2nd

COVERT OPS IN THE SIXTH WORLD

A Fan-Made Shadowrun® 2nd Edition Conversion

CREDITS

Thanks to R.E. "TheChaosGrenade" Davis for allowing me to expand on the excellent Shadow Ops Hack for D00lite. You rock Chummer!

Special Thanks to Anthony Lewis and Christopher Cortright for the "More Ways to get hurt" rules from *Breaking Bones Volume 1*. Replicated here with some small changes with friendly permission. Check it out on DTRPG, there is more good stuff in there!

Also to Manuel Sambs for his Savage Shadowrun hack which inspired me to do this thing in the first place. And to all the other rule hackers out there for doing what you do!

Very Special thanks to Bill Logan and Larry Moore for BareBonesFantasy and Covert Ops.

Art:

Cover Shadowrun Logo by [Doctor-G](#) , used with permission.

CONTENS

INTRDODUCTION

This Document is an update and expansion to the absolutely excellent Shadow Ops by ChaosGrenade. I liked it but had some ideas to shape it into my vision Shadowrun. For me the ideal Shadowrun version will always be 2.0. It is the one I grew up with. I own 3rd and 5th edition as well, but I do not really like the art style and world as presented there. 2053 is where it is at for me. Decker need to have cables and plug in to do stuff. Mages and Shamans are mechanically different. I try to take what I feel strongly about in Shadowrun and translate it to D00lite. However I do realize that some things are better in later editions and will adopt these where appropriate (mostly Totems as the early ones had very disruptive hindrances) I also expand on things like skills or equipment. It is definitely to my tastes and will not be for everyone. I share this in the hope that others may find this useful too. Welcome to the sixth world chummer!

The following rulebooks are required to use these rules:

- **Covert Ops**: Core Rulebook & GM Operations Manual
- BareBones Fantasy: Core Rulebook
- Spell Reference Cards (for the exclusive spells)
- **The Neumann Protocol** (an operational addendum for Covert Ops)
- **Shadow Ops** Fan Conversion
- And of course, **Shadowrun 2nd Edition** for setting reference.

BASIC FOUNDATION:

- Uses **Covert Ops** as the core rules.
- Modified CO skill list, plus some additions from Shadow Ops.
- Spells from **BareBones Fantasy** Spellcards with some modifications.
- Uses money instead of cost rating, following the price lists on pg. 27 of the **CO GM Operations Manual**.
- I encourage the use of the "Firearm Maneuvers" option from pg. 32 of the **GM-OM**.
- Implants from **The Neumann Protocol** work as written, but do not require a bio battery installation. Additions in the equipment chapter.

New Rules.

Counting Successes / Failures

In Shadowrun a lot of effects depend on how much successes you roll. This concept does not exist in D00lite. To implement something similar calculate the difference between the tens digit of the roll and the tens digit of the skill or attribute score. You always have 1 success minimum on a successful check. If the check was successful the difference is the number of successes you have. If it failed the number of failures. A critical success always counts as 10 successes, a critical failure as 10 failures.

This is mostly useful for Spells. A Magician can reduce spell drain by the number of successes. Decrease drain by 1 for every success. On a failure have each fail increase fatigue damage by 1. You can implement this for Conjuring as well. In that case drain is dependent on successes or failures as with spells. Any summoned spirit will also offer the number of successes + Magician level as services.

You can also use it on opposed rolls to determine the winner of a draw.

Example 1

> Lazerhawk the Decker attempts to break into a secure system. His Technician skill is 75%, the system has a rating of 65%. Both succeed in their Roll. Lazerhawk rolled a 43 and the system a 58. Lazerhawk has 3 Successes (7-4=3), the system only 1(6-5= 1). Lazerhawk wins.

Example 2

> Golden Eagle the shaman attempts to summons a level 4 spirit. Her Magician skill level is 2, rank is 69%. She rolls a 48. That is 2 Successes. Drain for a level 4 Spirit is 8. She can reduce this to 6 due to the successes. The summoning is successful and the spirit awaits the command of Golden Eagle to serve its

CHARACTER CREATION

After considering a character archetype or concept, grab yourself a sheet of paper (or a character sheet), a pencil, some ten-siders and four tokens to represent your Bones.

1. **CHOOSE A RACE:** Human, or spend a Bone to be a Dwarf, Elf, Orc or Troll.

2. **DETERMINE ORIGIN:** Choose or randomly roll an origin. Choose one of the three perks from the origin; you may spend a Bone to pick two.

3. **AWAKENED OR MUNDANE?** If you didn't receive a free Awakened perk rom your origin, you may spend a Bone to awaken your character (allowing them to unlock either the Adept or Magician skills, as well as Enchanter.)

4. **DETERMINE ABILITY SCORES:** Either roll 5D+30 for each of the four Ability scores (STR, DEX, LOG or WIL) -or- use the array of 65, 60, 55, and 50. May spend a Bone to re-roll and take the better results.

5. **STARTING SKILLS:** Skills function as Covert Ops, with the following changes:

   ⊕ Select or roll a skill representing your operative's primary talent and note "+20" in the PS column.

   ⊕ Select or roll a different skill representing secondary talent and note "+10" in the PS column.

   ⊕ Place a "--" in the PS column for all other skills.

   ⊕ Select or roll two skills and place a "1" in their level. If your origin didn't give you one, you may cash in a bone to select or roll a third level 1 skill.

   ⊕ Read the skill sections and note any focuses, specializations, maneuvers, connections, bonus languages, etc.

   ⊕ Choose/reroll duplicates; no skill may begin above level 1. **MAGICIAN**, **ENCHANTER** and **ADEPT** skills may only be used by those who spend the Bone to awaken to those paths.

6. **DESCRIPTORS:** Choose a positive and a negative descriptor, as of Covert Ops.

7. **MORAL CODE:** Assign your moral code as per Covert Ops.

8. **OUTFITTING:** Characters begin with a rating 1 of Starting Wealth, plus any they gained through their origins. A player may choose to spend their bones to raise the rating by 1 point each. They can also lower the Lifestyle to Street to gain a Bone. The character may use this amount to purchase implants, weapons, vehicle, equipment, contacts and even lifestyles. Once they have finished, the remaining funds are reduced to one tenth of its value for the amount of cred the character has at the beginning of play.

RANK	LIFESTLYLE	STARTING WEALTH
0	Street	500 ¥
1	Squatter	5.000 ¥
2	Lower Class	20.000 ¥
3	Middle Class	90.000 ¥
4	High Class	400.000 ¥
5	Luxury	1.000.000 ¥

For more details on Lifestyle and its upkeep please refer to Shadowrun 2nd edition.

9. **FINAL STEPS:**

✧ **Physical Condition:** This represents your bodies overall toughness and stamina. It is determined by adding your STR + DEX and dividing the result by 4 (STR+DEX/4). When your physical health reaches zero (0) you are slain.

✧ **Mental Condition:** This represents your strength of character and ability to withstand fatigue and mental trauma. It is determined by adding your LOG and WIL and dividing the result by 4 (LOG+WIL/4). When your mental condition reaches zero (0) you are knocked unconscious. Additional mental damage may inflict physical damage at this point.

✧ **Initiative (INIT):** 1, +1 if DEX is 65 or more, +1 if LOG is 65 or more

✧ **Movement (MOV):** 8, +1 if DEX is 65 or more, +1 if STR is 65 or more

✧ **Bone Pool:** Record number of remaining bones.

✧ **Max Essence:** All characters have an Essence Limit of 60

✧ **Essence Toll:** Total of essence cost from all installed implants.

✧ **Rank:** New characters start at Rank 1

✧ **Development Points (DP):** 0

STR or DEX	DAMAGE
60-64	+1
65-69	+2
70-74	+3
75-79	+4
80-84	+5
85-89	+6
90-94	+7
EACH +5 AFTER	+1

✧ **Damage Reduction (DR):** Determined by armor

✧ **Ranged Weapons Score:** use Soldier score. Damage is by weapon, + damage bonus from DEX (see below)

✧ **Melee Weapons Score:** use Martial Artist score. Damage is by weapon + damage bonus from STR (see below)

RACES

In the sixth world the following races are available to player characters.

Dwarf

- Add 10 to starting STR.
- Add 5 to starting WIL
- Thermographic vision (12 spaces, sight using heat signatures in the infra-red spectrum when light is not present).
- Dwarf Resilience (+10 resist poison and magic).
- Move 7 spaces.

Elf

- Add 5 to starting DEX.
- Add 10 to starting WIL.
- Lowlight vision (12 spaces, allows normal sight in lowlight)
- Elf Resilience (+10 resist charm spells)
- Move 9 spaces.

Human

- Human Versatility (one additional descriptor).
- Move 8 spaces.

Orc

- Add 10 to starting STR
- Born scrappers (+10 to melee attacks.)
- Lowlight vision (12 spaces, allows normal sight in lowlight.)
- Discriminated Race (-10 to social interactions in high society.)
- Move 7 spaces

Troll

- Add 15 to starting STR
- Hardy (+10 to STR resistance checks.)
- Dermal Plating (natural +1 DR)
- Thermographic vision (12 spaces, uses infrared heat signatures.)
- Discriminated Race (-10 to social interactions in high society.)
- Big & Bulky (-10 DEX Resistance checks.)
- Move 6 spaces

ORIGINS

Adept Dojo Student
- **Awakened:** Receive awakened status for free.
- **Adept Training:** Adept level 1.
- **Disciplined:** +5 to WIL

Assistant Talismonger
- **Awakened:** Receive awakened status for free.
- **Item Crafter:** Level 1 Talismonger.
- **Connected:** 1 free contact, related to magic (Street Magicians, Shamans, Academics, etc.)

Bureaucrat
- **Connected:** 1 free contact in the public sector.
- **Well-Educated:** Academic level 1.
- **Well-to-do:** +1 starting wealth rank.

Black Marketer
- **Established:** Fixer level 1.
- **Business Sense:** +10 to LOG checks regarding black market prices & deals.
- **Well-to-do:** +1 starting wealth rank.

Blue Collar
- **Know-how:** +10 to Technician skill checks to repair broken machinery.
- **Perseverance:** +5 WIL.
- **Hard Knocks:** Any skill at Level 1.

Celebrity
- **Chutzpah:** +5 to LOG or WIL.
- **Fame:** +10 to WIL checks when trying to get celebrity treatment.
- **Well-to-do:** +1 starting wealth rank

Club Habitué
- **Club Goer:** Can get into any club or VIP event with a successful WIL check.
- **Connected:** 1 free contact within the club scene.
- **Got the Moves:** +5 DEX

Corporate High Life
- **Personal Assistant:** GM creates a rank 1 NPC who is loyal to your character and works for you.
- **Privilege:** +10 to WIL checks when trying to get VIP treatment.
- **Well-to-do:** +1 starting wealth rank

Data Jockey
- **Shadowland User:** +10 to Research rolls online.
- **Hands-on Technology:** Level 1 Technician skill.
- **Melts the IC:** +10 to Thief rolls involving hacking.

