



## EXTRA MATERIALS

For Shadowrun Genesys conversion by Chaithi/Surukai





# CHAPTER 1: INTRODUCTION



This is Surukai's expansion on things not (currently) present in the Chaithi Shadowrun Genesys Conversion but might be useful for other Shadowrun conversions as well.

For more information on the base Genesys Shadowrun conversion, see <https://shadowrun.gamergadgets.net>.

The purpose of this document is to add/suggest new features and parts in addition to add items used for the *Boston Lockdown* campaign book.

Genesys L<sup>A</sup>T<sub>E</sub>X template by c-bec-k, found at <https://github.com/c-bec-k/GenesysRPG>

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Discord server: <https://discord.gg/EMnSqkB>

## GAME TESTERS

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## CHAPTER 2: NEW ARCHETYPES

The new archetypes here are based on the meta-variants, metasapients and others found in **Run Faster** for Shadowrun 5th edition or **Runner's Companion** (Shadowrun 4). Some updates of abilities are taken from Shadowrun 6th edition like Vampire being vulnerable to wood instead of silver.

### METASAPIENTS

Metasapients are all non-metahumans and can generally not benefit from cyberware or bioware unless they are of exceptionally high quality and customization. Some metasapients are awakened and cannot become technomancers.

#### NAGA

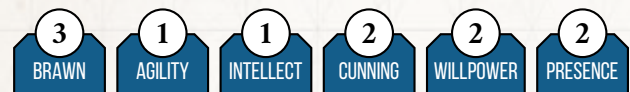
Giant anaconda or danger noodle. Nagas are huge sentient awakened snakes, primarily found in South America.



- **Wound threshold:** 14+Brawn
- **Strain threshold:** 10+Will
- **Starting Experience:** 65xp
- **Starting Skills:** Start with one rank Survival and one rank in Athletics.
- **Natural Weapons:** *Bite*, Damage +2, Crit 4, Pierce 1, Venom (see below)
- **Venom** Target must make an immediate hard (◆◆◆) **Resilience** check. If they fail the suffer 5 wounds +1 additional per ◆. A ◆ means they have to make the check again next turn.
- **Cold blooded** Upgrade the difficulty of all checks when exposed to cold temperature.
- **Snake** Nagas have no arms or legs and cannot use equipment requiring limbs. They can still push buttons or manipulate things with their snout and tongue to some extent.

#### CENTAUR

Centaurs have four legs and two arms.



- **Wound threshold:** 12+Brawn
- **Strain threshold:** 10+Will
- **Starting Experience:** 60xp
- **Starting Skills:** Start with one rank Athletics.
- **Natural Weapons:** *Kick*, Damage +2, Crit 5, Knockdown, Disorient 3
- **Charge** Once per turn a Centaur can move a short distance as an Incidental unless immobilized. When moving and attacking with natural weapons they can activate the Knockdown quality for ▲.
- **Thermographic vision:** Remove ■■ incurred from dim or no light.

#### ARTIFICIAL INTELLIGENCE

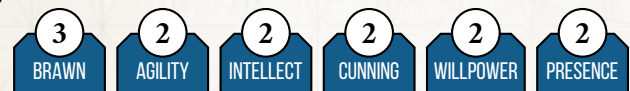
A.I. lives in the Matrix and lacks a physical body in the classical sense. AI interact with the world through the matrix or by being jumped in drones.



- **Wound threshold:** 8+Brawn
- **Strain threshold:** 9+Will
- **Starting Experience:** 65xp
- **Starting Skills:** Start with one rank Computers.
- **Matrix home node:** While in the AI home node all ice and icebreakers count as one higher. Moving to a new home node temporarily reduces all characteristics to 1 for 24hours and negates the *Improved hot sim* ability for a week.
- **Improved hot sim:** Hot sim upgrades the check twice instead of once.

#### SASQUATCH

Big 30.48cm



- **Wound threshold:** 14+Brawn
- **Strain threshold:** 11+Will
- **Starting Experience:** 95xp
- **Starting Skills:** Start with one rank Athletics and one rank in Deception.
- **Natural Weapons:** *Claws*, Damage +2, Crit 4
- **Uneducated** as per Shapeshifters (see page 8), skills cost like non-career skills to improve after character creation.
- **Mimicry** add ■ to Deception when impersonating sounds. Can learn two new languages for 5xp instead of one.

