These rules are subject to change, discussion and modification, generally with enough warning to be fair. These are written for 6th edition, right as it is coming out. I will be updating as I become more familiar with the system.

GENERAL

1. I don't try and kill characters, particularly cool ones that have real personalities. Being unlucky is generally not enough to get a character killed. Being stupid is. Being stupid and unlucky…well, that's when the trouble starts. Further clarifications:
   a. Starting a fight with a dragon counts as being stupid.
   b. If I send a dragon after you, it's because I'm trying to kill you.
   c. If it's a great dragon, I'm trying to kill all of you.
2. You don't use neurotoxins. I don't use neurotoxins. You don't use chemical weapons. I don't use chemical weapons. You don't use biological weapons. I don't use biological weapons. Much. Let's just leave weapons of mass destruction off the table, okay?
   a. To use such things even vaguely realistically is not all fun - "What happens?" "You die." "Don't we get to roll to resist damage?" "Sure - just get 20 hits on 4 dice."
   b. I do reserve the right to use these things from time to time, as particularly nasty dangers.
3. You don't use sniper rifles. I don't use sniper rifles. Much.
   a. Sniping is awfully hard to defend against, and it's just not much fun. "You take 18 boxes of physical damage." "Do I get to roll defense?" "Nope."
   b. Countering snipers is not fun either. "A Force 8 fire elemental manifests on top of you." "Uh…"
   c. My modified combat rules make them a bit more workable, so I'm open to using them. Just don't be abusive. And be very careful.
4. Cops are not stupid. I have watched CSI. Connect the dots.
   a. Forensics is a thing, and it's pretty good in the 2070s. Clean up after yourselves, and I won't have to start a session with LoneStar SWAT kicking down your door.
   b. Wearing things like masks and gloves are also a really good idea.
5. Non-lethal attacks are always a good idea.
   a. The police get a lot less worked up when there are no dead bodies to clean up.
   b. Rent-a-cops have a limited interest in dying for their employers - they are not paid enough, nor are they loyal enough. If they think the only choice is to kill you or die, they will fight to the death. But if it's clear that you aren't trying to kill them, they are less inclined to fight to the death. Unless it's Mitsuhama - they'll always try and kill you.
   c. The harm to a corporation is significantly less if they aren't paying out death benefits and repairing lots of property damage. So they are generally less inclined

to spend a bunch of money to track you down if you don't leave a lot of hats on the ground (or piles of rubble). Unless it's Mitsuhama - they'll always try and kill you.
6. Killing lots of civilians tends to get teams labelled as terrorists. That's when the heavy-hitters on the law enforcement side get involved. And your contacts tend to get annoyed - even when they don't have moral qualms, the industry as a whole does not appreciate exposure or lots of prying counter-terrorism agents.
7. Torture is generally a bad idea. Beyond being morally despicable, it is only effective in specific circumstances. It also tends to have an impact on the torturer, twisting their aura in a way that can be very disturbing to awakened observers. Such auras tend to attract the attention of unpleasant spirits with unpleasant tastes.
8. Between games, if you want your character to do stuff, email me and we'll work it out. In general, I assume that characters are doing a lot of stuff in downtime like taking care of their contacts, maintaining their fake IDs, training, maintenance, etc. If you want to do something beyond that, we can work it out offline. The sky is the limit too - I've had players go on investigatory trips to Hawaii, perform a series of gruesome murders to frame one of the other players, sell info on other players to the authorities, set up meetings with dragons, and more.
9. About the framing of one of the other players: a little intra-party conflict can be entertaining, but it can also get out of hand. As in, executing party members and leaving bits of them on the doorstep of the Tir Tairngire embassy. I will not be deliberately encouraging such paranoia. Unless you really want me to.
10. I tend to stick pretty tightly to the character build rules. Some of the rules can seem pretty harsh or unreasonable, but they are there for balance reasons, and I don't want to mess with them.
11. If you take any negative qualities that involve things like Dependents, or Dark Secrets, I will abuse you with them. I appreciate the plot hooks, but the karma points are going to cost you at some point.
12. Investments (I can't believe this is actually an issue, but it seems to come up in every game I run) are assumed to hold steady with inflation. Any information/runs that could influence the market, and that you take advantage of will increase interest returned by 2-5%. Simple, yes. Not very lucrative – certainly. Let's just say that any extra potential profits are eaten up by the cost of laundering the transactions and structuring them to not draw the attention of the Corporate Court. This is Shadowrun, not Monopoly.
13. While I don't expect everybody to know the rules inside and out, please take the time to read up to through the Combat chapter in SR6, the Gear chapter, and the relevant chapter for your character type (decker, rigger, magic, etc.). SR often ends up with three or four domains interacting, and it can be hard to keep track of everything. I'm not a stickler for the details of this should be -2 dice

instead of -3 dice, but having the players know what is in the realm of reason keeps things moving along.