Former Wage-Slave

ROLL	ORIGIN
00-03	Adept Dojo Student
04-08	Assistant Talismonger
09-12	Bureaucrat
13-16	Black Marketer
17-20	Blue Collar
21-24	Celebrity
25-28	Club Habitué
29-32	Corp. High Life
33-36	Data Jockey
37-40	Former Wage-Slave
41-44	Ganger
45-48	Gearhead
49-52	Hermetic Circle Member
53-56	Investigative Journalist
57-60	Law Enforcer
61-64	Medic
65-68	Military Veteran
69-72	Organized Criminal
73-76	Policlub Member
77-80	Roll Twice
81-84	Security
85-88	Sewer Rat
89-92	Shamanic Lodge Member
93-96	Street Magician
97-100	Thrill Seeker

- **Negotiator:** +5 WIL.
- **Business Sense:** +10 to LOG checks relating to business or economics.
- **Well-to-do:** +1 starting wealth rank

Ganger
- **Home Turf Advantage:** +10 to LOG checks regarding any legwork or navigation in your gang's neighborhood.
- **Alpha:** Level 1 Leadership skill.
- **Connected:** 1 free contact on the streets.

Gearhead
- **Wheelman:** Level 1 Pilot skill.
- **Stocked Garage:** Extra 50% starting wealth dedicated to vehicles, drones and gadgets only. GM may limit this value.
- **Born to Rig:** You have a +10 control bonus when controlling a rigged vehicle.

Hermetic Circle Member
- **Awakened:** Receive awakened status for free.
- **Mage:** Level 1 Magician.
- **Hermetic Library:** Level 1 Academic

Investigative Journalist
- **Pursuit of Truth:** +10 to any checks in pursuit of the truth.
- **Investigator:** Level 1 Investigator skill.
- **Clue Seeker:** +5 LOG.

Law Enforcer
- **Investigator:** Level 1 Investigator skill.
- **Officer:** Level 1 Leader skill.
- **Connected:** 1 free contact within law enforcement.

Medic
- **Healer:** Level 1 Doctor skill.
- **Gifted Mind:** +5 LOG.
- **Higher Education:** Level 1 Academic.

Military Veteran
- **Field Commander:** Level 1 Leader.
- **Trained Soldier:** Level 1 Soldier skill.
- **Connected:** 1 free contact from their time in the military / mercenary work.

Organized Criminal
- **Criminal Past:** +10 to Thief checks against those untrained in the skill.
- **Career Criminal:** Level 1 Thief
- **Tough as Nails:** +5 Physical Condition.

Policlub Member
- **Higher Education:** Level 1 Academic Skill.
- **Stern Resolve:** +5 WIL.
- **Eloquent:** +10 to Leader checks to persuade others through diplomacy.

```
Roll Twice
```
Choose one of the listed aspects from each of two rolled origins, then must lower your worst ability score by -5. You may not manually choose this without rolling.

Security
- **All Systems Secure:** Gain +10 to any Technician rolls when Setting Security.
- **Watchman:** +10 to LOG checks to spot or notice suspicious activity.
- **Vanguard:** +5 Physical Condition

Sewer Rat
- **Weathered the Storm:** Level 1 Survivalist skill.
- **Seen Some Drek:** +5 WIL.
- **Scrapper:** +10 to unarmed Martial Arts checks.

Shamanic Lodge Member
- **Awakened:** Receive awakened status for free.
- **Shaman:** Level 1 Magician.
- **In Tuned Domain:** Level 1 Survivor.

Street Magician
- **Awakened:** Receive awakened status for free.
- **Strong Soul:** + 5 Mental Condition
- **Connected:** 1 free contact, related to urban magic (talismonger, back alley lodge leaders, etc.)

Thrill – Seeker
- **Bravery:** +5 WIL.
- **Daredevil:** +1 INIT.
- **Rush to Action:** +1 to MOV.

SKILLS

Shadow Ops 2nd uses the following Skills. Any changes from the Covert Ops/ BBF Core rules or Shadow Ops will be shown on the following Pages.

SKILL	SOURCE
Academic	CO
Adept	New, see below
Fixer	New, see below
Investigator	Detective CO, changes below
Leader	CO
Magician	New, see below
Martial Artist	CO, changes below
Medic	CO
Rigger	Pilot CO, changes below
Scout	CO
Soldier	CO, changes below
Talismonger	Enchanter BBF, changes below
Technician	CO
Thief	CO

ADEPT

This skill represents the awakened ability to use magic to enhance the mind and body as the perfect weapon.

Score: WIL /2 +10 per Magician level. Cannot be attempted unawakened.

- ✦ **Adept Powers:** Once per level of adept, they may choose one of the following spells: Aid, Cleanse, Heal, Hinder, Killing Hands, Protection, Repel, or Telekinesis. Any beneficial spell may only be cast on the adept themselves.

- ✦ **Combat Mind:** Choose one specific weapon or unarmed fighting style; when attacking with it, you may opt to use Adept instead of its normal skill.

- ✦ **Astral Perception:** Adepts are capable of gazing into the astral realm and reading auras, but are unable to project.

- ✦ **Maneuver Prodigy:** The adept may learn extra martial or firearm maneuvers. In addition to the ones earned from Martial Arts or Soldier, each level of Adept grants an extra maneuver (two if primary.)

New Spell: Killing Hands

Range: Touch
Usage: Unlimited
Duration: Instant
Resistance: DEX
Effect:

This spell is a variant of Offensive Strike, tailored for the Adept. It allows them to channel destructive power into their hands, delivering fatal blows with merely a touch. It deals 1D+1D damage per adept level. An adept may choose for the damage to be delayed – up to a number of hours equal to their adept level. At any point leading up to that moment, they may will for the strike to be nulled.

FIXER

This skill represents training and experience in making deals, appraising valuables, or obtaining goods from obscure sources. A fixer is the intermediate between the shadows and other parts of the society. Fixers have numerous contacts, and some also have secondary specialties, such as smuggling, fencing, and so on.

Score: WIL /2 +10 per fixer level.

- ⊕ **Haggle –** While purchasing or selling goods and services on the black market, the fixer can attempt to haggle on price. On a successful skill check, they may reduce the price by 5% for every level they have in the skill.

- ⊕ **Connections –** An accomplished Fixer is only as good as his information sources. A character may have contacts with total ranks of twice his Fixer level, and these do not cost nuyen for the Fixer. The player and GM work out the details. They may be informants, snitches, friends, family, or allies of any sort. They may exist in high or low places, and may or may not be able to offer assistance or information when sought. The Fixer can drop a connection to replace him/her with another if the story and GM permit. This is helpful when missions take place far enough away that certain contacts become less useful to the Fixer.

- ⊕ **Market Scrounging –** Once per game session, the fixer can make a skill check when he or his team needs to obtain something. If successful, the fixer knows who has what is needed. This doesn't give him the means to obtain it, only the knowledge of where he may go to get it.

- ⊕ **Spin Doctor –** Being a master of spin and reputation management, this allows the fixer to make a skill check to identify spin (lies designed to manipulate public opinion), create spin, or oppose it. This is an open ended story based aspect of the fixer skill.

Specializing: Many fixers specialize in one type of market or even a specific product. Normally, your score represents your ability to appraise, haggle, scrounge, or spin any type of market/product. If you specialize, however, you receive a +10 bonus when your area of specialty is concerned. In other markets or products you have a -10 penalty. You can only specialize at the time of runner creation, and cannot change your specialization later.

INVESTIGATOR

This skill represents training and experience looking for answers, spotting clues, interrogating people or tracking down those that do not want to be found. It is a common skill for secret agents, private investigators, and police detectives.

Score: LOG /2 +10 per investigator level.

- ⊕ **Detect Clues –** Used to spot obscure clues, gather information from available details, or work out complex puzzles from facts provided.

- ⊕ **Interrogation –** Used to question through various techniques, to get truthful answers to questions asked. Usually results in a contest against the WIL of the target.

- ⊕ **Shadowing and Trailing –** This is used to follow or watch people in a manner that doesn't call attention to the investigator. Shadowing someone is similar to stealth except no real hiding is taking place. This is the art of blending in, of knowing how to avoid being obvious.

- ⊕ **Sleuth –** Spend time talking to people and ask the GM one yes/no question your operative couldn't possibly know the answer to and he must answer honestly. Could provide clues to help succeed in a mission or to uncover important campaign related secrets. Research time required is determined by GM by topic. Does not require a contact.

MAGICIAN

This skill represents knowledge and use of the magical powers of the Sixth World. There are two main traditions, shamanistic and hermetic.

Score: LOG /2 +10 per *magician* level for hermetic. Half WIL+10 *magician* level for shamanistic

Cannot be attempted unawakened.

- ✦ **Tradition** - At the first level of *magician* the player must choose between the hermetic or shamanistic tradition. A character can only ever have one single tradition. Each comes with a set of abilities that the character gets to use in addition to Astral Senses, Conjuring and Low Magic. Please see the Magic chapter for details.

- ✦ **Astral Senses** – All *magicians* are capable of astral perception and projection. With perception, they may peer into the astral realm to spot any magic, spirits, or read auras. Projecting allows them to travel in spirit form at 10x their MOV rate, at the risk of being harmed by astral beings & other *magicians*, all while leaving their body in a defenseless state. If they spend an action they can share their attention between meatspace and astral space equally. Any attacks in the Astral use WIL to resist.

- ✦ **Conjuring** - The *magician* may call spirits to assist them. This replaces the Summon spell. For details please see the magic chapter.

- ✦ **Low Magic** - allows you to perform any one of the following: Create a 5-space globe of light; create an audible illusion; create a small obviously magical illusory visual effect; cause small objects to perform their tasks - such as mops, brooms, dishes etc.; enhance the volume and impressiveness of your voice or the voice of another within 5 spaces; mend small rips/tears in common items; other simple/minor magic tasks the GM allows. No skill check required.

MARTIAL ARTIST

This skill represents the combat expertise of someone trained in boxing, wrestling, karate, fencing, street fighting, etc.

Score: STR /2 +10 per *martial artist* level.

- ⊕ **Unarmed Combat** – Use *martial artist* score for chance to hit. Damage equals 1D/2, plus STR bonus if appropriate.

- ⊕ **Weapon Combat** – Use *martial artist* score for chance to hit with melee or thrown weapons. Damage is by weapon, plus STR bonus if appropriate.

- ⊕ **Dodging Expertise** – Add +5 per *martial artist* level to any DEX-based resistance checks when not at a disadvantage.

- ⊕ **Maneuvers** – Select 2 martial maneuvers per *martial artist* level if this is your primary skill or 1 maneuver per *martial artist* level if this is your secondary skill. If neither primary nor secondary, select one maneuver at levels 2, 4, and 6. Martial maneuvers can be found on page 33. Players may select or roll, as the GM permits.

Specializing - Some Martial Artists specialize in one type of melee combat (Unarmed, blades, blunts or improvised). Normally, your score represents your ability to Attack with all melee weapons. If you specialize, you receive a +10 bonus when using that specific melee style in combat. In using anything else you have a -10 penalty. You may only specialize at the time of runner creation, and can only change your specialization by spending 3DP if the story and GM permit.