## SHAPESHIFTERS

Shapeshifters are awakened animals that can shift into a human form. They are animals and return to their natural form if killed or knocked unconscious.

Common for all shapeshifters is their ability to regenerate from wounds and a vulnerability to silver. Other abilities granted from their animal side are generally only active while in their natural form. Some abilities like low-light vision can be used in their human form as well.

Gear and carried items do not transform and like other non-metahumans they can not benefit from cyberware or bioware. At the GM's discretion some highly specialized deltaware implants could work while they are in human form but operating on a creature that regenerates is at least daunting (◆◆◆◆).

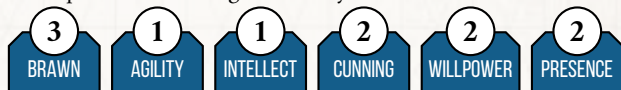
Lacking education means they have a harder time mastering skills but some talents can reduce this.

All shapeshifters are awakened and cannot become technomancers.

**Regeneration** At the start of every turn during structured encounters roll

### BEAR

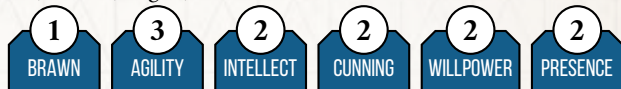
Ursine shapeshifters are large and burly.



- **Wound threshold:** 14+Brawn
- **Strain threshold:** 8+Will
- **Starting Experience:** 75xp
- **Starting Skills:** Start with one rank Survival and one rank in Perception.
- **Natural Weapons:** *Bite*, Damage +2, Crit 3, Vicious 1; *Claws*, Damage +4, Crit 4, Knockdown, Disorient 2
- **Vomeronal organ:** Add to skill checks to detect or track scent.
- **Low-light vision:** Remove incurred from dim light.

### BIRD OF PREY

Falcons, Hawks, Eagles, etc.



- **Wound threshold:** 8+Brawn
- **Strain threshold:** 10+Will
- **Starting Experience:** 60xp
- **Starting Skills:** Start with one rank Survival and one rank in Perception.
- **Natural Weapons:** *Beak and Claws*, Damage +2, Crit 3, Vicious 1
- **Flight:** Can fly per the fly rules in Genesys core rule-book.
- **Eagle Eyes:** Add to Perception checks and reduce difficulty to spot things above Medium Range by one.

an Average (◆◆) *Resilience* check; recover 1 Wound for every net ⚡ and 1 strain per ⚡. A ⚡ recovers 1 critical, starting with the lowest severity. Only wounds suffered from attacks or getting hurt regenerate this way. Strain or wounds from activating abilities, fear or social skills do not regenerate.

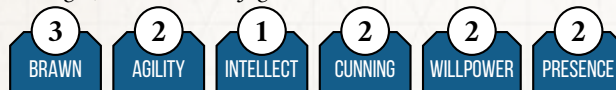
**Vulnerability: Silver** Shapeshifters are vulnerable to silver and cannot regenerate wounds or strain caused by silver weapons. See the weapon entry on page 15 for more information.

**Shift** As an Action, the shapeshifter can shift between their animal and human form. While in animal form they gain +1 Brawn and +1 Agility or +1 Agility and the ability to fly if their animal form is capable of flying.

**Uneducated** After character creation, Shapeshifters pay XP for raising skills as if they all were non-career skills. Upgrade the difficulty when dealing with technology (or at the GM's discretion) unless the character has skill ranks in the relevant skill.

### GREAT CAT

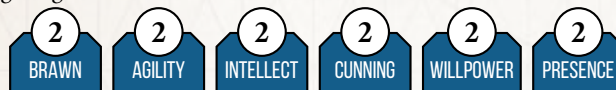
Such as Tiger, Lions or even Jaguars.



- **Wound threshold:** 10+Brawn
- **Strain threshold:** 8+Will
- **Starting Experience:** 60xp
- **Starting Skills:** Start with one rank Survival and one rank in Coordination.
- **Natural Weapons:** *Bite*, Damage +2, Crit 2, Vicious 2; *Claws*, Damage +3, Crit 4, Pierce 1
- **Balance receptor:** Add to Coordination checks.
- **Low-light vision:** Remove incurred from dim light.