14. I don't expect you all to know the ins and outs of the setting, or know the names of the Big Ten AAA megacorps (Ares, Renraku, Mitsuhama, Shiawase, Wuxing, Evo, Horizon, NeoNet…er…Spinrad, Saeder-Krupp and Aztechnology), or be able to quote chapter and verse of 6th World history. But being familiar with the setting helps tremendously. The setting chapters of SR6 are actually really good for this. The 6th World Almanac and Neo-Anarchist's Streepedia are great things to browse through too - I'm happy to provide a digital copies to my players. Ahem.

15. Your GM tends to get consumed by SR when he runs a game. As you can probably tell by the 30-40 pages of stuff I'm asking you to read. If you want to get really into it as well, I'm happy to oblige…and will reward you with karma. I've had players provide detailed plans of their workshop and their homes (I only blew up one of them), and detailed write-ups of their daily field-craft routine, describing dead drops, safe houses, and more.

GENERAL SETTING

I take my own cast on the setting. Nothing that really changes things in game, but I think these things make the world a little more coherent and less inclined to abuse my suspension of disbelief.

1. My "break" point with reality is, for lack of a more important date, is September 11th, 2001. Anything after that date is increasingly divergent from reality.

2. VITAS was really bad – >40% of the global population killed. This explains a lot of the societal degradation, and the overall population distributions. Places like China and Africa were hit especially hard, but the NAN were relatively untouched.

3. The Native American Nations are not all Native American by blood. Native Americans were largely unaffected by VITAS, so there are more Native Americans than you might think, but much of the population of the NAN are Anglos that were assimilated into resurgent Native American society. The Awakening led to a massive cultural shift to shamanism and Native American belief systems, which is a large part of why so much of the population identifies itself as Native American, even if they aren't genetically Native American.

4. The balance of power between the Westphalian Nation-States and the megacorporations is more or less even. Most countries could conceivably take on a mega-corp militarily or politically, but just barely. In some places, like the UCAS or CAS, the nations are a bit stronger. In others, like Aztlan or California, the megas have the advantage. It also depends on the corp - SK and Aztechnology have a lot more military power than Horizon or Evo. In general, the corps find it more cost effective to corrupt and subvert governments to their ends, rather than replace them. Privatization of government services isn't so much about the governments seeding power, as the cor-

porations discovering a lovely way to funnel taxes directly into their coffers.

5. Metaplots being ignored because they abuse my sense of disbelief, don't make sense or are otherwise dumb:
   - Cognitive Fragmentation Disorder (CFD)
   - Foundations per Data Trails and Kill Code

6. AAA Megacorps tend to be vertically integrated - they can do just about everything they need in-house. AA's tend to be dominant horizontal players - if you want to do X, and you aren't a AAA, you have to go to them.

7. Most corps do not possess significant armed forces. Some of the AAA's possess a brigade or two, but that's about it. They are generally parceled out in company or battalion size forces to protect key installations, or on "peacekeeping" missions. For larger conflicts, it's much cheaper for them to hire mercenaries, or manipulate countries to do their work for them - war can be profitable, if the bill is foisted off on the taxpayers.

8. Special forces for the megas are fairly limited in size, and are generally assembled ad hoc from their security, counterintelligence or conventional forces. Forces like Renraku's Red Samurai are feared because they are the exception, not the rule. In general, it is far more cost effective for them to use shadowrunners or mercenaries.

9. There is a bit of a media war going on about shadowrunners. Governments tend to portray them as terrorists to be feared, while the corps only do so as immediate circumstances require. On the other hand, they are a cultural phenomenon, with shadowrunners naturally appealing to the downtrodden masses, being credited with averting a few disasters, and from time to time exposing failures of the system. The media-focused corps tend to glamorize them a bit. Think spies, James Bond, the Cold War, and al Qaeda mixed up together.

10. There aren't that many full-time Shadowrunners in the world. In the DFW metroplex, there are maybe 20 teams, averaging 5 members, doing a run a month on average, for a total of 100 active runners. With the DFW Metroplex in the top 100 urban areas in the world, that ends up with a global population of somewhere between 100,000 to 200,000 runners operating around the world.

11. For every professional shadowrunner, there are 3 or 4 part-time or wannabe runners. These are gangsters, mercenaries, security guards, punks and thugs that maybe do "runs" once or twice a year as a way to make a little extra cash.

12. In combination, in a given metroplex, there are maybe 15-25 runs a month. This is a lot - assuming that many runs "go bad", that's a lot of firefights. There's also a lot of gang violence, organized crime violence, vandalism, terrorism and the like that gets blamed on shadowrunners.