RIGGER

This skill represents training and experience with an assortment of vehicles.

Score: LOG /2 +10 per rigger level. Focuses cannot be attempted unskilled, though the land vehicles aspect is available to all operatives, skilled or otherwise.

- ⊕ **Land Vehicles –** Score is used for stunts or to control cars, buses, motorcycles, etc.

Focus: When this skill is first selected, you MUST select a focus: air, drone, sea, or space vehicles. You are considered unskilled at areas outside your focus. Any time you raise a level, you MAY buy another focus for 3DP. The rigger skill has only one score which applies to all focuses and to the land vehicles aspect.

- ⊕ **Air Vehicles Focus –**Used for stunts or to maintain control of helicopters, VTOL, jets, etc. and attack with air vehicle weapons when rigged.

- ⊕ **Drone Focus –** Used to control drones as well as attacking with drone weapons when rigged.

- ⊕ **Sea Vehicles Focus –** Used for stunts or to maintain control of sailboats, speedboats, yachts, submersibles, etc. and attack with sea vehicle weapons when rigged.

- ⊕ **Space Vehicles Focus –**Used for stunts or to maintain control of space vehicles. Also used for tight maneuvers, docking, etc. and attacks with space vehicle weapons when rigged.

Specializing: Some riggers specialize in one type of vehicle (motorcycles, sports cars, corporate jets, speedboats, etc.). Normally, your score represents your ability to operate all vehicles in which you have focus (see above). If you specialize, you receive a +10 bonus when piloting that specific vehicle type. In other vehicles you have a -10 penalty. You may only specialize at the time of runner creation, and can only change your specialization by spending 3DP if the story and GM permit.

SOLDIER

This skill represents training and experience with firearms (and other aimed weapons) and explosives. It is the art of killing people and blowing things up.

Score: DEX /2 +10 per soldier level.

- ✧ **Pistols** – Use soldier score to hit opponents with pistol-sized firearms, unjam weapons, or reload in combat in one single action. Damage is based on weapon type, plus DEX bonus.

- ✧ **Rifles** – Use soldier score to hit opponents with rifle-sized firearms, to unjam weapons, or reload in combat in one single action. Damage is based on weapon type, plus DEX bonus.

- ✧ **Gunnery** – Used to fire mounted heavy weapons, indirect fire weapons, or computer-aided weapons systems on vehicles or installations. Damage is based on weapon type, plus DEX bonus.

- ✧ **Demolitions** – Used to set or disarm explosives or use grenades. Disarming requires a demolitions pack. Setting a charge requires a demolitions pack and plastic explosives (page 23). An operative with this skill could also create improvised explosives. If able to acquire some needed components, it takes about 8 hours (minus soldier level) in a kitchen to create 1 charge per soldier level. Treat improvised charges just like plastic explosives.

Specializing - Many Soldiers specialize in one type of Weapon (Revolver, Semi-Automatic Pistol, Assault Rifle, Shotgun, SMG, etc.). Normally, your score equally represents ability to fire any gun. If you specialize you receive a +10 bonus when using that type of gun. With every other weapon you have a -10 penalty. You can only specialize at the time of runner creation, and may only change specialization by spending 3DP if your story and the GM permit.

TALISMONGER

This skill represents the ability to create enchanted items. Talismongers are the creators of potions, fetishes, and foci in the sixth world. They understand all spells but cannot cast them. They can only imbue items with these abilities. See page 35 BBF for details.

Score: LOG /2 +10 per Talismonger level. Cannot be attempted unskilled.

- ✧ **Alchemy** - create magical potions or fetishes providing a specified magical effect. It takes hours to days to create potions. See pg. 37 BBF. Requires alchemist kit.

- ✧ **Enchantment** - imbue a focus with spells or abilities. It takes days to weeks to create foci. See pg. 35 BBF for details.

- ✧ **Familiar** - all enchanters have a familiar; a small animal such as a cat, dog, bird, small lizard, etc. The GM determines statistics using guidelines on page 45 BBF. The familiar communicates telepathically and is used as an assistant and friend. Add +5 to familiar's STR, DEX, LOG, and WIL per Talismonger level.

- ✧ **Symbolism** - create symbols containing spells which take effect on specified triggers. It can take a few turns to a few minutes to create a symbol. This is the closest the Talismonger can come to creating instantaneous magical effects. See pg. 37 BBF

- ☞ *Note on Material Costs:* The gold cost to nuyen conversion for mundane ingredients is x10, and those special ingredients get pricey.

Specializing: Many Talismongers specialize in one type of Item (Potion, Fetish, Focus or Symbol). Normally, your score equally represents ability to create any of them. If you specialize you receive a +10 bonus when creating this particular item. With every other item you have a -10 penalty. You can only specialize at the time of runner creation, and may only change specialization by spending 3DP if your story and the GM permit.

COMBAT

Shadow Ops uses the "More Ways to get hurt" Rules from Breaking Bones Volume 1 by Anthony Lewis and Christopher Cortright. Replicated here with some small changes with friendly permission.

PHYSICAL & MENTAL CONDITION

Instead of Body Points (BP) Shadowops 2nd uses two separate pools of points to track how long you can keep fighting. Attacks such as punches, blades, bullets and offensive spells affect the target's physical condition. Other things, such as the fear generated by a dragon or a critters psychic blast or simply extreme exertion would attack the target's mental condition and usually bypass DR!

Physical Condition: This represents your bodies overall toughness and stamina. It is determined by adding your STR + DEX and dividing the result by 4 (STR+REF/4). When your physical health reaches zero (0) you are slain.

Mental Condition: This represents your strength of character and ability to withstand fatigue and mental trauma. It is determined by adding your LOG and WIL and dividing the result by 4 (LOG+WIL/4). When your mental condition reaches zero (0) you are knocked unconscious. Additional mental damage may inflict physical damage at this point. Damage to MC is referred to as fatigue damage.

CRITTERS & NPC

NPC and critters in CO or BBF only have one BP pool. To account for the second MC pool increase standard D00lite monster or NPC BP by 50% for a quick conversion. Monster listed in the critters chapter or elsewhere in this PDF have both listed.

HEALING

Because there are two pools now, healing also works a bit differently.

Physical Condition
After a fight, if a runner can be treated, up to 5 points of damage which was recently sustained may be immediately recovered. Anyone may apply this first aid treatment if common-sense materials are available (a medic pack will do), even without medical training. It represents mitigating bleeding and preventing infection. Runners heal naturally 2PC each day. If your runner needs more healing than this, consult a medic (and see the medic skill) or a Magician for a Heal spell.

Mental Condition
After a fight up to 5 points of fatigue damage which was recently sustained may be recovered after a short break. The only thing restoring Mental Condition is rest. Fatigue damage regenerates at a rate of 5 for each Hour of Rest.

FIREARMS

Modes

Weapons have different fire modes. See CO pg. 49 and Shadowrun 2nd edition for details.

single shot (SS) = CO Single Shot
semi auto (SA) = CO Short Burst, only consumes 2 bullets
burst fire (BF) = CO Long Burst
full auto (FA) = CO Extended Burst

Ammo Types

Here are the different ammo types of SR converted to CO. See the CO Operation Manual pg 23 for even more variant ammunition!

Flechette
Use the rules for *Jacketed Hollow Point* from CO-OM

Explosive Rounds
Causes +2 damage. If you try to shoot through a barrier the barrier DR is doubled. However the barrier itself receives damage as if it had half DR. On a critical fail the ammunition misfires and explodes. The wielder of the weapon suffers one attack from his own weapon. Renders the gun useless.

Gel (Stun) Rounds
Causes -3 damage but all damage is only fatigue.

DAMAGE

> **Optional:** All damage, regardless of source, increases by the number of successes of an attack. This will make the game deadlier, be aware!

SPIRIT COMBAT

When attacking a manifested Spirit you need to use your WIL attribute instead of DEX / STR. Only attacks with spells or foci use their normal skill attribute. All manifested spirits are very resistant to firearms or explosives. Their DR is doubled against these attacks. Against melee, thrown weapons or attacks with a bow they use the normal DR as listed. Details on spirits are in the Magic chapter

MAGIC

In Shadow Ops Magic is very different from Standard BBF.

TRADITIONS

At the first level of *magician* the player must choose one of the below Traditions.

SHAMANIC TRADITION

All **shaman** know a number of spells equal to their *magician* level. If magician is the primary skill you receive one of the Totem favored spells as a free bonus each level. If magician is the primary or secondary skill you are a full **shaman.** If magician is neither your primary or secondary skill you are a **shaman adept**. You can only learn the spells listed under your totem and can only summon spirits in your totems preferred environment.

- ✥ **Bound to the land**: A follower of the shamanistic tradition is bound to the preferred environment of his totem. They cannot summon elementals or other otherworldly beings but only nature spirits. If they summon a spirit in their totems preferred environment they receive a +10 modifier on conjuring, otherwise they receive a -10 penalty.

- ✥ **Medicine Lodge**: Every shaman needs one. It creates a little world where he can do serious magic or get in touch with the spirits that give him power. A medicine lodge must be in an environment suitable to your totem. A bear lodge should be in the woods, for example, and a rat lodge would be anywhere in a city. The lodge can be indoors, in a cave, or even in an open campsite, as long as you mark off a boundary. You need at least a three-meter by three meter area. The lodge can be mobile and the material needed to construct it can be carried by the shaman. Medicine lodges have a rating. When you build a lodge, the lodge's rating is determined by the shaman's magician level. A shaman must have a medicine lodge of his current magician level to learn a new spell. The material to construct a lodge costs 500 ¥ and weights 2 kilograms per magician level. Constructing a lodge takes one day per level of the lodge.

- ✥ **Totem**: Every shaman has been chosen by a totem. The totem gives certain benefits and hindrances to the character. See below for a list of totems

TOTEMS

Every Shaman has been chosen by a totem. Below you find a list of predefined ones. If you would like a different totem work with your GM to create it. Their descriptions list the following:

- ⚜ **Characteristics** are what is generally associated with that Totem and should be reflected in the portrayal of the shaman.
- ⚜ **Preferred Environments** lists the environment in which a *Shaman* or *Shaman Adept* receive their +10 bonus for summoning. A *Shaman Adept* can only use Conjuring in the listed environment.
- ⚜ **Spells** listed here receive a +10 bonus when cast by a follower of this Totem. A *Shaman Adept* can only select spells from this list.
- ⚜ **Hindrance** is the downside of being a shaman. The nature of the Totem becomes your nature, for good or ill.

BEAR
Characteristics: powerful, slow, harmonic; will never deny healing to anyone without very good reasons
Preferred environment: Forest
Spells: Aid, Cleanse, Heal, Dispel, Protection,
Hindrance: Whenever bear is wounded they must succeed in a WIL check. If it fails they go berserk and attack their enemy without any regard for their own safety using their most powerful weapons (either physical or magical). This lasts for 1D - Spellcaster Level rounds, for a minimum of one round. If they already are berserking the duration is extended. If the enemy is killed or incapacitated, or the time expires, Bear snaps out of it.

