

SHADOWRUN II CHARACTER GENERATION CONVERSIONS

Priority	Race	Magic/PP	CP	OP/Max	PP	Resources(Wealth)
A	Meta Human	Human Magician	75	50/100	50	1,000,000¥(5Lv)
B	Human	Hum Adept, Meta-Hum Magician	65	40/80	35	400,000¥(4Lv)
C	Human	Meta Human Adept	55	30/60	25	90,000¥(3Lv)
D	Human	Meta Human Adept	45	25/50	15	5,000¥+(2Lv)
E	Human	Meta Human Adept	35	20/40	5	500¥+(1Lv)
F	Human	Meta Human Adept	25	15/30	0	50¥+(0Lv)

Races (Cost) Total OP

Dwarf: (-4 CP, -3 OP, -1 PP); -28 OP
+1 Body (-1 CP), +1 Constitution (-1 CP), +1 Strength (-1 CP), +1 Willpower (-1 CP), IR Vision (-1 PP), Resist Disease +2 (-6 OP)

Elf: (-5 CP, -3 OP); -28 OP
+1 Dexterity (-1 CP), +1 Reflexes (-1 CP), +1 Technique (-1 CP), +2 Presence (-2 CP), Night Vision (-3 OP)

Ork: (-6 CP, -3 OP); -33 OP
+3 Body (-3 CP), +3 Constitution (-3 CP), +2 Strength (-2 CP), -1 Presence (+1 CP), -1 Intelligence (+1 CP), Night Vision (-3 OP)

Troll: (-6 CP, -3 PP), -45 OP
+5 Body/Constitution (-10 CP), -1 Dexterity/Reflexes/Move (+3 CP), +4 Strength (-4 CP), -2 Intelligence (+2 CP), -1 Willpower (+1 CP), -2 Presence (+2 CP), IR Vision (-1 PP), +2m Stretching (-1 PP), +2 KD/EKD Armor (-1 PP)

Attribute Conversion Table

SR	Fuzion
Intelligence	Intelligence
Willpower	Willpower
Charisma	Presence
½ (INT+REF)	Technique
Reaction	Reflexes
Quickness**	Dexterity
Body*	Constitution
Strength	Strength
Body*	Body
Quickness**	Movement
Magic	Magic

Racial Maximum Table

Attribute	Race				
	Human	Elf	Dwarf	Ork	Troll
INT	7	7	7	6	5
WILL	7	7	8	7	6
PRE	7	9	7	6	5
TECH	7	7	6	6	5
REF	7	7	6	6	5
DEX	7	8	6	7	6
CON	7	8	6	7	6
STR	7	7	9	9	12
BODY	7	7	8	10	11
MOVE	7	8	6	7	6
MAGIC	7	7	7	7	7

Attributes Conversion Levels

Sadowrun	Fuzion
-2	-1
-1	0
0	1
1	2
2	3
3	4
4	5
5	6
6	7
7	8
8	9
9	10
10-15	11
+5	+1

WEAPON SKILLS

Melee Weapons (Armed Combat)

- ▶ Edge Weapons
- ▶ Pole Arms/Lances
- ▶ Staff/Spear
- ▶ Whips/Flails
- ▶ Clubs
- ▶ Cyber Implant Weapons

Firearms

- ▶ Pistols
- ▶ Rifles
- ▶ Automatic Weapons
- ▶ Heavy Weapons

Projectile Weapons

- ▶ Bows
- ▶ Crossbows
- ▶ Slings

Throwing Weapons

- ▶ Shafted Weapons
- ▶ Non-Aerodynamic Weapons
- ▶ Aerodynamic Weapons

FIGHTING SKILLS

Hand to Hand (Unarmed Combat)

- ▶ Subduing Combat (Brawling)
- ▶ Martial Arts (Style Type)

EVASION SKILLS

Dodge/Evade

- ▶ Evade Melee Attacks
- ▶ Evade Hand to Hand Attacks
- ▶ Evade Ranged Attacks

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PHYSICAL SKILLS

Athletics

- ▶ Running
- ▶ Climbing
- ▶ Lifting
- ▶ Jumping
- ▶ Swimming

Acrobatics

- ▶ Gymnastics
- ▶ Tumbling

Stealth

- ▶ Urban/Suburban
- ▶ Wilderness/Jungle
- ▶ Farmland/Praerie
- ▶ Desert/Tundra

Driving

- ▶ Bikes/Motorbikes
- ▶ Cars/Light Vehicles
- ▶ Trucks/heavy Vehicles
- ▶ Hovercraft
- ▶ Motorboats

Piloting

- ▶ Rotorcraft
- ▶ Sailboat
- ▶ Vecored Thrust
- ▶ Spacecraft
- ▶ Mecha
- ▶ Winged Plane

MENTAL SKILLS

Biotech

- ▶ Organ Culture
- ▶ Replacement Construction
- ▶ Extended Care
- ▶ First Aid
- ▶ Medical Surgery
- ▶ Diagnose Illness

Computer

- ▶ Hardware
- ▶ Software

Electronics

- ▶ Control Systems
- ▶ ECM/ECCM
- ▶ Maglocks
- ▶ Diagnosis

Magical Conjuring

- ▶ Elemental Conjuring
- ▶ Nature Spirit Conjuring

Magical Sorcery

- ▶ Spellcasting
- ▶ Ritual Magic

Ettiquette

- ▶ Corporate
- ▶ Matrix
- ▶ Media
- ▶ Street
- ▶ Tribal
- ▶ Xeno

Leadership

- ▶ Strategy
- ▶ Tactics

- ▶ Morale

Negotiation

- ▶ Bargaining
- ▶ Bribery
- ▶ Fast Talk

Build Repair

- ▶ Normal Tech
- ▶ Military Tech
- ▶ Super Tech

Expert: Knowledge

- ▶ Biology
- ▶ Computer Theory
- ▶ Cyber Technology
- ▶ Magic Theory
- ▶ Military Theory
- ▶ Physical Sciences
- ▶ Physiology
- ▶ Sociology

Starting Resource

Any unspent Resource nuyen translates to money available during the game at a 10:1 ratio. If, after character generation, a character had 15,000¥ left, that character would start the game with 1,500¥. All characters also start with 3d6 x 1,000¥, which can be in whatever form the player chooses.

