

TWEAKING THE RULES

There are several options you can consider to change these rules. Most of them add more complication to the game, but they may also fit your particular style of game play. Advanced *Shadowrun* rulebooks will touch on additional optional rules.

Cinematic Gameplay

Try any combination of these options for a more heroic or cinematic style of gameplay:

- Hits occur on a 4, 5 or 6, rather than just a 5 or 6. This makes it much more likely for characters to succeed in their tasks; extra hits can be interpreted as “flair.” This may be a preferred style of play if you’re seeking dramatic action-movie scenes with lots of stunts and flourishes.
- You could also award extra dice to characters who describe their actions in colorful, inventive ways.
- You could allow Edge to negate all of the damage inflicted by any single attack (the attack miraculously misses or leaves you unharmed).
- As in previous editions, you can apply the Rule of Six to all dice rolls, not just tests on which you have spent Edge. This means characters will score more hits on average.

More Lethal Gameplay

You may desire your games to be deadlier, in which case these options are suggested:

- Increase the DV of weapons by 2 across the board and don’t convert Physical damage to Stun if the DV doesn’t exceed the Armor rating.
- Only allow full defense actions (p. 151) when they are taken on the character’s Action Phase.
- Treat glitches on Damage Resistance Tests as severe wounds—bleeding, broken bones, mangled limbs, ruined implants that will require special medical care or repair.

Grittier Gameplay

If you want your game to be more challenging and harder, tinged with an element of desperation, try one of these options:

- The total hits scored on any test are limited to no more than the character’s skill rating x 2. This increases the relevance of skills over attributes, but it also means that low-skilled characters will have a more challenging time. Defaulting tests would be limited to 1 hit. Edge, however, would allow you to bypass these limits.
- When Edge is spent for extra dice, you only get dice equal to your current unspent Edge points rather than your full Edge attribute (so if your Edge is 4 but you have already spent Edge twice that session, you only get to add 2 extra dice).
- Refresh Edge rarely—at the very end of a campaign arc, for example.
- Increase the chance for glitches when defaulting or taking Long Shot Tests—count 2s as well as 1s.
- Allow critical successes only on non-combat actions.

Alternate Combat

While the advanced *Shadowrun* rules will explore a variety of combat options, you can also consider one of these methods:

- Rather than handling all combat as an Opposed Test, you can handle ranged combat as a Success Test with a threshold based on range (1 Short, 2 Medium, 3 Long, 4 Extreme). Some situational modifiers will affect threshold rather than dice pool, such as blind fire, cover, etc.
- To cut down on dice rolling during combat, you could drop Damage Resistance Tests entirely, reducing combat to a single Opposed Test. In this case, Armor would deduct directly from the attack’s DV.

Changing Attribute-Only Tests

There’s *always* an applicable skill. If someone comes up with a task not immediately associated with a particular skill, the GM assigns whichever skill is most appropriate. For example Strength + Athletics to break down a door (with Athletics measuring the applied use of muscle-power in this case).

Edge Variations

You can tweak the applications of Edge to fit your style of play. Here are a few examples:

- Rather than adding extra dice, Edge can be used to buy automatic hits (or perhaps even automatic success).
- Allow Edge to be spent to reduce an Extended Test interval by half.