CAT
Characteristics: furtive, vain, knowing (and parsimonious about it); often egoistical loners, sometimes playful cruel
Preferred environment: City
Spells: Charm, Cleanse, Dispel, Divination, Illusion,
Hindrance: Cat is easily sometimes cruel and easily seduced to play with their pray. Whenever Cat casts a spell that damages or hinders, she must succeed on a WIL save or cast the spell with the lowest possible damage or effect. If Cat is damaged by the prey she immediately stops playing. Cat is extremely clean. When she is dirty she suffers a -5 penalty on all checks.

COYOTE
Characteristics: curious, nosy, greedy, willing to take risks, independent
Preferred environment: Countryside
Spells: Any
Hindrance: None. Coyote does not care for rules. His followers do not get the +10 modifier to Spells either though.DOG

Characteristics: loyal, faithful, protective, determined
Preferred environment: City
Spells: Aid, Dispel, Divination, Heal, Protection,
Hindrance: Dog is loyal to a fault. He can never leave someone behind, betray their friends or willingly accept someone else sacrificing himself for him. To do any of the above Dog must succeed in a WIL check.

EAGLE
Characteristics: King of the skies, proud, loner, hates pollution and polluters with a passion
Preferred environment: Mountains
Spells: Cleanse, Control Weather, Dispel, Divination, Transport
Hindrance: An Eagle shaman will not tolerate evil or ignoble actions. He is a fierce defender of the land and the purity of nature, with a strong distrust of technology and its tools (-5 modifier on tests that involve dealing with highly technological items). Also double all essence cost of added cyberware, because of the psychological impact this has on Eagle.

GATOR
Characteristics: Slow, unless it is absolutely necessary; great fighter, greater eater; lazy, greedy, stubborn
Preferred environment: Swamp, Rivers (Wilderness Totem); Sewer Systems (Urban Totem)
Spells: Aid, Entangle, Hinder, Offensive Strike, Protection,
Hindrance: Gator is lazy and greedy. As an eater, he prefers to glut himself with food and then laze around. As a shadowrunner, he prefers a job with a big payoff that will let him take it easy until the money's gone. It can take some hefty argument to make Gator exert himself. His greed makes him loathe to share material goods and he will almost never make loans or pick up a check. Once on a job, he goes for a direct solution and is impatient of subtlety. It takes a WIL test for a Gator shaman to break off a fight, a chase, or other direct action. Gator suffers a -10 modifier to the *Illusion* spell.

LION
Characteristics: brave, strong, focused; loyal to the pack, vain
Preferred environment: Plains
Spells: Charm, Dispel, Dominion, Offensive Strike, Protection,
Hindrance: Lion suffers a -10 modifier to the Heal spell. Lion is vain and demands the most from himself, especially when it comes to his physical condition and appearance. He must live well and demands respect and loyalty from those around him. He must live well and prioritizes Lifestyle above everything.

OWL
Characteristics: quiet, sage, nocturnal
Preferred environment: Everywhere, city or wilderness, but only at night
Spells: Aid, Commune, Divination, Heal, Transport
Hindrance: Owl suffers a -10 modifier during the day to spellcasting checks, and a -10 modifier to <u>any</u> check when in direct sunlight.

RACOON
Characteristics: clever, tricky, loner, curious, greedy
Preferred environment: Everywhere, except desert or bright places
Spells: Dispel, Hinder, Protection, Repel, Telekenesis
Hindrance: Raccoon is a loner. His intense curiosity makes him ignore danger in the quest for information. Raccoon can be greedy (this is a thief totem) and Raccoon shamans like to steal the very best, finding petty theft and violent robberies beneath their dignity. Raccoon suffer a -10 modifier to spells in combat.

RAT
Characteristics: sneaky, egoistic, cowardly, dirty, scruffy
Preferred environment: City
Spells: Dispel, Divination, Hinder, Illusion, Repel,
Hindrance: Rat shamans are usually dirty and unkempt. Rat is also a coward, but when he MUST fight, he fights to kill. Rat dislikes working out in the open, for a muttered spell from the shadows (or a silenced pistol from a doorway) is more his style. They incur a -10 modifier to spells in combat.

RAVEN
Characteristics: cunning, devious, changeful, almost never rejects offered food, prefers the open sky above

Preferred environment: Everywhere under the open sky
Spells: Charm, Commune, Divination, Dominion, Illusion,
Hindrance: Raven shamans are either overweight or rail-thin. In either case, they are gluttonous and always hungry (Double any penalties from hunger.) Raven dislikes fighting, preferring to let others handle that part of life. They incur a -10 modifier to spells in combat. If not under the open sky, Raven suffers a -10 modifier to magical activities of any kind.

SHARK
Characteristics: merciless hunter, keeper of the ocean's secrets
Preferred environment: on or at the ocean
Spells: Cleanse, Divination, Hinder, Offensive Strike, Protection,
Hindrance: Shark believes that the best enemy is a dead enemy. He rarely uses non-lethal methods in combat. Whenever Shark is wounded or kills an enemy they must succeed in a WIL check. If it fails they go berserk and attack their enemy without any regard for their own safety using their most powerful weapons (either physical or magical). This lasts for 1D - Spellcaster Level rounds, for a minimum of one round. If they already are berserking the duration is extended. If the enemy is killed or incapacitated, Shark continues attacking the corpse until the duration expires.

SNAKE
Characteristics: wise, healer, advisor, curious, doesn't like to fight
Preferred environment: all except mountains
Spells: Charm, Cleanse, Commune, Heal, Repel,
Hindrance: Snake doesn't fight unless she must defend herself or hunt to eat. Snake shamans incur a -5 modifier to all spell checks during combat. Snake shamans are obsessed with learning secrets and will take enormous risks to do so. They must succeed in a WIL save to not pursue leads to mysteries or knowledge only few possess.

WOLF
Characteristics: hunter, warrior, loyal to the pack till death
Preferred environment: Forest, plains, mountains
Spells: Aid, Entangle, Offensive Strike, Protection, Repel,
Hindrance: A Wolf shaman is loyal to his family and friends until death. He will not show cowardice. When a Wolf shaman extends his protection to another, or otherwise accepts a responsibility, nothing will make him break that promise. Whenever someone from his pack or under his protection is wounded he must succeed in a WIL check. If it fails Wolf goes berserk and attacks the enemy without any regard for their own safety using their most powerful weapons (either physical or magical). This lasts for 1D - Spellcaster Level rounds, for a minimum of one round. If they already are berserking the duration is extended. If the enemy is killed or incapacitated, or the time expires, Wolf snaps out of it.

HERMETIC TRADITION

All *Mages* know a number of spells equal to their Spellcaster level. If Spellcaster is the primary skill you learn two spells per level. If Spellcaster is the primary or secondary skill you are a full *Mage.* If Spellcaster is neither your primary or secondary skill you are a *Mage Adept*. As such you must decide if you want to be able to Conjure Elementals or cast spells, you cannot do both. Most *Mage Adepts* choose to cast spells.

- **Libraries**: Someone following the Hermetic tradition needs a separate library for spellcasting, conjuring and research. To improve your Spellcaster level you need access to a Spellcaster Library of your new Spellcaster level. To learn new spells you need access to a Research Library equal to your Spellcaster level. And finally you need access to a conjuring Library to create hermetic circles. Every level of a Library costs 4000 ¥. As this is very expensive gaining access to a university or corporate library can be a great success for any mage. A Library can be print books, digital records or any other memory device, it just needs to be accessible to the mage.

- **Hermetic Circles**: Mages need to set up a Hermetic Circle. It can be in any convenient, private place, indoors or out. Hermetic Circles are prepared for a specific conjuring. For example, A Circle used to conjure a Fire Elemental is useless for summoning Water Elementals. Once a Circle is prepared, you can re-use it for the same operation. You could draw a Circle for summoning a Fire Elemental, leave it in place, and use it later to summon another Fire Elemental. Hermetic Circles have ratings, and you can make one with any rating you want if you have time, access to a Conjuring Library of the appropriate Level, and enough room. Drawing theHermetic Circle takes a number of hours equal to its rating. A Circle is 3 meters in diameter, plus a number of meters equal to its rating. This rating must be at least equal to the required score for a specific operation. For example, conjuring a level 6 Elemental takes a Circle with a rating of at least 6. Further details to Conjuring in the respective chapter.

CONJURING

In Shadow Ops 2nd followers of the Shamanistic Tradition and Hermetic Tradition have different rules for summoning spirits.

CONJURING NATURE SPIRITS

A Shaman can only call a nature spirit within the spirits domain. They are bound to their domain and have no power outside of it. Conjuring a spirit causes twice a spirits level in fatigue damage.

Every summoned nature spirit will only offer the Magician a number of services equal to successes + magician level. Whenever a spirit is ordered by their summoner to use one of their powers it counts as a service. They remain until all services have been rendered or until they're excused by their summoner. After Summoning the Spirit can remain where he is or be sent back to their plane for now. The Shaman can then call the Spirit with an action at any point in the future within the spirits domain without having to do another Magician check.

For further details please refer to Shadowrun 2nd Edition core rules.

CONJURING ELEMENTAL SPIRITS

A follower of the hermetic tradition cannot summon nature spirits. Instead they summon elemental spirits from the four elements Fire, Earth Water and Air. To summon such a spirit the *magician* needs access to a Library and Hermetic Circle of the correct type and level. The summoning itself takes one hour per level of the spirit. In addition it requires materials worth 1000 ¥ per level of the spirit. Finally every elemental spirit needs some of its element to be summoned. A bucket of water, a mound of dirt, a bonfire or incense for example.

Conjuring a spirit causes twice the spirits level in fatigue damage. Every summoned nature spirit will only offer a number of servicers to the conjurer equal to successes + *magician* skill level. They remain until all services have been rendered or until they're excused by their summoner. If the *magician* falls unconscious while an elemental spirit is active he must succeed in a WIL check or the Spirit will break free and may attack the conjurer!

An elemental spirit that owes services counts as bound to its conjurer. A *magician* can bind a number of spirits with total levels of twice their *magician* skill level.

Services do not need to be asked at the time of summoning. An elemental spirit can be sent back to its home and recalled at a later time with an action. A *magician* does not need to use all the services from a spirit at the same time. As long as services are outstanding it stays bound. Every passed 24 hours count as a service rendered, regardless of what the conjurer actually did with the spirit. A spirit can only complete services while in line of sight of the caster with the exception of the remote service (see below). For more details please refer the Shadowrun 2nd Edition core rules.

ELEMENTAL SERVICES

An Elemental Spirit can serve its master in various ways.

Aid Sorcery
An Elemental can grant bonuses on casting spells. Each type can only assist with certain spells as listed below.

If you use a spirit in this way its level is reduced by 1 for each +10 bonus used. When its level reaches 0 the spirit vanishes. It can be recalled as long as it is still bound. Each use counts as one service.