### DOG

Large dogs or Wolves.



- **Wound threshold:** 10+Brawn
- **Strain threshold:** 10+Will
- **Starting Experience:** 70xp
- **Starting Skills:** Start with one rank Survival and one rank in Vigilance.
- **Natural Weapons:** *Bite*, Damage +2, Crit 3, Vicious 1, Knockdown
- **Vomeronal organ:** Add to skill checks to detect or track scent.



## FOX

Foxes, weasels, etc.



- **Wound threshold:** 8+Brawn
- **Strain threshold:** 10+Will
- **Starting Experience:** 65xp
- **Starting Skills:** Start with one rank Survival and one rank in Stealth.
- **Natural Weapons:** *Bite*, Damage +2, Crit 3, Vicious 1
- **Vomeronal organ:** Add ■■ to skill checks to detect or track scent.
- **Keen eared:** Can ear wider range of sound and gets ■ on sound based Perception and Vigilance checks.

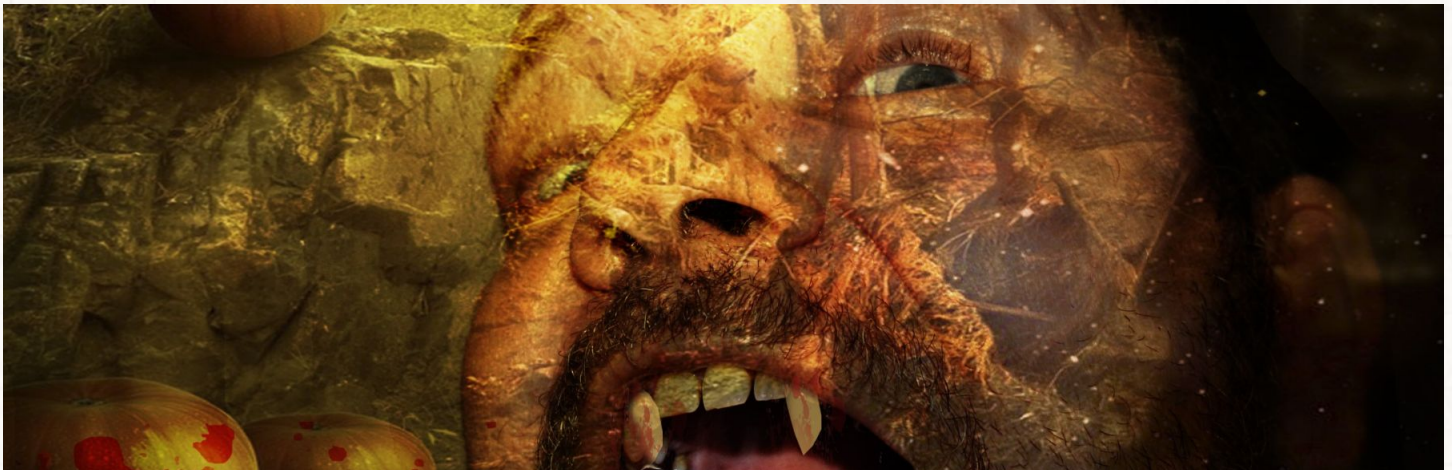
## HORSE

Horses but also large cervines or bovines.



- **Wound threshold:** 12+Brawn
- **Strain threshold:** 10+Will
- **Starting Experience:** 55xp
- **Starting Skills:** Start with one rank Survival and one rank in Athletics.
- **Natural Weapons:** *Hooves*, Damage +2, Crit 5, Knockdown
- **Beast of burden:** Increase encumbrance capacity by 5 and an additional 5 when in animal form (for a total of 15+Brawn).

## INFECTED



Infected, suffering from the various strains of the HMHV, Human-metahuman-vampiric-virus. Despite being metahumans, infected characters generally can't benefit from cyberware or bioware and if infected during play their bodies will reject most implants, often killing the subject in the process.

All infected characters are awakened and can see the astral plane. Some, like Ghouls, can only see the astral world. Some are even considered magicians (if they gain the Arcana or Primal skill) and can astrally project and use spells even if the selected skill it isn't a career skill.

