- Complex forms cost 5 karma and have a rating equal to the resonance attribute (*recommended*) (2.6)

## 2.6 Edges

Knacks are virtually useless as nobody in his right mind would forsake the ability to install cyber and bioware for rating 1-2 spells and spirits.

- Knacks and astral perception (and the connected magic attribute of 1) acquired buy the related edges is only lost, when essence drops below one. (*optional*) (2.7)

Furthermore note, that the “Latent Awakening” edge stays at its value of 5, but magic attribute is, as every attribute in this rule system, raised before any modifiers, including essence reduction.

## 2.7 New baseline

With all the changed costs, new starting karma has to be calculated. It was normalized such, that the starting characters of this system are a little better than the SR4 archetypes. This is because attribute advancement is more expensive and thus attributes wont change as much. To compensate for the lower costs of magic, edge and resonance, the karma costs for the awakened were also tweaked. The same is true for metatype karma costs.

- Resources: 3000 Nuyen per point of karma  
(*recommended*) (2.8)
- (Logic + Intuition) x 10 Knowledge karma  
points (*recommended*) (2.9)
- 5 karma per spell (*recommended*) (2.10)

Table 2: New metatype costs

Metatype	Karma
Elf	40
Dwarf	35
Orc	35
Troll	50

Table 3: New awakened costs

Awakened	Karma
Magician	40
Adept	10
Mystic Adept	30
Technomancer	40
Aspected Magician	10
Spell/Spirit Knack	30
Astral Sight	20

Table 4: New skill costs

Skill	Karma
1	4
2	8
3	14
4	22
5	32
6	44
7	58

Table 5: New knowledge skill costs

Skill	Karma
1	2
2	4
3	7
4	11
5	16
6	22
7	29

Table 6: New total

600
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ing standard human attributes, which are of course more expensive in the new system.

Table 7: Bounty Hunter

Metatype	50
Awakened	-
Ressources	33
Attributes	335
Skills	140
Contacts	16
Qualities	-
Sum	594

Get an Excel sheet that does the calculation for you here: <http://www.serbitar.de/stuff/SECKSY.xls>

Note that there are no caps, concerning skills and attributes. The progressing costs balance themselves. Though, the values should agree with the character background.

## 2.8 Archetype Calculations

The high costs for some archetypes are a direct result of characters with negative race modifiers hav-

Table 8: Combat Mage

Metatype	40
Awakened	40
Ressources	7
Attributes	273
Skills	157/40
Contacts	8
Qualities	-30
Sum	535

Table 9: Special Ops

Metatype	-
Awakened	-
Ressources	25
Attributes	315
Skills	158
Contacts	12
Qualities	15
Sum	525

Table 10: Drone Rigger

Metatype	35
Awakened	-
Ressources	83
Attributes	275
Skills	203
Contacts	8
Qualities	-15
Sum	581

Table 11: Enforcer

Metatype	50
Awakened	-
Ressources	18
Attributes	336
Skills	208
Contacts	6
Qualities	-10
Sum	608

Table 12: Face

Metatype	35
Awakened	-
Ressources	18
Attributes	339
Skills	162
Contacts	20
Qualities	-5
Sum	569

Table 13: Gunslinger Adept

Metatype	35
Awakened	10
Ressources	15
Attributes	349
Skills	142
Contacts	17
Qualities	-
Sum	568

Table 14: Hacker

Metatype	35
Awakened	-
Ressources	50
Attributes	332
Skills	179
Contacts	11
Qualities	-
Sum	607

### 3 Game play rule changes

What follows are rules that directly affect game play.

#### 3.1 Global

The following rules are mostly clarifications trying to generalize skill and attribute caps. Attributes and skills are treated exactly the same. There is no difference concerning the rules.

- The attribute/skill cap “1,5 x natural maximum” affects permanent augmentations only (*optional*) (3.1)

Situational modifiers, that only give dice to a certain test, but do not augment the attribute as a whole (bone lacing, combat sense), or attribute augmentations that are only very temporary (drugs, attribute boost) can get you higher.

- Skill and attribute advancement costs are always calculated using the natural, unaugmented values. Cyberware like reflex recorders, or improved adept skills do not affect advancement karma cost. (*optional*) (3.2)

#### 3.2 Maximum hits

There are two types of tests involving skills. Tests that are aided by a skill, and tests that really need a skill. In a test, that needs a skill, the skill determines how good you can get. In terms of game mechanics, a character with logic (6) and computer (1) and a character with logic (3) and computer (4) will have exactly the same performance in, for example, programming something. In reality, programming is a task where pure intelligence helps, but you need to know what you are doing and thus the skill is important. You really need that skill. Other activities, like dodging bullets are something different. While having a dodge skill helps, it is not really necessary and does not have that critical impact on the outcome of your dodge.