13. One of the chief purposes of the Corporate Court is to ensure that the megacorps are playing by the rules. As such, they have extensive audit powers. The auditors are basically the primary way that the CC and the Zurich Orbital bank can keep the various AA (and to some extent AAA) corps in line. It's the auditors that enforce the

rules. Failing an audit, or interfering with the auditors is grounds for an Omega Order. This is a rule that the megas actually pay some attention to - if an audit is found to have been mucked with, the basis of their own currencies goes in the toilet. Screwing with the auditors is a serious no-no.

14. The Corporate Court as an entity has absorbed a lot of the functions of the UN, global regulatory bodies (ISO, IEC, ITU, etc.), and national-level regulatory agencies (ILAC, FCC, etc.); sometimes formally in the Business Recognition Accords, more often informally. A lot of legal and regulatory matters that used to be handled by individual countries are now handled by the Corporate Court. Enforcement is handled based on the size of the corporation - AA and AAA megacorps are subject to the Corporate Court, rather than national regulators. (This is one of the main benefits of being a top tier mega). For A corps and below, enforcement is generally left to the individual countries, who also have a little leeway in crafting rules that apply to those companies. So agencies like the FCC, FTC and the FAA still exist in the UCAS and CAS, but their ability to define rules is highly constrained by the Corporate Court, and they can generally only enforce them against smaller companies. As a concrete example, the International System of Units (SI) (the group that defines what a kilogram, second and meter are) is controlled and operated by the Corporate Court.

15. The designers of the game tend to not be the kind of people that move around in corporate circles, and radically underestimate the amount of money corporations often deal in. So when the background info talks about corps doing things for so many odd million nuyen, add a multiple of 100x to 1,000x.

CHARACTER CREATION

1. We are using the standard prioritization system from SR6. When the formal point-based creation system is published, I may allow it.
2. That being said, the SR6 priority system is borked, and has a couple of problems. I am therefore changing the points allotted at the various tiers for attributes, skills and resources. See below table (changes in bold). Metatype and Magic are unchanged.

REVISED PRIORITIES

PRIORITY	ATTR	SKILLS	RESOURCES
A	24	32	¥450,000
B	20	26	¥275,000
C	16	20	¥150,000
D	14	16	¥50,000
E	12	12	¥10,000

3. Magic and Essence. For every point of essence lost (rounded up), you take a permanent penalty to your current Magic (or Resonance). This penalty also applies to your maximum Magic/Resonance. The cost of increases to your Magic/Resonance attribute are based on your base (unmodified) value, not the penalized attribute. (So

you can't lower your Magic to 1 with implants, so that increasing it to 2 is cheap. (This is how it's always been in SR, and I think they just failed to explain it in SR6.)

4. Adept Power Points are based strictly off your Magic rating, not the base magic rating from your Magic priority. So, if you increase your magic at build-time to 6, you get 6 Power Points.

5. Starting spells (and complex forms) are based off the Magic rating from your Magic priority. You have to spend karma to get more. You do not, however, have to pay the price for the spell formula for those extra starting spells.

6. Bonus contact points: Charisma x12. Additional contact points can be purchased for 1 point per Karma. See Contact section.

GEAR

1. Nanotechnology as given in the various sourcebooks is, by and large, not in the game. I think they are pretty silly, and a lot of the cyberware must have nanotech to function in the first place. Also because grey-goo attacks are really not fun. See note about WMDs above. Some exceptions:
   a. Monofilament/monowire
   b. Nanopaste disguise (at least, functionally, the stuff is in the game, even if the underlying tech is different)
2. No man-portable lasers or gauss rifles. The rules are awful, and abuse my suspension of disbelief. Vehicle mounted systems are another matter, but their behavior is very different from that described. If it ever comes up, I'll define how they work better.
3. Some of the other more ludicrous things in some of the sourcebooks are off-limits as well - anti-gravity grenades (WTF, Street Lethal?) and hacking bullets (WTF, Kill Code?) being good examples of what I mean.
4. Stick-n-shock ammo is available, but only for shotguns as slugs. They are not available for most weapons. Another suspension of disbelief thing.
5. Likewise, gel rounds are only available for Heavy Pistols and Shotguns. Based on flavor text for a specific weapon, I may allow it. (Yes, I know I said non-lethal is good. It is. It just isn't easy.)
6. Drone/vehicle endurance. The standard rule is 6 hours endurance for most vehicles/drones. For mini/micro drones, my rule is this - 1 hour of powered flight per body point, 2 hours of motion per body point for ground/water vehicles. "Idle" time is days - as long as they aren't moving, they can stay on station for 1 day per point of body. Mods or descriptive text override this guidance.