Spirit of Elemental Fire: Spells used in combat

Spirit of Elemental Water: Spells used for illusion and trickery

Spirit of Elemental Air: Spells used for perception

Spirit of Elemental Earth: Spells used to manipulate mind or matter

Sustain Spells
Hermetic magicians can use elemental spirits to keep spells active. A spirit can keep a spell up for one round per its level. If all levels are used up the spirit vanishes, it can be recalled if it is still bound. Each time the magician orders a spirit to keep a spell up it counts as one service, regardless for how many turns it lasts.

Physical Service
The most direct way is for the magician to ask the spirit to manifest and order him to use one of its powers. Every use of a power counts as a service.

Remote Service
On the first summoning of a spirit the magician can ask it to perform a remote service. He can choose of any of the options available or choose one of the spirits powers. The spirit will do everything to complete his assignment and cannot be stopped, even by its summoner. On completion the spirit is freed. For a remote service the magician must not be in visible range of the spirit.

For further details please refer to the Shadowrun 2nd Edition core rules.

SPIRITS

Here you will find the various summonable Spirits and their powers. All Spirits have statistics displayed for Level 1. For each level above one:

- ✧ add 5 to each attribute
- ✧   add10 to BP
- ✧   Any attack or spell they know increases by 5%.
- ✧ Damage from attacks increases by 1D damage per level.
- ✧ Their DR and Init increases by 1 every two levels.
- ✧ If a power has no percentage rating given assume 10% per level.

This is the same for elemental and nature spirits.

A spirits appearance is up to the player conjuring it but should of course take the spirits nature into account. A spirit that is not manifested yet can be perceived as a slight shimmer in the air, if someone would be looking for it.

Manifestation

All Spirits will manifest themselves when ordered by the *magician*, they do not like to do so though. If manifestation is required to complete a sevice this happens automatically. Otherwise the *magician* must explicitly ask the spirit to do so, which then counts as a service rendered. When attacking a manifested Spirit you need to use your WIL attribute instead of DEX / STR. Only attacks with spells or foci use their normal skill attribute. All manifested spirits are very resistant to firearms or explosives. Their DR is doubled against these attacks. Against melee, thrown weapons or attacks with a bow they use the normal DR as listed.

ELEMENTAL SPIRITS

Air Spirit

STR	45	PC	40	MC	60
DEX	60	INIT	2	LEVEL	1
LOG	45	DR	2	Nature	Neutral
WIL	30	MOV	12	TRAVEL	
Attacks:	Foul Air: 65 %, fatigue damage 1D/level, range levelx3 and dazed				
Powers:	» **Engulf** - duration continuous, resist DEX, effect suffocation. » **Movement** - increase or decrease targets MOV within terrain by level » **Spell** - Telekinesis 60%, 1D BP each use				
Weaknesses:	Vulnerability (Earth)				

Earth Spirit

STR	60	PC	65	MC	35
DEX	45	INIT	2	LEVEL	1
LOG	30	DR	9	Nature	Neutral
WIL	45	MOV	6 (burrow 8)	TRAVEL	
Attacks:	Melee Slam: 70% damage 1D/level and knocked prone.				
Powers:	» **Engulf** - duration continuous, resist DEX, effect suffocation » **Movement** - increase or decrease targets MOV within terrain by level » **Earth Wave** - range line 10, resist DEX, effect 1-space-wide wave of dirt, anyone in path takes 1D damage and is knocked prone. 1D MC each use				
Weaknesses:	Vulnerability (Air)				

Fire Spirit

STR	45	PC	40	MC	60
DEX	60	INIT	1	LEVEL	1
LOG	30	DR	4	Nature	Neutral
WIL	45	MOV	8	TRAVEL	
Attacks:	Scorching Ray: 65% damage 1D/level, range levelx3 and burning				
Powers:	» **Engulf** - duration continuous, resist DEX, effect suffocation/ burning » **Movement** - increase or decrease targets MOV within terrain by level » **Fire Storm –** range 10 (burst 3), resist DEX (for half damage), damage 1D/level, creature loses 1D MC each use.				
Weaknesses:	Vulnerability (Water)				

Water Spirit

STR	50	PC	60	MC	40
DEX	60	INIT	2	LEVEL	1
LOG	45	DR	5	Nature	Neutral
WIL	55	MOV	10 (60Swim)	TRAVEL	
Attacks:	Smack: 70%, fatigue damage 1D/level and dazed.				
Powers:	» **Engulf** - duration continuous, resist DEX, effect drowning. » **Movement** - increase or decrease targets MOV within terrain by level » **Spell** - Heal 60% 1D BP each use				
Weaknesses:	Vulnerability (Fire)				

NATURE SPIRITS

While bound elemental spirits can assist any hermetic mage in various ways, nature spirits are much more independent. While the elemental is enslaved, the nature spirit helps usually willingly. The upside is they have a wide variety of powers at their disposal.

Manifestation

All Spirits will manifest themselves when ordered by the *magician*, they do not like to do so though. If manifestation is required to complete a service this happens automatically. Otherwise the *magician* must explicitly ask the spirit to do so, which then counts as a service rendered. When attacking a manifested Spirit you need to use your WIL attribute instead of DEX / STR. Only attacks with spells or foci use their normal skill attribute. All manifested spirits are very resistant to firearms or explosives. Their DR is doubled against these attacks. Against melee, thrown weapons or attacks with a bow they use the normal DR as listed.

Nature Spirit Powers

While all nature spirits have specific domains, they all have access to the same set of powers. Using any power is always an action. Note that some spirits may not have any attacks at all and rely solely on their powers.

- » **Accident** - Can cause seemingly normal accidents in its domain. Resist DEX
- » **Conceal** - hide persons or items in the domain. WIL check
- » **Confusion** - 60 % Spell: Bane
- » **Engulf** - duration continuous, resist DEX, effect drowning/suffocating.
- » **Fear** - range 0 (burst 10), usage 1/turn, duration lvl, resist WIL, effect stunned.
- » **Guard** - prevents accidents in its domain. Opposed STR check vs. attacking spirit DEX
- » **Manifestation** - Spirit can manifest itself.
- » **Movement** - increase or decrease targets MOV within domain by spirit level
- » **Search** - find any person, place or object within domain. LOG check.

Spirits of Man					
STR	55	PC	50	MC	50
DEX	65	INIT	1	LEVEL	1
LOG	55	DR	3	Nature	Neutral
WILL	60	MOV	8	TRAVEL	
City Spirit					
Domains	Streets, plazas, open spaces and empty buildings within a city				
Attacks:	» **Throw Objects** - 60%, 1D/2 /lvl fatigue damage, (burst lvl), range lvl x 5				
Hearth Spirit					
Domains	Apartments, residential house, occupied buildings,				
Attacks:	» **Thrown Object** - 65%, 1d/level fatigue damage, range level x 2				
Field Spirit					
Domains	Worked fields and cultivated gardens.				
Attacks:	» **Melee Slam** - 70% damage 1D/level and knocked prone.				

Spirits of the Land					
STR	65	PC	60	MC	40
DEX	50	INIT	1	LEVEL	1
LOG	65	DR	8	Nature	Neutral
WIL	60	MOV	6	TRAVEL	
Desert Spirit					
Domains	Open desert				
Attacks:	» **Shifting Sands** - 65%, 1D/2 /level damage, (burst level), range level x 5				
Forest Spirit					
Domains	Forests and parks of suitable size				
Attacks:	» **Thorns** - 65%, damage 1D /level, range 10/level.				
Mountain Spirit					
Domains	Craggy, mountainous terrain				
Attacks:	» **Melee Slam** - 70% damage 1D/level and knocked prone.				
Prairie Spirit					
Domains	Open land, uncultivated fields, tundra				
Attacks:	» **Cutting Grass** - 70%, Melee, 1D/2 x level damage, (burst level)				

Spirits of the Sky					
STR	55	PC	45	MC	55
DEX	65	INIT	2	LEVEL	1
LOG	55	DR	1	Nature	Neutral
WIL	60	MOV	12	TRAVEL	
Mist Spirit					
Domains	Fog, mist, rain				
Attacks:	» **Spirit Drain** - 65%, resist WIL, 1D/level fatigue damage.				
Storm Spirit					
Domains	Thunderstorms, hurricanes, tornadoes, other violent storms				
Attacks:	» **Lightning Bolt** - 60%, 1D/level damage, range level x 3				

Spirits of the Water					
STR	60	PC	55	MC	45
DEX	55	INIT	1	LEVEL	1
LOG	55	DR	4	Nature	Neutral
WIL	65	MOV	10	TRAVEL	
Sea Spirit					
Domains	The open sea				
Attacks:	» **Melee Slam** - 70% damage 1D/level and knocked prone.				
Lake Spirit					
Domains	Natural ponds and open lakes				
Attacks:	» **Throw Objects** - 60%, 1D/2 /lvl fatigue damage, (burst lvl), range lvl x 5				
River Spirit					
Domains	Rivers, creeks, streams, deltas (if not swamped)				
Attacks:	» **Thrown Object** - 70%, 1D/level fatigue damage, range level x 2				
Swamp Spirit					
Domains	Swamps, marches				
Attacks:	» **Foul Air** - 70%, fatigue damage 1D/level, range levelx2 and dazed.				

SORCERY & DRAIN

Magicians in Shadow Ops 2nd suffer from drain when casting spells. The normal usage rules of spells from BBF does not apply. Casting a spell results in fatigue damage equivalent to twice the spells level, regardless if the check was successful or not. Magicians can always choose to cast any spell at a lower level then their Magician Skill level to reduce fatigue cost. The spell's effects adjust to the actual level it is cast at. Drain can be reduced by successes and increased by failures. See page XX for details.

CONCENTRATION

Some spells require concentration to keep active. As long as a magician or critter is concentrating on a spell or power all other actions receive a -10 modifier.

MAGIC & IMPLANTS

One of the common themes of SR is the division between magic and machine. One of the ways this is shown is how the presence of augmentations complicates magical effects. Easiest way to incorporate that in D00lite is to treat the total Essence Toll rating of a character as a penalty for performing anything magic related. For example: a magician decides to install a reflex implant and a neural comp, taking a total toll of 18. While advantageous, he now suffers an 18% penalty to all spell casting and conjuring!

Additionally, spells that benefit other targets (such as Aid or Heal, for example) suffer an additional penalty equal to the *target's* essence toll! That means when the street samurai who took major dermal plating *and* targeting systems (a total of 36 essence) gets shot up to all hell, his mage buddy will be at a -36% penalty to magically cure his wounds!

GRIMOIRE

There are many different spells in the sixth world. Here you will find a list of Shadowrun spells with the ShadowOps 2nd equivalent. All spells are from BareBones Fantasy. The ones marked with an '*' are included further below.