- When doing a skill critical test you can only achieve a maximum of skill +1 hits. (*recommended*) (3.3)

The game master decides what a skill critical test is. We suggest making all knowledge skills, and logic related tests, skill critical. A good guideline is whether a skill can, or can not be defaulted.

The same difference in quality can be found in extended tests. There are two types: The repetitive extended test determines only how long something will take but not if it will be achieved. Given enough time, the test will always succeed. On the other hand, certain extended tests may not succeed given enough time. Sometimes one just has to give up, because it is too complicated. We call those tests critical extended tests. An example for a repetitive test is running a distance. The question is not whether you will arrive or not, but only when. An example for a critical extended test is the critter search power or an availability test. After some tries, the spirit is just not able to find the person, and the dealer is just not able to get the desired items.

The SR4 rules give a baseline for critical tests:

Table 15: Extended test thresholds

Difficulty	Threshold
Easy	2
Average	8
Hard	12
Extreme	16

- In a critical extended test, you can only roll “skill +1” times (*critical*) (3.4)

Example: The average Joe Dealer with Negotiation (4) and Charisma (3) would only be able to roll 5 times with his 7 dice to get an item, netting an average of 12 hits. The advanced dealer from the SR4 rulebook with Negotiation (5) and Charisma (5) would be able to roll his 10 dice 6 times and would get items with an availability of 20 on average.

The game master decides whether a test is critical or repetitive.

### 3.3 Contact guidelines

As a guideline, contacts like fixers or street docs should

- roll 6 + rating dice (*optional*) (3.5)

in their most important test. Other test should be lower.

Example: A fixer rating 3 would roll 6+3 = 9 dice in negotiation tests, giving him charisma 5 and negotiation 4. The street doc with rating 5 would roll 11 dice in his medicine test. He would have for example logic 5 and medicine 6.

### 3.4 Pool reduction

Sometimes, you as a game master do not want your players to know how difficult something is. In other occasions, like casting spells at multiple targets, its almost impossible to make one pool roll for every target with different modifiers. The simple solution is to never reduce the dice pool of characters, but to roll the number of dice, that should be subtracted afterwards and subtract the hits from the hits generated by the player. Especially, when an area spell is cast and affects targets with different target modifiers.

- Negative/positive dice pool modifiers are not subtracted/added from/to the characters pool, but rolled by the game master separately. Hits from this roll are subtracted/added from/to the characters hits (*optional*) (3.6)

Statistically the outcome is exactly the same. When a character is using edge to re roll a test, the negative/positive dice should also be re rolled in the same manner as if re-rolling a test.

Example: Woody Wizard is targeting two guards with a Mana Ball. One guard is in the open and the other is in partial cover (-4 dice). The 4 dice from the partial cover are not subtracted from the spell casting test of Woody, who only rolls once and scores 3 hits. Instead the game master rolls 4 dice for the guard in cover and achieves 1 hit. Both guards score 2 hits in their willpower tests. The guard in the

open is hit with 1 (3-2) net hit. The guard in cover is hit with no net hits (3-2-1) and the spell fails on him.

## 4 Matrix

### 4.1 Initiative passes

A hacker with a hot-sim has only 3 IPs. An AR hacker with wired reflexes 3 could have 4 IPs. So much to VR being fast as thought. VR should always be superior to AR.

- AR actions take only place in IP 1. Other passes can not be used for AR actions. (*recommended*) (4.1)

### 4.2 Skill tests

Logic should be an important attribute for hackers. In SR4 they roll matrix tests with “skill + programme rating” dice. Logic does not appear. Thus the system is changed to be just like the spell system:

- Matrix test always use “Logic + Relevant Skill” with the corresponding programme or complex form restricting the number of hits (*optional*) (4.2)

Example: Jim Hacker wants to hack into a node. He throws 9 dice (logic (4) hacking (5)) and gets 4 hits. The he only has an exploit programme of 3, he only gets 3 hits.

As a consequence, the technomancer threading system must be changed a little:

- Technomancers do not increase their complex forms, but get bonus dice according to the net hits (*optional*) (4.3)

Example: Jake Technomancer wants to increase his “browse” complex form of rating 2. He scores 4 hits in his threading test. He decides to increase his brows complex form to 4 and get 2 bonus dice for browse tests while sustaining the threading.

