SRIII/SR Companion Chargen Integration

Branson Hagerty (Blackjack's Shadowrun Page http://shadowrun.html.com/users/blackjack/) Posted November 23, 1998

The following Point Cost Table reflects a compromise I developed between the revised SRIII character creation rules and the point based chargen option presented in the Shadowrun Companion. First, a few things to consider before using the table:

1: I altered the costs for monetary resources in order to permit more point allocation flexibility during the character creation process, as well as to solve a persistent "too much or too little" bug that seems to cause players to go for the million even if they don't really need it. Under the new system, it is easy to sacrifice a point of skill or attribute if you find yourself low on cash, or boost ratings if you discover that you have money left over.

2: Knowledge skills are purchased with points and are not based on the Knowledge Attribute of the character. I made this alteration because it is obvious that the tying of skill point availability to the rating of an attribute is destined to cause players to boost the rating of the attached attribute for the purpose of obtaining more skill points. The thought of packs of hyper-intelligent runners traipsing around urbana gives me the shivers.

3: Language skills are also purchased with points and are not based on the Knowledge Attribute of the character for the reasons I described above. In addition, I don't screw around with Read/Write aspects of Language skills. If someone needs to read something, I simply boost the skill target number to reflect the increased difficulty of visual recognition. Finally, since I'm a nice guy I hand out a free native language skill and free Cityspeak skill to all of my starting characters (they may still boost the free values if they so desire).

4: I have eliminated the Background Knowledge category in the interest of simplified bookkeeping. If somebody wants to take an active skill that they kinda, sorta know they should just grab it at a rating 1 and be done with it.

5: Edges and Flaws are purchased normally. If any Edge or Flaw comes into conflict with the SRIII rule system the GM has the final say in how the Edge or Flaw will be functionally adjusted.

6: I suggest starting your PCs with between 100-125 points. I found that 125 points seems to work rather well, although GMs with power hungry player should drop the number to 100.

Point System Costs Table

Race

Metahuman	10
Human	0

Magical Aptitude

Mundane	0
Full Magician	20 (30 Force Points Free)
Aspected Magician	15 (30 Force Points Free)
Physical Adept	15
Additional Force Points	1 per 1 Force Point

Attributes

Attributes	2 per 1 Attribute Point

Active Skills

Equal to or lower than Linked Attribute:	1 per 1 Skill Point
Greater than Linked Attribute:	2 per 1 Skill Point

Knowledge Skills

Street Knowledge	.5 per 1 Skill Point
Academic Knowledge	.5 per 1 Skill Point
Sixth World Knowledge	.5 per 1 Skill Point
Interests	.5 per 1 Skill Point

Language Skills

Native Language	Free Rating Equal To Intelligence
City Speak	Free Rating Equal To 1/2 Intelligence
Other Languages	.5 per 1 Skill Point

Monetary Resources

Resources	1 per 25,000 nuyen

Edges and Flaws

As per Edge or Flaw