## BECOMING INFECTED

Becoming infected reduces the character's *Essence* by one. Some characteristics increase and others might decrease but as a general rule, succumbing to the hunger and lifestyle required to live as infected is not compatible with most gaming groups and should a character become infected during play they will turn into an NPC and possibly a monster.

At the GM's discretion a solution to change the character's archetype into their infected variant, applying a suitable XP tax to make up the difference. We suggest a xp cost of around 100xp or more depending on the new archetype gained.

A lot of the infected archetypes below require **Prime runner** to be viable and will be marked when applicable.

## ESSENCE LOSS

Infected need to feed on metahuman flesh or blood to stay alive. Every month of in game time they lose one point of Essence. Some infected powers also cost essence to use.

## ALLERGY: SUNLIGHT

Many infected are vulnerable or allergic to sunlight. For some it is merely a strong discomfort while others risk death by spending any extend time in the sun. The effects assume the character attempts to shield themselves from the sun and at the GM's discretion the effects can be increased further if the character is getting direct sunlight without protection.

Mild Mild allergy adds ■■

Moderate A moderate allergy means the infected no longer gets a free maneuver every turn in addition to the above effects.

Severe Infected with severe allergy to sunlight takes 2 wound every round in structured encounters or every minute of narrative play. In addition they become staggered whenever in direct sunlight, all in addition to the above effects.



## HMHVV STRAIN I

## VAMPIRE (HUMAN)

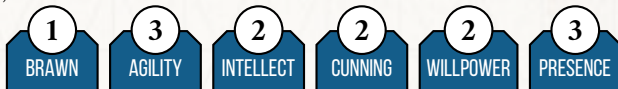
Vampires look very much like humans, except maybe a bit more pale and with pronounced canine teeth. Vampires does not age



- **Wound threshold:** 10+Brawn
- **Strain threshold:** 8+Will
- **Starting Experience:** 65xp
- **Starting Skills:** Start with one rank in Charm or Coercion.
- **Natural Weapons:** *Bite*, Damage +1, Crit 3, Vicious 1, Disorient 2, Inaccurate 1
- **Allergy Sunlight (Severe):** See page 9
- **Clerity:** May move as second maneuver for 1 strain instead of 2.
- **Thermographic vision:** Remove ■■■ incurred from dim or no light.
- **Vulnerability (Wood):** Weapons made from wood gain Vicious 4 or increase Vicious by 2 against a vampire.

## BANSHEE (ELF)

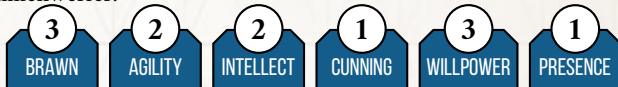
Pale, emaciated elves.



- **Wound threshold:** 8+Brawn
- **Strain threshold:** 10+Will
- **Starting Experience:** 75xp
- **Starting Skills:** Start with one rank in Charm
- **Natural Weapons:** *Bite*, Damage +1, Crit 3, Vicious 1, Disorient 2, Inaccurate 1
- **Allergy Sunlight (Severe):** See page 9
- **Clerity:** May move as second maneuver for 1 strain instead of 2.
- **Thermographic vision:** Remove ■■■ incurred from dim or no light.
- **Vulnerability (Wood and Silver):** Weapons made from either silver or wood gain Vicious 4 or increase Vicious by 2 against a banshee.

## GOBLIN (DWARF)

Hairless, skeltally thin dwarves with a pungent smell and imunity to the flammenwerfer.

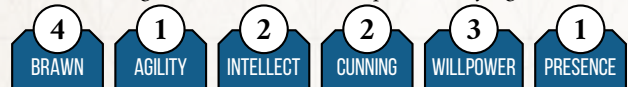


- **Wound threshold:** 8+Brawn
- **Strain threshold:** 10+Will
- **Starting Experience:** 75xp
- **Starting Skills:** Start with one rank in Athletics and one rank in Stealth.
- **Natural Weapons:** *Bite*, Damage +1, Crit 3, Vicious 1, Disorient 2, Inaccurate 1
- **Allergy Sunlight (Moderate):** See page 9

- **Clerity:** May move as second maneuver for 1 strain instead of 2.
- **Thermographic vision:** Remove ■■■ incurred from dim or no light.
- **Immuntiy (Fire):** Goblins take no damage from weapons with the Burn quality.
- **Vulnerability (Iron):** Weapons made from iron gain Vicious 4 or increase Vicious by 2 against a goblin.