COMBAT SPELLS		
SR 2nd Edition Spell	**D00lite Spell**	**Notes**
Fireball	Offensive Strike	
Hellblast	Offensive Strike	
Mana Bolt	Offensive Strike	
Mana Dart	Offensive Strike	
Mana Missile	Offensive Strike	
Mana Ball	Offensive Strike	
Power Bolt	Offensive Strike	
Power Dart	Offensive Strike	
Power Missile	Offensive Strike	
Powerball	Offensive Strike	
Ram	Offensive Strike	
Sleep	Offensive Strike	fatigue damage

DETECTION SPELLS		
SR 2nd Edition Spell	**D00lite Spell**	**Notes**
Analyze Device	Boon	Boon on technician checks
Analyze Truth	Boon*	Boon on investigator checks
Clairvoyance	Divination	
Combat Sense	Boon*	Boon on attacks
Detect Enemies	Detection*	
Detect Individual	Detection*	
Detect Life	Detection*	
Detect (Life Form)	Detection*	
Detect (Object)	Detection*	
Mind Probe	Dominion	

HEALTH SPELLS		
SR 2nd Edition Spell	**D00lite Spell**	**Notes**
Antidote Toxin	Cleanse	
Cure Disease	Cleanse	
Decrease Attribute	Hinder	
Detox	Cleanse	
Increase Attribute	Aid	
Increase Cybered Attribute	Aid	
Increase Reflexes	Boon*	Boon on initative
Treat	Heal	
Heal	Heal	

ILLUSION SPELLS

SR 2nd Edition Spell	D00lite Spell	Notes
Chaos	Bane*	single target bane
Chaotic World	Bane*	multiple target bane
Confusion	Bane*	multiple target bane
Entertainment	Low Magic	
Invisibility	Illusion	
Mask	Illusion	
Stimulation	Illusion	
Stink	Illusion	

MANIPULATION SPELLS

SR 2nd Edition Spell	D00lite Spell	Notes
Control Actions	Dominion	
Control Emotions	Charm	
Control Thoughts	Dominion	
Hibernate	-	too specific.
Levitate Item	Telekinesis	
Levitate Person	Transport	
Magic Fingers	Telekinesis	
Poltergeist	Telekinesis	Area damage feature
Armor	Protection	
Barrier	Telekinesis	Barrier/Dome feature
Flame Bomb	Offensive Strike	
Flame Thrower	Offensive Strike	
Ice Sheet	Bane*	Bane on Rigging or DEX checks
Ignite	Low Magic	
Light	Low Magic	
Mana Barrier	Telekinesis	Barrier/Dome feature
Shadow	Illusion	
Spark	Offensive Strike	

SPELLS

Because all Spells cost fatigue now a Spell does not automatically increase in power with the Magician skill level. Instead the player must clearly state the spell level he wants to cast the spell at.

The Summon is replaced by the conjuring Magician skill feature. All others are available at the GM discretion.

MODIFIED SPELLS

The following spells had small changes or additions.

Illusion
An Illusion only affects natural senses. Thermo-optics can still see the warmth of a body of someone trying to stay invisible for example. Cameras and other technical devices cannot be fooled by magical means ordinarily. To do so the Magician must succeed at a check with only half their skill value and suffer additional fatigue equal to the spells level.

Offensive Strike
In addition to the normal effects the caster can decide to not cause physical harm but instead attack the Mental Condition of the target with fatigue damage.

Telekinesis
The caster can choose to cause half damage to all within 3 spaces of a target space instead of only attacking a single target.

NEW SPELLS

The following spells are additions to the Grimoire.

Bane
Range: Touch/10 spaces
Duration: Concentration
Resist: WIL
Target receives a -5 modifier per level to one specific skill, attack or resistance check. Alternatively Initiative receives a -1 modifier for every two levels.

At level 3, this spell can be used at a range of 10 spaces against up to 2 targets for a single check or against one target affecting 2 checks. At level 6 up to 4 targets within 10 spaces or 4 checks on a single target are affected.

This spell does not stack when used on the same checks on a target. However, multiple checks on a single target can suffer from a bane.

Technical devices do not suffer from Banes ordinarily. To do so the Magician must succeed at a check with only half their skill value and suffer additional fatigue equal to the spells level.

Boon
Range: Touch/10 spaces
Duration: Concentration
Resist: none
Target receives a +5 modifier per level to one specific skill, attack or resistance check. Alternatively Initiative receives a +1 modifier for every two levels.

At level 3, this spell can be used at a range of 10 spaces against up to 2 targets for a single check or against one individual affecting 2 checks. At level 6 up to 4 targets within 10 spaces or 4 checks on an individual are affected.

This spell does not stack when used on the same checks on a target. However, multiple checks on a single target can suffer from a bane.

Technical devices do not suffer from Banes ordinarily. To do so the Magician must succeed at a check with only half their skill value and suffer additional fatigue equal to the spells level.

Detection
Range: 5 spaces per level
Duration: Concentration
Resist: none
The caster must state what he wants to detect when casting the spell, for example:

- Enemies that want to do him harm
- A specific, named person
- Lifeforms in general, eg number and position
- Specific type of lifeform eg Orks or Dragons
- Specific type of objects, eg Firearms or Computers

The maximum number of detected lifeforms or objects is the magician level + number of successes. At level 3 two different things can be detected simultaneously, at level 6 two different things can be detected simultaneously and the number of detected lifeforms or objects is doubled.

THE MATRIX

For detailed information on the Matrix please refer to the Shadowrun Rulebook.

SYSTEMS

Every system has a skill rating, a level, DR, BP and certain abilities. Note that systems and IC have BP instead of PC and MC. They are not living beings after all. When a systems BP reaches 0 it crashes. When IC BP reaches 0 it is destroyed and the decker can continue the mission.

Example:
> **Low Security Network** 60%, LVL1 DR 1, BP 15
> **Defense:** Gray IC

As you can see the system can detect an intruder with 60%. It is level 1, has DR of 1 and 15 BP if directly attacked. And can defend itself with a Gray IC.

Whenever a decker tries to interact with the system in a way not meant to, make a competitive roll between the decker's thief skill and the system rating. On a draw calculate who has more successes. When the decker fails the system activates the IC of the node the decker is in. The system level is also the level of all deployed IC.

GENERATING SYSTEMS

Randomly generating a system is easy. Roll 2D6/2 to determine system level. To determine system rating roll 1D+2 and multiply by 10. A system usually consists of a number of nodes equal to the level, and should never consist of more than level x 2. When in doubt err on the side of lesser nodes and increase the difficulty by increasing system rating, level or BP instead. Every node is protected by some form of IC. Use your judgement on the type of IC. Black IC is very rare. White should be standard. A Decker is usually looking for a payload. Determine the file size randomly: 1D + system level x 10 MP. For more details on system generation please refer to the Shadowrun 2nd edition book.

IC

All IC depicted here are level 1. For each level above 1:

- ✦ add10 to BP
- ✦ Any attack or maneuver they know increases by 10%.
- ✦ Damage from attacks increases by 1D damage per level.
- ✦ Their DR and Init increases by 1 every two levels.

For more details on each type of IC please refer to the Shadowrun 2nd edition rules.

White IC

Is there to stop an intruder from getting anywhere. A white IC cannot defend itself. Should it survive an attack it immediately issues an active alarm.

ACCESS

75%, DR 0 , BP 10

» **Passive Alert –** If a decker fails to fool the IC with a program it will issue a passive alert.
» **Active Alert –** If passive alert is active and IC is triggered again upgrades to active alert.

BARRIER

60%, DR 7 , BP 30

» **Passive Alert –** If a decker fails to fool the IC with a program it will issue a passive alert.
» **Active Alert –** If passive alert is active and IC is triggered again upgrades to active alert.

SCRAMBLE

65%, DR 2 , BP 15

» **Delete –** If a decker fails to stop the IC it will delete the file it is attached to.
» **Bloat–** As long as scramble is active file size increased by 50%.A Decker can download a file with scrambler attached and later remove it.

Grey IC

Is active defense that will engage the decker's persona. All damage is applied to the deck though.

BLASTER

65%, DR 2 , BP 25

» **Blast**- 65%, damage 1D/level
» **Roast–** When blaster causes an MPCP to crash it also permanently destroys MPCP value equivalent to blaster level + successes, reduced by the deck DR. MPCP chips need to be replaced.

KILLER

70%, DR 2 , BP 30

» **Blast**- 70%, damage 1D/level

TAR BABY

65%, DR 1 , BP 25

» **Crash –** If not destroyed or deceived will crash and take the attacking program with it. The program must be reloaded from the deck.
» **Active Alert –** issues active alert on crash.

TAR PIT

60%, DR 2 , BP 30

» **Hard Crash –** If not destroyed or deceived will crash and take the attacking program with it. Every copy on the deck is corrupted and must be replaced from external hardcopy.
» **Active Alert –** issues active alert on crash.

TRACE

70%, DR 4 , BP 30

» **Trace** – Opposed Check. Tracing the deckers location takes 10 rounds – successes.
» **Passive** – Can`t attack the decker, acts as white IC.
» **Report –** issues active alert and reports location once time is up. Shuts down afterwards.
» **Kick** – Tries to kick the decker out of the matrix once the location is reported. LOG Resist. Shuts down afterwards.
» **Burn –** Once decker is found transforms into Blaster IC with half the trace level.

Black IC

Is not kidding around and attacks the decker directly. When under attack by black IC the decker has only two choices. Fight or flight.

Fight: The IC causes 1D/level damage to the decker. The deck DR reduces this damage. The system operator decides if damage is fatigue or lethal and as such attacking PC or MC. Any non-plugged in decker is immune to the damage. The black IC statistics are always equal to the system statistics.

Flight: To jack out the decker must succeed in a WIL resist check modified by -10% per system level. Even if successful the decker suffers twice the system level as fatigue damage, reduced by any successes. If the jack out fails the IC will attack again in the next round.

DECKING

Anyone with Technician and Thief skills can hack networked systems with a standard computer. Anytime a hacker is manipulating the actual code or software of a security system, they use their Technical skill (and any specializations related to computers or network systems.). But doing this in the flesh is incredibly slow. A system gets a +10 bonus on its checks per system level against someone not immersed.

IMMERSING IN VR

When the decker is actually engaged with network or security systems over VR, they instead use their Thief skill. This requires the use of a cyberdeck. Engaging in cyber combat with other hackers or intruder countermeasures (IC) is handled like normal combat, except the "attack" skill is Thief and the resistance ability is LOG. Damage for successful hacking attacks depends on the attack systems running.

Deckers that decide to dive into the VR Matrix are essentially "projecting" their consciousness further into the networks. They only perceive what the reality filters for that portion of the network allow them; although, gaining access to security cameras, drones, or even networked comms linked to a security guard's cybereyes allows them to "spy" on the physical realm. Like a magician in astral space, they gain 10x their MOV rate here, and also leave their meatbody defenseless. If they spend an action they can share their attention between meatspace and virtual space equally.

- ✤ This is a very complex system and a "metagame" taking place while the other players do something else. If you want to speed up play and your players are not into decking reduce the whole process to simple opposed skill checks between the decker and the system. Cause 1D damage per success to the looser. Whoever first hits zero BP / MPCP/ PC/ MC loses.

CYBERDECKS

All Cyberdecks have the following features.