### 4.3 Encryption

With the standard rules, encryption is defeated easily and is worthless. Here are the revised rules:

Encrypted protocols (real time encryption like in communications) take an extended test to break (use the revised rules for extended tests). The decryption programme limits the number of hits.

- Logic + Electronic Warfare (encryption rating x 4, encryption rating combat turns) (*recommended*) (4.4)

Encrypted files:

- Logic + Electronic Warfare (encryption rating x 4, encryption rating hours) (*recommended*) (4.5)

## 5 Magic

### 5.1 Drain

Stun spells only do stun damage to targets. Most of SR4 characters have more physical damage boxes than stun damage boxes, especially metatypes. Furthermore stunned targets can be questioned later and you will not be hunted for murder afterwards. In most of the situations stun damage is better than physical damage. Thus stun damage should not cause less drain than physical damage, especially as we want to make the life of a good moral character not that easy.

- Stun spells get the same drain as physical combat spells (*optional*) (5.1)

Table 16: Revised Drain

Spell	Drain
Punch	(F/2)-1
Clout	(F/2)+1
Blast	(F/2)+3
Knockout	(F/2)-1
Stunbolt	(F/2)+1
Stunball	(F/2)+3

Yes, that makes Manabolt more drain efficient than Stunbolt.

### 5.2 Direct vs. indirect combat spells

Indirect combat spells have considerable drain and are not really much better than direct combat spells. Direct spells bypass damage resistance completely and can not be dodged. Furthermore there are different contrary comments about indirect combat spells. The following rules try to balance both categories and make indirect combat spells a little more attractive:

- Damage of direct combat spells does not increase with net hits in the opposed spell test. Damage of indirect combat spells does increase with net hits. (*optional*) (5.2)

### 5.3 Spirits

Spirits in SR4 are extremely powerful. As every magician can summon them in a complex action, they should be well balanced to avoid a potential spirit overkill. The Streetsam in the group should not be bested by a mere spirit that can be summoned in no time with no drain. At the moment, it is very easy to summon spirits and very hard to bind spirits. As binding is already balanced by the amount of money it costs, we can afford to increase drain for summoning and decrease it for binding. A mage should always at least get some drain from summoning something as powerful as a force 6 spirit. A force 3-4 spirit should be standard in SR4.

- Drain for summoning a spirit is "Force/2 + Spirit hits" (*recommended*) (5.3)
- Drain for binding a spirit is "Force/2 + Spirit hits" (*recommended*) (5.4)

Remember that the spirit uses two times force dice to resist binding

### 5.4 Improved physical attribute

This power is completely underpowered and not able to compete even with the worst cyberware.

- Every rating of improved physical attribute, regardless of the unimproved attribute rating, costs 0.5 power points. *recommended* (5.5)

Note, that with the attribute rules given in this supplement, improved physical attribute is not added when calculating karma costs for increasing an attribute rating.

## 6 Rigging

### 6.1 Initiative passes

A hacker with a hot-sim has only 3 IPs. A driver with wired reflexes 3 could have 4 IPs. So much to “jumped-in” being fast as thought. A jumped in rigger should always be faster than a meat body driver.

- Meat body vehicle actions take only place in IP 1. Other passes can not be used for a meat body vehicle. (*recommended*) (6.1)

### 6.2 Skill tests

Driving a vehicle or drone in full VR has nothing to do with physical attributes. Thus, riggers should not use physical attributes when jumped into a vehicle.

- Use the following real life to rigging attribute conversion table when jumped into a vehicle with full VR: (*optional*) (6.2)

Table 17: VR Attribute Table

Attribute	VR (Drone) Attribute
Agility	Intuition (Pilot)
Intuition	Drone Sensor
Willpower	Object Resistance
Reaction	Commlink (Drone) Response
Body	Drone Body
Strength	Body x Acceleration / 4 (guideline)

Every vehicle test in VR is handled exactly as it would be while physically driving, only the attributes are changed. Drones use exactly the same attributes as jumped in riggers do, with Pilot substituting all the mental attributes of the rigger. Note that the pilot attribute of the drone is used very seldom, as are any attributes of the rigger.

### 6.3 Chase Combat

The speed of the vehicle should somehow affect chase combat. It is easier to escape when you are faster.

- Every 20 points difference in maximum speed give the faster drone/vehicle a bonus of 1 die for the opposed test at the start of each chase combat phase (*optional*) (6.3)

## 7 Combat

### 7.1 Damage

Imagine a troll with high armour. He will always get stun damage. The conversion rule should make converted damage less dangerous. But the troll will very likely have more physical damage boxes than stun damage boxes, and thus the converted damage is more efficient. And finally we dont want everybody with high armour to fall unconscious most of the time.