Starting Karma

Human characters begin the game with 1 point in their Karma Pool. Metahumans begin the game with 2 points in their Karma Pool, unless the More metahumans optional rule is in use, in which case they only get the standard 1 point.

A new shadowrunning team starts the game with 2 points in its team Karma Pool. Starting characters may contribute some of their starting Karma Points to team Karma if they wish.

Completing The Character Questions

- ▶ What kind of Magician? If a shaman, what is it's totem?
- ▶ Are the proper priorities for Race an Magic assigned?
- ▶ Have all Attribute Points been allocated and attribute modifiers from Race Applied?
- ▶ Have all Skill Points (OP) been allocated, and the adjustments for Concentrations and Specializations made?
- ▶ Does the character have the necessary equipment, cyberware, and spells, contacts, foci and so on?
- ▶ Has a lifestyle been chosen?

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Fleshing Out The Character

▶ **What is the character's sex?**

Male or Female, simple

▶ **What is the character's physical size?**

Is the character a tall, skinny dwarf? Or a short, stout elf, Or just average?

▶ **What is the color of the character's hair, eyes, and skin?**

What color or colors is the character's hair? How is it worn? Why? What about eye color? Is it natural, Does the character need glasses, wear contacts, or has he already had corrective surgery? What about skin color?

▶ **What is the character's general appearance?**

Does the character stand erect or stooped? Dress anachronistically, stylishly, or inauspiciously? Loo intimidating or casual? Is the character attractive? Is there something distinctive in the shape of its head, face, or limbs? What might someone seeing the character for the first time think?

▶ **Where was the character born?**

Decide into what country, state, province, city, and, if possible, neighborhood the character was born. What was the character's childhood, neighborhood, friends, and family like?

▶ **What is the character's age?**

When was the character born? Was the character alive before the Awakening in 2011? How about the treaty of Denver in 2018? Or the Computer Crash of 2029? Or the Night of Rage in 2039? Or even the secession of the elven nation of Tir Tairngire form NAN four years earlier? Was the character in the vicinity of any of these events, and did the event affect him or her? How did those events affect the character's family or friends?

▶ **What was the character's family?**

What did the character's parent's do? What was the family's means of support? Were the parents married, separated, divorced? What was the family life like? Does the character have any siblings? Where are they now? What do they do? Does the character keep in contact with them? Did the character even know his birth family? If not, who or what was his surrogate family?

▶ **Has the character begun his own family?**

Is the character married? Divorced? Separated? Does he have children? If not, does he want to have children?

▶ **Where or how was the character educated?**

Where did the character learn his skills? Did he go to high school? Did he continue into higher education? Where? Was his schooling public, private, or corporate sponsored? Was the character privately tutored, or did he get his lessons from the school of hard knocks?

▶ **Has the character ever done anything else for a living?**

Sure, the character is shadowrunning now, but what about before? Did the character ever earn money or make a living doing something legitimate? Did they enjoy it? Why did the character stop doing it? Would he go back?

▶ **What about the character's political and religious beliefs?**

These are sure fire arguments starters, but what about it? Does the character have any political beliefs? What are those beliefs? Is the character religious? Was his family religious? Are they still? Did the character change religions, and if so, why?

▶ **What is the character's moral code?**

Will character kill? Why? When did the character decide that he could? Does he think killing is acceptable? Under what circumstances? Where does the character stand on related issues like capital punishment, abortion, and euthanasia? Does the character adhere to a personal sexual ethics code, or even think about it?

▶ **Does the character have any goals?**

Is this all the character ever wants to do? Does he have any ambitions beyond the here and now? Is he satisfied with the way things are? If not, why not, and does he plan to change things? How? How long will that take, and is the character willing to wait that long?

▶ **Why does the character run the shadows?**

What path led him here? Does the character run for the thrill? The money? To tweak the noses of the powers that be? As one step of a personal plan? As a political statement? Would any event or circumstance make the character stop running the shadows?

▶ **What is the character's Personality?**

Is the character pessimistic? Idealistic? Radical? Conservative? Resigned? Easy going? Militant? Aloof? Intense? Bombastic? Obsessive? Superstitious? Extroverted? Introverted? Ambivalent? Rational? Opinionated? Passionate? Questioning?

▶ **What special qualities does the character possess?**

This not necessarily refer to skills, but what the character does well. Does he get along well with people? Is he skilled at taking care of business? Prioritizing tasks? Planning ahead? Organizing?

▶ **Are there certain things the character just cannot do?**

Get close to people? Perceive himself realistically? Work well with others? Think clearly under stress? Handle money well?

▶ **What does the character hate?**

Corporations? Orks? Shadowrunning? Personal questions? Sentimentality? The media? Her family? Certain people? Society in general?

▶ **What does the character love?**

The seashore? The view from a tall building? Quiet times? Loud music? Art? Taking care of business? A specific person? A certain place?

▶ **What is the character's name?**

What was his or her birth name? What name does he use now? Did the character choose his name, or was it nickname or joke?

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