- ✤ **MPCP –** The deck condition/hitpoints. Grey Ice attacks this value. Once the MPCP is gone the deck crashes and the decker is forcefully ejected. Any overshooting damage causes fatigue damage to the decker. Replacing/Repairing MPCP costs 1000 ¥ per MPCP point. Can be upgraded by a maximum of 50% of original MPCP.
- ✤ **DR –**Against attacks in cyber combat. Can be Upgraded, costs 100 ¥ per point. Every deck can be upgraded to a maximum of double its original DR.
- ✤ **Active Memory -** The total sum of program levels a decker can run simultaneously on the deck. A decker can expand this at a cost of 100 ¥ per slot up to MPCP/10 times.
- ✤ **Storage Memory –** The amount of data and programs the deck can store. A decker can expand this at a cost of 25¥ per MP and is unlimited.
- ✤ **Load –** The deck can load up programs up to this level in one action. Anything higher requires an extra round to load. Loading a program is a normal action, doing anything else will incur the standard multi action penalty of -20% per action.
- ✤ **I/O –** The amount of data a deck can download or upload in one turn. Up- or downloading takes some resources from the deck. While data is transferring doing anything else will incur a -10%. Modifier to the check. Better find the right paydata from the get go!

CYBERDECK LIST							
Model	MPCP	DR	Active Memory	Storage Memory	Load	I/O	Cost

Radio Shack PCD-100	10	1	2	5	1	10	6,800 ¥
Allegiance Alpha	20	2	2	5	1	10	12,600 ¥
Sony CTY-360	30	5	4	10	2	20	99,400 ¥
Fuchi Cyber-4	30	5	5	50	3	30	121,400 ¥
Fuchi Cyber-6	40	8	5	50	4	30	334,500 ¥
Fuchi Cyber-7	50	8	6	100	5	40	1,112,100 ¥
Fairlight Excalibur	60	10	8	100	6	50	5,529,600 ¥

CYBERDECK OPTIONS
All Options from the Shadowrun 2nd edition are available.
Changes described below.

Response Increase
Provides a bonus to initiative while jacked in for cyber combat.
Price: see table on the right.

Bonus	Price
+1	(MPCP/10) x 500
+2	(MPCP/10) x 1000
+3	(MPCP/10) x 3000

Hitcher Jacks
Allows other characters to join the decker in the matrix and observe as a spectator.
Price: (MPCP/10) x 100 per jack.

PROGRAMS

Persona Programs

Instead of using the separate attributes of a persona program simply use the characters attributes and thief/technician skill when needed.

Utilities

Running a utility does usually not require a check itself but counts as an action. Where a check is needed it is listed in the description. All utilities are stored in the storage memory of the deck. Once activated a copy of the utility resides in the active memory without any further action required. When the active memory is full no other utility can be activated before another is shut down to fee up space.

> **Optional:** *All utilities have a limited time they are useful as technology advances so quickly. To simulate this degrade the level of every utility by 1 every 4 weeks unless it is stated otherwise in the description.*

Every program takes up active memory equal to its level when loaded and the same amount in storage memory.

If you like more detailed information on the utilities please check the Shadowrun 2nd edition rulebook.

Degrading
Some utilities degrade with time or use. Utilities that degrade with use can be refreshed by reloading them from storage memory. Utilities that degrade with time need to be completely replaced by either purchasing a new version or:

Writing your own

Every Decker worth its salt can develop his own variants of these programs. To do so he must succeed in a technician skill check modified by -10% per utility level. Takes one day per level of the utility. If the check fails the time is wasted and the decker needs to start over.

Combat Utilities

These are what you use in combat to attack or hinder IC.

ATTACK						
Level	**1**	**2**	**3**	**4**	**5**	**6**
Cost	200 ¥	800 ¥	1800 ¥	3200 ¥	5000 ¥	12000 ¥
» **Attack**- 1D damage per level on successful attack. An attack that any IC survives causes an active alarm.						

SLOW						
Level	**1**	**2**	**3**	**4**	**5**	**6**
Cost	400 ¥	1600 ¥	3600 ¥	6400 ¥	10000 ¥	24000 ¥
» **Slow** - Thief Skill / Reduce IC or enemy decker initiative by 1 per 2 successes.						

Defense Utilities

Under this category are several different tools to help you survive cyber combat.

MEDIC						
Level	**1**	**2**	**3**	**4**	**5**	**6**
Cost	400 ¥	1600 ¥	3600 ¥	6400 ¥	10000 ¥	24000 ¥
» **Heal** – Thief Skill / Heal 1D MPCP damage per level. Every use degrades level by 1						

MIRRORS						
Level	**1**	**2**	**3**	**4**	**5**	**6**
Cost	300 ¥	1200 ¥	2700 ¥	4800 ¥	7500 ¥	18000 ¥
» **Evasion** – +5 % per level to checks to avoid IC						

SHIELD						
Level	**1**	**2**	**3**	**4**	**5**	**6**
Cost	400 ¥	1600 ¥	3600 ¥	6400 ¥	10000 ¥	24000 ¥
» **Buffer** – +5 MCPC per Level. When shield absorbs damage it's level degrades by 1						

SMOKE						
Level	**1**	**2**	**3**	**4**	**5**	**6**
Cost	200 ¥	800 ¥	1800 ¥	3200 ¥	5000 ¥	12000¥
» **Smoke** – - 5 % on *all* checks / level, even the deckers. Degrades by 1 level each turn it is active.						

Sensor Utilities

To determine node strength or similar make an opposed check between the thief skill and the system rating. Whoever has more successes wins.

ANALYZE						
Level	**1**	**2**	**3**	**4**	**5**	**6**
Cost	300 ¥	1200 ¥	2700 ¥	4800 ¥	7500 ¥	18000 ¥
» **Analyze** – Provides a +5 bonus per level on all checks to identify nodes / IC						

BROWSE						
Level	**1**	**2**	**3**	**4**	**5**	**6**
Cost	100 ¥	400 ¥	900 ¥	1600 ¥	2500 ¥	6000 ¥
» **Find** –+5 bonus per level on all checks to find specific information. Takes 10 rounds - successes						

DECRYPT						
Level	**1**	**2**	**3**	**4**	**5**	**6**
Cost	300 ¥	1200 ¥	2700 ¥	4800 ¥	7500 ¥	18000 ¥
» **Decrypt** –+5 bonus per level on all checks to defeat Scramble.						

EVALUATE						
Level	**1**	**2**	**3**	**4**	**5**	**6**
Cost	200 ¥	800 ¥	1800 ¥	3200 ¥	5000 ¥	12000 ¥
» **Decrypt** –+5 bonus per level on all checks to find paydata and determine its worth. Degrades by 1 level every two weeks, regardless if used or not.						

Masking Utilities

These utilities are needed if you want to avoid or deceive IC.

DECEPTION						
Level	**1**	**2**	**3**	**4**	**5**	**6**
Cost	200 ¥	800 ¥	1800 ¥	3200 ¥	5000 ¥	12000 ¥
» **Deceive** –Thief Check / +5 bonus per level on all checks to deceive access or grey IC						

RELOCATE						
Level	**1**	**2**	**3**	**4**	**5**	**6**
Cost	200 ¥	800 ¥	1800 ¥	3200 ¥	5000 ¥	12000 ¥
» **Relocate** –Thief Check / +5 bonus per level on all checks against Tracer IC						

SLEAZE						
Level	**1**	**2**	**3**	**4**	**5**	**6**
Cost	300 ¥	1200 ¥	2700 ¥	4800 ¥	7500 ¥	18000 ¥
» **Sleaze** –Thief Check / +5 bonus per level on checks to bypass access, barrier grey or black IC. Must be reactivated every combat turn. Level degrades by 1 for every use. Only works as long as the system has issued no alert.						

RIGGING

A rigger needs at least a Datajack installed to allow a hard-wired connection to the vehicle's they're piloting. While connected, the rigger may perform an extra Rigger skill action without accruing the -20% on their next action.

Riggers also may use a wireless controller to control drones. At any time they can take an action to monitor their optics, issue basic commands or completely take control of the drone over remote connection. The catch here is that any actions the rigger does among any of their rigged devices counts against their actions for that turn.

Details on vehicles and drones are in the Equipment chapter

BEHIND THE SCENES

Contacts & Allies XX Add Table showing RANKS->Fixer

The "Backup" portion of the Outfitting section can be reworked for establishing contacts and allies for a character. Normal contacts can be bought for the price of basic backup (and a contact group is the same as a backup group.) An ally NPC runs for the same as Skilled Backup, and the "Commando Backup" can be reskinned for any or sort of different organizations. Some examples of this:

- Yakuza
- Gang Members
- Tribe Members
- Lodge or Circle Members
- Corporate Hit Squad
- Street-Level Shadowrun Team
- DocWagon Personnel
- Policlub Members
- Undercover Cops
- Merc Team
- Hacker Community

Runner Advancement

Runners advance in skills, abilities and rank just as described on pg. 39 of Covert Ops. The difference is: all the niceties of pay allowance, codenames and bases of operation isn't part of the sprawl life, chummer. At least, not for youse. You do, instead, gain a new Bone to your pool every *even* level rank.

Honestly, rank is just a quick way to sum up what your character is capable of and scaling challenges accordingly. If the GM wishes, it can also be used as a gauge of reputation (or notoriety.) By the time they hit Rank 3, they're considered a cut above most runners. By rank 5, they qualify as "Prime Runner" material – either completely sought out for hire, or most wanted by the people they fucked over.

Optional Rule: Ability Specialization

(Taken from the DwD Studios Website)

GMs may wish to allow this in order to help players with character concepts which defy the specified groupings of abilities. For instance, some characters will likely be more agile than coordinated. Or more charismatic then mentally willful.

The following represents specialization options for each of the four ability scores. Players can only choose ability specialization at the time of character creation, and only from the following options on the table to the right.

STR score:	LOG score:
- Muscle	- Intelligence
- Stamina	- Perception
DEX score:	WIL score:
- Agility	- Mental fortitude
- Coordination	- Charisma

Like normal skill specialization, whenever the player is asked to make an ability, skill, or resistance check where the GM says his area of specialization applies, he'll receive +10 to the chance of success. Whenever making one where his specialization does not apply, he receives a -10 to the chance of success. Unlike normal skill specialization, this represents natural inclination rather than specialized training. Therefore, players may not change their ability specialization by use of development points.

Regardless of specialization, the actual ability score remains unchanged and all derived statistics (BP, INIT, melee damage modifier, ranged damage modifier, movement rate, etc.) use the original score for determination. Specialization isn't meant to min-max the character's derived statistics. This is a bonus or penalty and it only applies to ability checks, skill checks, and resistance checks based on the ability in question.

For example: a player imagines his street samurai to be physically terrifying-looking, with muscles layered on muscles. On his character sheet, next to the STR rating he writes: "Specialize: Muscle". His actual STR score remains unchanged and this specialization doesn't affect his BP or melee damage modifier. Whenever he makes a STR check, STR-based skill check, or STR-based resistance check and the GM says his specialization applies (such as rolling to hit with a melee weapon), he gets +10 to his chance of success. In any other roll involving STR, he gets a -10

Apply all specialization from all abilities and skills as appropriate. They are additive. It is possible for a skill check, therefore, to have a specialization modifier from both its skill and its governing ability score. That means it's possible to receive a -20 if using out-of-specialization aspects of the skill AND the ability, +0 if one applies and one doesn't, or +20 if both specializations apply to the situation.