## DZOO-NOO-QUA (TROLL)

The troll dermal deposits grow even further into big spikes and nodules. The size and strength makes a Dzoo-noo-qua a terrifying creature.



- **Wound threshold:** 15+Brawn
- **Strain threshold:** 8+Will
- **Starting Experience:** 35xp
- **Starting Skills:** Start with one rank Athletics and one rank in Perception.
- **Natural Weapons:** *Bite*, Damage +1, Crit 3, Vicious 1, Disorient 2, Inaccurate 1; *Claws*, Damage +2, Crit 4, Pierce 1
- **Allergy Sunlight (Moderate):** See page 9
- **Grotesque dermal despositos:** +1 Soak and +1 Ranged Defense.
- **Clerity:** May move as second maneuver for 1 strain instead of 2.

## WENDIGO (ORC)

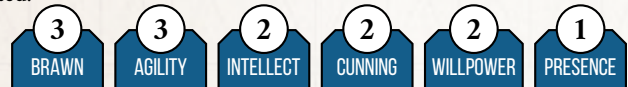
Wendigos become much taller, grow thick pelt of white fur and they gain sharp teeth and claw-like nails.



- **Wound threshold:** 12+Brawn
- **Strain threshold:** 8+Will
- **Starting Experience:** 60xp
- **Starting Skills:** Start with one rank in Primal or Arcana.
- **Natural Weapons:** *Bite*, Damage +1, Crit 3, Vicious 1, Inaccurate 1; *Claws*, Damage +2, Crit 4, Pierce 1
- **Thermographic vision:** Remove ■■■ incurred from dim or no light.

## NOSFERATU (HUMAN)

Strain 1a humans, loose all hair, their skin becomes taut and they look emaciated.



- **Wound threshold:** 10+Brawn
- **Strain threshold:** 10+Will
- **Starting Experience:** 50xp
- **Starting Skills:** Start with one rank in Primal or Arcana.



- **Natural Weapons:** *Bite*, Damage +1, Crit 3, Vicious 1, Disorient 2, Inaccurate 1
- **Allergy Sunlight (Severe):** See page 9
- **Clerity:** May move as second maneuver for 1 strain instead of 2.
- **Thermographic vision:** Remove ■■■ incurred from dim or no light.
- **Vulnerability (Wood):** Weapons made from wood gain Vicious 4 or increase Vicious by 2 against a nosferatu.

### HMHV STRAIN II

### LOUP-GAROU (HUMAN)

Wolf-man?

### HMHV STRAIN III

### GHOUL (HUMAN, DWARF, ELF)

Not a zombie



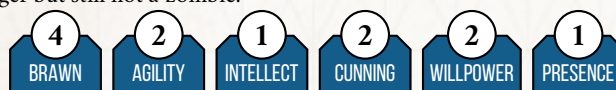
- **Wound threshold:** 12+Brawn
- **Strain threshold:** 8+Will
- **Starting Experience:** 95xp
- **Starting Skills:** Start with one rank Vigilance and one rank Stealth.
- **Natural Weapons:** *Bite*, Damage +1, Crit 3, Vicious 1, Disorient 2; *Claws*, Damage +2, Crit 4, Pierce 1
- **Allergy Sunlight (Moderate):** See 9
- **Blind:** Can only see the astral space, can't read, see through windows or read text.
- **Enhanced smell:** Add ■■■ to skill checks to detect or track scent.



- **Wound threshold:** 12+Brawn
- **Strain threshold:** 8+Will
- **Starting Experience:** 80xp
- **Starting Skills:** Start with one rank in Perception and Athletics.
- **Natural Weapons:** *Bite*, Damage +2, Crit 3, Pierce 2, Inaccurate 1; *Claws*, Damage +3, Crit 4, Pierce 1
- **Unnatural toughness:** +1 Soak
- **Clerity:** May move as second maneuver for 1 strain instead of 2.
- **Allergy Sunlight (Severe):** See page 9
- **Vomer nasal organ:** Add ■■■ to skill checks to detect or track scent.