- If the modified damage value does not exceed the modified armour rating, the defender can add his full unmodified impact rating to the damage resistance (*optional*) (7.1)

Example: Jason Troll gets shot by something that does 8P/-1AP with 1 net hit. Jason happens to have armour of 10 ballistic and 8 impact, so that the modified DV of  $9(8+1)$  is equal to his modified armour of  $9(10-1)$  and he takes stun damage. He can now use 18 dice ( $10+8$ ) plus his body for the resistance test. Jason yells Bring it on baby, and shoots back.

Note: This rule also applies to damage that is already stun damage.

### 7.2 Recoil compensation

We do not want to wait till a SR companion or arsenal comes out to give troll their recoil reduction

- Strength 6, 9 and 12 give 1, 2 and 3 points of recoil compensation respectively (*optional*) (7.2)

### 7.3 Target size

It is harder to hit smaller targets than bigger ones. This modifiers can also be used for sensor assisted targeting.

- Hitting small targets invokes negative dice pool modifiers just like partial cover. *(optional)* (7.3)

Table 18: To hit modifiers

Target size	modifier
House	+4
Truck	+3
Car	+2
Troll, Bike	+1
Human, Orc, Elf	+0
Dwarf, Child	-1
Upper human body	-2
Leg, Arm	-3
Football	-4
Mini Drone, Hand	-5
Micro Drone	-6
Fly	-8

Note that these modifiers can be used to target special parts of the body, but the damage does not increase (maybe one did not hit the desired location or not fully).

### 7.4 Ammunition

Just read the electricity damage rules to know why StickNShock was downgraded. Together with the amour reduction this was the overkiller.

- The damage code for stickNshock is 4S(e) / HalfImapct *(recommended)* (7.4)

### 7.5 Called shots

The original called shot rule, trading dice in the attack test vs. damage value on a 1:1 basis is way to overpowered. Everybody has to use the rule almost all of the time, to not be at a disadvantage compared to those who use the rule frequently. Furthermore, it unbalances armour penetration rules. To balance it, the DV/dice ratio is changed to 1 : 2 :

- a player may choose to call a shot trading two dice of an attack test for every additional point of damage value, up to a maximum of +4DV *(critical)* (7.5)

### 7.6 Initiative passes

As an optional rule, to improve the performance initiative pass enhancements, one may change the initiative pass order to:

- the new pass order is 3 - 1 - 4 - 2 *(optional)* (7.6)

Example: Ronny Reflex has an initiative of 17 with 4 initiative passes, Arni Above-Average has an initiative of 13 with 2 passes and Nick Norm has an initiative of 9 with 1 pass. The resulting order is: 3: Ronny; 1: Ronny, Arni, Nick; 4: Ronny; 2: Ronny, Arni;

### 7.7 Dual wielding

Smartgun and laser-sight do function with dual wield.

- Smartgun and laser sight dice are added before the splitting of the pool if both weapons are equipped with the relevant device *(optional)* (7.7)

### 7.8 Area Attacks

The rulebooks says that area attacks can be dodged with a modifier. But what happens when you shoot directly at the space in front of somebody? Use the following solution:

- When shooting directly at somebody with any area damage device (including indirect area combat spells), the standard modifiers for this target apply to the test to hit. If the target is hit directly (the scatter is 0), the target is allowed to roll reaction to dodge this attack per standard rules, and any net hits of the attacker are added to the damage. When somebody is hit by an area attack that was not directly directed at him, or scattered away, he may take a full defense action per standard rules to dodge the attack with reaction moving him 1 meter

per hit. In this case, any net hits of the attacker do not add to the damage value. (*optional*) (7.8)

## 8 Gear

### 8.1 Compatibility

There are a lot of useless cyberware compatibility restrictions. These restrictions are not necessary as the user is already paying with essence and a lot of caps are in place.

- All cyber- and bioware is compatible to each other. (*optional*) (8.1)

There is, of course, a restriction:

- Bioware can not be installed in cyberware. (*optional*) (8.2)

Example: Cats eyes can not be installed in cybereyes. Muscle toner can not be installed in cyberlimbs. Bones can receive both bone lacing and bone density, as they apply to different parts of the bone.

### 8.2 Adrenaline pump

Adrenaline pump in SR4 is useless. About the same essence cost of bioware that constantly supply the attribute boosts it gives only for a short time, it also stuns the user into oblivion.

- The adrenaline pump (regardless of rating) works for 10 x 1D6 turns, after which the user is getting unresisted stun damage of 1D6 rolled for the duration. (*recommended*) (8.3)

Note, that with the attribute rules given in this supplement, the stat boosts of adrenaline pump can break the attribute cap.