CRITTERS

For now use any monster you can find in BBF, CovertOps or third party expansions. There are much more involved bestiaries in the works at DwD Studios that will fill a lot of niches.

Powers

Special abilities and powers of critters cause no fatigue damage, even when they mimic spells.

GEAR

Here you will find the equipment of SR2 converted to CovertOps stats. A lot of the standard equipment can be used straight from the book. I will not describe the items in detail, refer to your SR 2 Rulebook for details.

Rating

If anything has a rating assume a rating of 1 to be equivalent of 20% and add 10% for every rating thereafter. A rating of 10 is equivalent to 110% .

Concealability

A rough guide I used: Everything between 4 and 8 in SR as +5%, everything above 8 as +10% bonus to conceal.

Weapon Statistics:

- ✛ **Hide –** Modifier on skill checks to conceal the weapon (Concealability)
- ✛ **Mag –** Ammunition in one magazine
- ✛ **Mode –** The firing modes: single shot (SS), semi auto (SA), burst fire (BF), full auto (FA)
- ✛ **Dam -** Damage is shown in number of dice plus modifier. (F) denotes flechette ammo
- ✛ **Acc -** Accuracy modifier on attack rolls. This has been added to better differentiate weapons.
- ✛ **Mods –** Any preinstalled mods or special features
- ✛ **Price:** In nuyen

MELEE WEAPONS

	Hide	Damage	Price
Edged Weapons			
Katana	-5	2D+1	1000
Knife	+10	1D	30
Sword	-	2D	500
Pole Arms/Staffs			
Pole Arm	NA	2D+3	500
Staff	NA	2D	50
Clubs			
Club	+5	1D+1	10
Sap	+10	1D+2	10
Stun Baton	+5	*paralyze	750
Whips/Flails			
Monofilament Whip	+10	2D+4	3000
Unarmed		**1D/2**	-

*Weakened if succeeded STR -20 resist check

PROJECTILE WEAPONS

	Hide	Damage	Range	Price
Bows				
Standard Bow	-10	2D+2	L	450
Arrow	-	as bow	-	
Crossbows				
Light	+5	1D+1	M	300
Medium	-10	2D+2	L	500
Heavy	NA	2D+3	L	750
Bolts	+5	as x-bow		5

THROWING WEAPONS

	Hide	Damage	Range	Price
Throwing Knife	+5	1D	S	20
Shuriken	+10	1D+1	S	30

FIREARMS - PISTOLS

	Hide	Mag	Mode	Dam	Acc	Mods	Cost
Hold-Out							
Streetline Special	+10	6	SS	2D			100
Walther Palm Pistol	+10	2	SS	2D		short burst	200
Light							
Beretta Model 101T	-	12	SA	2D+1			350
Colt American L36	+5	11	SA	2D+1			350
Fichetti Security 500	+5	12	SA	2D+1			400
Fichetti Security 500a	+5	25	SA	2D+1	+5	fold stock	450
Heavy							
Ares Predator	-	15	SA	2D+3			450
Ares Viper Slivergun	-	30	SA/BF	2D+3 (F)		silencer	600
Browning Max-Power	-	10	SA	2D+3	+5		450
Remington Roomsweeper	+5	8	SA	2D+4 (F)		shotgun	300
Ruger Super Warhawk	-	6	SS	2D+4			300
Taser							
Defiance Super Shock	+5	4	SA	*paralyze			1000

* STR-20 Resistance check resists effect.

FIREARMS – SMG

	Hide	Mag	Mode	Dam	Acc	Mods	Cost
AK-97 MP	+5	30	SA/BF/FS	2D+2			800
UZI III	-	24	BF	2D+2		laser sight	600
Heckler & Koch HK227	-	28	SA/BF/FA	2D+2		laser sight	1500
Heckler & Koch HK227S	+5	28	SA/BF	2D+2		silencer	1200

FIREARMS – RIFLES

	Hide	Mag	Mode	Dam	Acc	Mods	Cost
Assault Rilfes							
AK-97	-	38	SA/BF/FS	2D+3			700
AK-98	-	38	SA/BF/FS	2D+3		g-launcher	2500
FN HAR	-	35	SA/BF/FS	2D+3	+5	laser sight	1200
Shotguns							
Enfiield AS7	-	10	SA/BF	2D+4		laser sight	1000
Defiance T-250	-	5	SA	2D+4			500
Sniper Rifles							
Ranger Arms SM-3	-	6	SA	3D		scope	4000
Sport Rifles							
Remington 750	-	5	SA	2D+3		scope	600
Remington 950	-	5	SA	2D+3		scope	800

FIREARMS – HEAVY WEAPONS

	Hide	Mag	Mode	Dam	Acc	Mods	Cost
Generic Underbarell grenade launcher	-5	6	SS	Grenade			1700
Ingram Valiant LMG	NA	50	BF/FA	3D			1500
Assault Cannon	NA	20	SS	5D			6500
Generic MMG	NA	40	FA	3D+1			2500
Generic HMG	NA	40	FA	4D			4000
Multi-Launcher	NA	4	SS	Rocket			8000

ROCKETS & MISSILES

	Intelligence	Dam	Mods	Cost
Rockets				
Anti-Personnel	NA	8D	1-space radius. DEX resistance checkfor half.	1000
Anti-Vehicle	NA	8D	Pierce Vehilce Armor, does not explode on a miss.	2000
High-Explosive	NA	8D	2-space radius. DEX resistance checkfor half.	1500
Missiles				
Anti-Personnel	50%	8D	1-space radius. DEX resistance checkfor half.	2500
Anti-Vehicle	60%	8D	Pierce Vehilce Armor, does not explode on a miss.	5000
High-Explosive	50%	8D	2-space radius. DEX resistance checkfor half.	3750

FIREARMS – AMMUNITION — 10 SHOTS

Assault Cannon	450
-Belt 100	4250
Explosive Rounds	50
Flechette Rounds	100
Gel Rounds	30
Regular Ammo	20
Taser Dart	50

FIREARMS - ACCESSORIES*

	Hide	Effect	Cost
Bipod	NA	+10 Acc when deployed for bursts	400
Concealable holster	+5		100
Gas Vent II		+5 Acc	450
Gas Vent III	-5	+10 Acc	700
Gyro Mount	NA	Can carry heavy weapon as normal gun	4500
Low Light Scope	-5	Clearly see in the dark up to L distance	1500
Magnification I		Clearly see up to L distance Halves range penalties	500
Magnification II		Clearly see up to VL distance Halves range penalties	800
Magnification III		Clearly see up to E distance Halves range penalties	1200
Thermographic	-5	Can see temperature profile up to M	1500
Laser Sights		Laser targeting system CO	500
Shock Pads		+5 acc when firing bursts	200
Silencer	-5	For SS an SA weapons	500
Smart Goggles			3000
Smartgun, internal		+10 acc if connected to smart goggles or smartlink	Weapon x 2
Smartgun, external	-5	+10 acc if connected to smart goggles or smartlink	600
Sound Suppressor	-5	For BF and FA weapons	750
Tripod	NA	+10 Acc when deployed for heavy weapons	600

*additional accessories in CO

GRENADES & EXPLOSIVES

	Hide	Dam	Notes	Cost
Offensive	+5%	6D	2-space blast radius. DEX res check for half damage.	30
Defensive	+5%	6D	1-space directed blast radius. DEX res check for half damage.	30
Concussion	+5%		LOG resistance check to avoid Stun	30
Minigrenade	+5%		Mini variant for under barrel launcher	50
Plastic IV	+5%	2D	2D per charge, charges add. -2D damage per space from blast	80
Radio-detonator	+5%	-		250
Timer	+5%	-		100

CLOTHING & ARMOR

	Hide	DR	Mods	Cost
Armor Clothing	+10%	3		500
Armor Jacket	+5%	5		900
Armor Vest	+10%	2		200
Vest with Plates	+10%	4		600
Lined Coat	+5%	4		700
Heavy Armor				
Partial Suit	NA	6		10000
Full Suit	NA	8		20000
Helmet	NA	1		200
Leather				
Real	NA	1		750
Synthetic	NA	1		250
Clothing				
Ordinary Clothing				50
Fine Clothing				500
Tres Chic				1000

SURVEILLANCE AND SECURITY

	Hide	Notes	Cost
Binoculars	+5%	50x Magnification	100
Low-Light			+200
Thermographic			+250
Googles	+5%	20x Magnification	1500
Low-Light			+500
Thermographic			+700
Communications			
Micro-Camcorder	+5%		2500
Micro-Recorder	+5%		1000
Micro-Transceiver	+10%		2500
Surveillance Measures			
Data Codebreaker	-		10000xRating
Dataline Tap	+10%		5000xRating
Laser Microphone	+5%		1500xRating
Shotgun Microphone	+5%		1000xRating
Signal Locator	-		1000xRating
Tracking Signal	-	Hide Rating 1-10	100xHide
Voice Identifier	-		2000xRating
Surveillance Countermeasures			
Bug Scanner	-		500xRating
Data Encryption System	-		1000xRating
Dataline Scanner	-		100xRating
Jammer	-		1000xRating
Voice Mask	-		3000xRating
White Noise Generator	-		1500xRating
Security Devices			
Thumbprint Scanner	-		200xRating
Palmprint Scanner	-		300xRating
Retinal Scanner	-		1000xRating
Maglocks	-		100xRating
Panicbutton Hook-Up	-	Call Lone Star	1000
Maglock Passkey (Illegal)	-		10000xRating
Metal Restraints	-		50
Plastic Restraints	-		20
Squealer Restraints	-		100

SURVIVAL GEAR

	Hide	Notes	Cost
Chemsuit			20xRating
Pressure Regulator			250
Ration Bars (10 Days)			30
Respirator			500
Survival Kit			100

WORKING GEAR

	Hide	Notes	Cost
Kit			500
Shop			5000
Facility			100000
General Work (Base Cost) Vehicle Work (2x Cost) Electrical/Computer/Cyberware Work (3x cost)			

Drones

Drones themselves are similar to vehicles. The amount of BP they have is dependent on chassis size. They have a "performance" rating just like vehicles, and may be upgraded the same way as them. Drones have two modes – passive and active. Passive is when the rigger issues commands for them to automatically follow on their own. When passive, they operate at *half* the rigger's total skill levels for their actions. When a rigger sets his primary attention on piloting the drone, then it's considered active, and they may use their full skill levels.

Minor drone chassis are considered bird to football size. Moderate drones are the size of dogs or small people. Major drones are about half the size of a standard vehicle.

CATEGORY	PERFORMANCE	BP	COST IN NUYEN (¥)
LAND-BASED DRONES			
Minor	**+20**	10	¥5,500
Moderate	+10	25	¥15,,500
Major	0	50	¥30,500
AIR BASED DRONES			
Minor	+20	10	¥15,000
Moderate	+10	25	¥25,000
Major	0	50	¥40,000