### GHOUL (ORC, TROLL)

Bigger but still not a zombie.



- **Wound threshold:** 14+Brawn
- **Strain threshold:** 8+Will
- **Starting Experience:** 80xp
- **Starting Skills:** Start with one rank Vigilance and one rank Stealth.
- **Natural Weapons:** *Bite*, Damage +1, Crit 3, Vicious 1, Disorient 2; *Claws*, Damage +2, Crit 4, Pierce 1
- **Allergy Sunlight (Moderate):** See 9
- **Blind:** Can only see the astral space, can't read, see through windows or read text.
- **Enhanced smell:** Add ■■■ to skill checks to detect or track scent.





## CHAPTER 3: NEW TALENTS

### TIER 1

#### RAPID SHIFT

**Tier:** 1

**Activation:** Maneuver

**Ranked:** No

Can use the Shift power as a Maneuver instead of Action.

### TIER 2

#### METAHUMAN EDUCATION

**Tier:** 2

**Activation:** Passive

**Ranked:** Yes

When this talent is selected select 1 career skill. That skill no longer suffer the penalty from *Uneducated* and now cost like a normal career skill to improve. Additional ranks in this talent adds two more career skills to be selected.

#### RESONANCE SCREAM

**Tier:** 2

**Activation:** Maneuver

**Ranked:** Yes

WIP. Add "noise" (onme ■ per ank) to area, including the technomancer within medium range until the end of the encounter.

### TIER 3

#### DAYWALKER

**Tier:** 3

**Activation:** Passive

**Ranked:** No

WIP. Penalty reduction for sunlight.

#### FEAR

**Tier:** 3

**Activation:** Incidental

**Ranked:** No

Can only be selected by Banshee, Nosferatu or Wendigo characters. You may add the *Terror* effect on the *Mask* spell without increasing the difficulty.

#### MAN-MACHINE RESONANCE INTERFACE

**Tier:** 3

**Activation:** Passive

**Ranked:** No

WIP Technomancer Control Rig echo.

### TIER 4

#### BANSHEE SCREAM

**Tier:** 4

**Activation:** Action

**Ranked:** No

Can only be taken by *Banshee* characters. Once per encounter, make a Hard (◆◆◆) **Coercion** check. Success means all targets within medium range becomes disoriented until the end of next round. One target per uncanceled ★ becomes ensnared, and ♀ can be spent to ensnare one ally per uncanceled ♀. ♂ can be used to instead stagger a target. ✕ can be spent to stagger allies or reduce the Banshee's essence (See ??).

#### REGENERATION

**Tier:** 4

**Activation:** Action

**Ranked:** Yes

Can only be taken by HMMVV Strain I or Strain Ia characters. As an action recover one Wound and one Strain per Rank in Regeneration. You may also attempt to recover from a Critical Injury by making Resilience check based on the severity of the injury. The GM may spend ♀♂♂ or ✕ to reduce your Essence by one.

Regeneration can only recover wounds and strain suffered from damage, not wounds or strain used to activate magic, abilities or from social skills.

#### SLEEPWALKER

**Tier:** 4

**Activation:** Passive

**Ranked:** No

WIP Technomancer no longer goes limp in full VR and may perform maneuvers and Vigilance Checks in the meatspace while in VR. (Checks affecting the meatspace don't gain benefits from Hot Sim)

### TIER 5

#### MIST FORM

**Tier:** 5

**Activation:** Action

**Ranked:** No

Can only be taken by Vampire or Banshee characters. Mist form allows your character to transform into a cloud of mist until the end of the encounter or about 5 minutes of narrative play. While in mist form all damage is reduce by 10 (to a minimum of 1) after soak is applied.

Use of Mist form reduces the characters essence by one. Basic clothing and magical foci transform with your character but other weapons and items generally do not.

## REGENERATION (IMPROVED)

**Tier:** 5

**Activation:** Menuver

**Ranked:** No

Once per turn; you may perform the Regeneration action as a Maneuver instead of an action.