### 8.3 Cyberware Scanner

Cyberware scanners would ruin the game world. They are small and you could place them everywhere.

- Cyberware scans take 1 turn and use the taser range table (dice are reduced by range) (*recommended*) (8.4)

As it is often necessary to know exactly what a scan revealed. Thus the following table:

Table 19: Cyberware Detection

Thresholds	
Basic Cyberware	0
Alpha Cyberware	0
Beta Cyberware	1
Delta Cyberware	2
Implanted in Cyberlimb	+2
Dice Pool Modifiers	
Essence < 3	-1
Essence < 1	-2
net hits	results
0	size and location of cyberware
1	function of cyberware
2	exact model

Note: There is also special ECM available that works against cyberware scanners. It has the same ratings and prices as headware jammers and reduces the scanner rating by its rating.

### 8.4 Eyeware Capacity

Cybereyes have capacity limitations. There is no reason why contact lenses shouldn't.

- Contact lenses, glasses and goggles have a capacity of 3/6/9. The availability is the highest availability of its contents. (*recommended*) (8.5)

### 8.5 Cyberlimbs

To calculate an overall attribute with a partly cyberlimbed character, you do the following:

- Add the ratings of all four limbs plus the torso and divide by five. A natural limb/torso counts with its natural rating (*recommended*) (8.6)

Example: Tom Tinman has a cyberarm with agility 5 installed. His unaugmented agility value is 1 and he has Muscle Replacement (1) installed. He wants to shoot while running, which involves his

overall agility rating. He is adding the agility of his two legs (2+2) of his torso (2) and of his left arm (2) and his right cyberarm (5) to a total of 12. Dividing this by 5, he ends up with  $2.4 = 2$  agility.

To give metahumans equal access to cyberlimbs, revised cyberlimb rules are recommended:

- Dwarfs, Elves and Humans use size M cyberlimbs, Orcs use size L cyberlimbs and Trolls use size XL cyberlimbs. Cyberlimbs of one wrong size category reduce the dice pool for every agility based test by two, two wrong size categories reduce the pool by four (*recommended*) (8.7)

Starting (Max) Values:

Table 20: Cyberlimb Attribute Values

Attribute	M	L	XL
Body	4(9)	7(13)	8(15)
Strength	4(9)	6(12)	8(15)
Agility	4(9)	4(9)	3(5)

- Agility, body and strength upgrades are only restricted by capacity and maximum value. A cybertorso adds 33% to the capacity of all connected cyberlimbs (*optional*) (8.8)

Capacities without and with torso: (Synthetic cyberlimbs have half the capacities listed here)

Table 21: Cyberlimb capacities

Cyber limb	C	CT
Full Arm	15	20
Full Leg	20	27
Hand/Foot	4	4
Lower Arm	10	10
Lower Leg	12	12
Torso	15	15
Skull	4	5

Cyberlimbs can regulate the pain levels they send to the user and can shut off damaged parts. This provides a considerable bonus when damaged.

- In addition to the +1 on the damage track, every cyberlimb, torso, and skull provide two levels of damage compensation. (*optional*) (8.9)

## 8.6 SIN checkers

As there are no rules how SIN checkers work here a practical suggestion: SINcheckers are simple commlinks that connect to a mainframe that carries out the actual SIN check.

- SINchecks come in levels 1-6 and vary only in the amount of access rights and time needed (*optional*) (8.10)

Table 22: SIN checkers

Level	Time
1	30 seconds
2	1 minute
3	5 minutes
4	30 minutes
5	2 hours
6	10 hours

SINchecks at airports and other important places are often made in advance.

## 9 History

### 9.1 v 1.10

- added size modifiers
- small changes in adrenaline pump wording
- additional cyberware scanner tables
- added eyewear capacities
- removed complex form restriction to 6
- added free contact points
- added aspected magicians
- added Spell Knack
- 

### 9.2 v 1.9

- changed maximum number of rolls for skill-tests to skill+1
- skipped magical drain healing rules, they are now RAW
- skipped spirits on away missions rule, as it is now RAW
- skipped changes to ammunition (except stickNshock), as RAW ammunition was changed
- added alternative rigging attribute table
- changed the area attack rules from the FAQ
- skipped the area rule for direct combat spells, at it is now RAW
- added +1 to all cyberlimb base attributes, added damage compensation
- technomancer threading slightly for balancing reasons
- deleted “2x maximum cap”, further unified skill and attribute caps
- added rules for cyberware/bioware compatibility