CONTACTS

1. I'm a big fan of using Contacts. As such, starting characters get 2x the number of karma points for buying contacts (so, Charisma x12).
2. You also get a Fixer contact for free. Connection/Loyalty undefined

3. Process for contacts - tell me what they are (organlegger, talismonger, policeman, etc.), and the Connection/Loyalty. If you have some kind of idea in mind for their connection to you, provide it to me as a single sentence. I will then write up a paragraph description. We can revise as needed. (I have a stock of like 200 at this point…)

4. It is assumed that as part of downtime, you are doing things like keeping in touch with your contacts, etc.

MATRIX, RIGGING & HACKING

1. Ed's House Rule on Deckers and Matrix Stuff - In the interests of speed, I will often hand-wave a lot of decking related activities. If it's something relatively straightforward, I will ask for a Hacking + Logic extended test of minutes or hours vs. a given threshold. I'm more interested in time, rather than gaming everything out. Glitches, failures on a given test, or roaring successes, will be noted and used to provide additional color and results info.

2. Ditto for Stealing Cars. Stealing cars is relatively easy. A good decker, and somebody that's handy with electronics, can typically do so fairly easily. If the availability is 2 or 3, and it's not anything exotic, I will hand wave it with a couple of tests. The car is "hot" and will eventually get noticed. You can steal the car for the purposes of using it for a run, but if you don't dump it fast, it will get you in trouble.

3. I will also hand wave a lot of decker activities in terms of cleaning up a data trail. I'll just assume that the decker is taking care of it, rather than slowing things down too much. Unless everybody builds deckers.

4. Burner/public commlinks are a good idea. One cheap for the public, and a good one that runs your PAN on silent.

SINS AND LIFESTYLES

1. Any lifestyle Low or higher must have a SIN associated with it. Low - Rating 2, Mid - 3, High - 4, Luxury - 5.

2. I assume that a SIN has biometric data (fingerprint, DNA, etc.) associated with it, and it is yours. Part of what you are paying for when you buy a fake ID is "fuzzing" to avoid obvious duplications.

3. You can maintain multiple lifestyles. Anyone that is not your "primary" lifestyle costs 50% less while you are not using it (not buying food that you aren't eating, etc.). The non-primary lifestyle is assumed to be a safe house or the like.

4. If you get caught, or leave significant forensic traces, you may have to consider the SIN and lifestyle as burned for whatever your "Primary" ID is at the time, regardless of Heat level. Depending on the severity of the crime, all of your SINs and lifestyles can be burned. The GM may or may not warn you.

5. It is assumed that your characters are doing basic stuff for maintaining their IDs and covers for their fake SINs - posting to social media accounts, buying stuff online, etc. It's also part of the service you are paying for when you

buy a fake SIN - the brokers are running tools that generate a bunch of fake data showing usage of the SIN.

6. As such, each SIN is assumed to have a name and background associated with it. We don't have to write it up in detail, but at least have something in mind.

COMBAT

SR6 represents a pretty major overhaul of the combat rules. I have my own house-rules for combat from 4th and 5th editions, which I intend to update for 6th, once I get a better sense for how the Edge system works. 6th fixed some stuff, but I still have issues. At some point, I will update and test. The short version:

1. Longer ranges require hits in order to hit the target (essentially free hits to the dodge test for the defender).

2. Changed modifiers, with things like stance and aiming being given more significance.

3. Scatter is more sane.

4. Armor is probably going to be reworked a bit.

MAGIC

1. Karma for Cash – Awakened characters only. ¥5,000 per karma. Only for spells, binding, quickening, etc. May change the cost as things progress.

2. Stun spells do not work in the Astral Plane. Nor do they affect manifested spirits. (This is a combination of magic theory - they have no bodies to stun - and game balance.)

3. **[New]** The maximum bonus from the Increase Attributes spell for an attribute is +4, and the maximum bonus for any test from Increase Attribute is +4. This includes any 2-attribute tests (like Drain) – you can get +4, but not +8.

4. You cannot heal a body if the spirit isn't around. E.g. an astrally projecting mage cannot have his wounds healed on the fly as he battles in the astral.

5. If you summon a boat-load of spirits, know what they do.

6. I reserve the right to change some drain codes for spells that obviously go wonky or out of balance.

7. Mind Probe is generally regarded as the equivalent of mental rape. It takes a while to perform the probe, is very painful, and it will seriously mess with the victim's mind. And potentially the caster's as well. Feel free to use it, but Ghost help you if you glitch. This is largely to allow for plots to develop at all, and to prevent the game world from falling apart completely.

8. Spirit Combat House Rule - If two spirits fight, I hand wave it. Each spirit takes the force of the opposing spirit DV per Combat Turn. Repeat until one spirit is disrupted. Very often, both spirits will be disrupted.

   a. If there is more than one spirit on a given side, they both inflict damage on their opponent. Damage boxes are split between them, with more boxes going to the higher force spirit.

   b. This is purely in the interests of speed. Otherwise, combats devolve into the spirits rolling a lot of dice at each other.

9. Summoned or Bound Spirits never use Edge. Free Spirits on the other hand…