

House Rules

Branson Hagerty (Blackjack's Shadowrun Page <http://shadowrun.html.com/users/blackjack/>) Posted March 10, 1997

Below are a couple of relatively minor house rules which have developed over the years in my various groups. Nothing complicated, just some random stuff.

1. Transparent dice are prohibited. (I can't see the damn things.)
2. Dikote has an availability of 21/24 and is only available through Blackjack fixers. Weapons cannot be dikoted during character creation. (Yes, I hate Dikote.)
3. Use of lethal chemical weapons, or use of a weapon or material to deliver lethal chemical weapons, (Squirt weapons, DMSO, Cyanide, etc.) strongly degrades a PC's reputation. They are considered "dishonorable weapons". (I hate DMSO, too.)
4. PCs have 5 seconds to announce what they're doing when their action rolls around. If they do not announce their intentions, they forfeit their action. (Keeps the game moving.)
5. Use force ratings when calculating drain, not F/2. (Keeps the spell tossers under control.)
6. The undercarriages of vehicles have the same Armor ratings as the rest of the vehicle. (I got tired of PCs lobbing grenades under police cars.)
7. The "complete miss" rule on page 84 of SRII is gone. (Too much of a pain in the ass to keep track of.)
8. All new PCs must be cleared with the GM. (Cheaters.)
9. No repetitive dice shaking. ("I have to roll Firearms? Ok. (shake, shake, shake, shake, shake, shake.....)