# CHAPTER 4: NEW GEAR

## WEAPON MODS AND AMMUNITION

### SILVER BULLETS

Bullets with silver jacket or made from alloys with high enough silver content to work against creatures vulnerable to silver such as shapeshifters. The lower density of the bullet reduces the effectiveness against regular targets. Silver bullets are only effective in weapons that fire bullets.

### INJECTION DARTS

Injection darts can be used to deliver injection based toxins or drugs. WIP

### SEVEN-7

Target must make an immediate Daunting (◆◆◆◆) Resilience check or suffer 10 wounds and become *Staggered* for 3 rounds. ▲ can be used

to reduce the damage and duration of the stagger and replace with with Disorientation instead.

Seven-7 is both a contact and gas based neurotoxin and while respiratory protection works at a distance, targets directly hit with Seven-7 suffers the effects unless they are completely protected.

### DRAGON'S BREATH SHELLS

Dragons breath turns a shotgun into a makeshift flamethrower. The shell fires a concentrated stream of fire up to short range. Using dragon's breath shells temporarily removes blast and knockdown from the base weapon.

TABLE 4.1: AMMUNITION

NAME	WORKS WITH	PRICE	RARITY	SPECIAL
Silver bullets	Ranged guns that uses bullets.	100	7	Damage -1, Vicious 4 against targets vulnerable to silver.
Injection darts	Ranged(Light)	75+toxin	6	WIP, injection toxins.
Dragon's Breath	Shotgun	25	6	Limited ammo 1, Burn 2, removes blast and knockdown
Seven-7 Gas	Grenades or warheads	1000	8(R)	Seven-7 toxin, AAAAto spread effect to all targets in short range.

TABLE 4.2: WEAPON MODS

NAME	WORKS WITH	HARDPOINTS	PRICE	RARITY	SPECIAL
Silver weapon	Any melee	1	500	7	Adds vicious 4 or increases vicious by +2 vs targets vulnerable to silver

## ELECTRONICS





# APPENDIX A: MISC

## CHANGELOG


2020-05-31 A.I. and some weapon mods, skeleton, changed regeneration wording etc. Added Infected 9 for Strain I, III and a little bit of II. New house rule for Trodes to make Datajack at least a little bit useful instead of more than 10x the price for literally no benefit (This problem exists in the source material too, no shade over the SR conversion.)

2020-05-26 Initial version, with Metasapients (p. 7) and Shapeshifters (p. 8)

## HOUSE RULES

Below follows some changes and additions that are probably less general and more suited for **Surukai's** gaming group but feel free to use any or all of them.

### SPENDING ADVANTAGE AND THREAT


While not explicitly stated, unless otherwise noted each entry can only be bought once. For example recovering strain or giving out  can only be done once.

### CYBERWARE, AUGMENTATION, CONDITION AND TALENT STACKING

Not a house rule per se but a clarification. Not all augmentations stack with each other. For example Bone lacing and Bone Density or multiple abilities that modify the character's skin (Troll natural armor and Othoskin).

Common sense applies to conditions as well. A target can only be knocked down once but can have multiple instances of burning.

### TRODES

While trodes allows anyone to access DNI and virtual reality and they can be hidden under hats, wigs or headbands they are not as good as the real deal and thus suffer a  when used as DNI for matrix actions where applicable.

## DESIGN NOTES

Loose ramblings on design notes and rationales used to justify the conversions follow here.

### REGENERATION AND UNEDUCATED POWER LEVEL

At first glance, the ability to have near infinite wounds and strain is hard to balance. Some limitations were needed and just like the source material, regeneration can't be used to fuel spellcasting or adept powers. Regeneration is valued to be worth excess of 50 xp and that is why the Uneducated (p. 8) drawback is so big. To not make it just a drawback at character creation it was made to act like a skill tax of sort to try keep shapeshifters in line from low to high XP.

At higher xp levels healing, strain and criticals are not considered an issue outside combat. With the **heal** spell able to recover both wounds and

### CHANGED TALENTS

#### POWER OF DARKNESS (ALTERNATE)

**Tier:** 5

**Activation:** Maneuver

**Ranked:** No

Once per session, take the Power of Darkness maneuver to make you and all allies within medium range recover two wound and one strain for every Story Point missing from the Player pool.

#### ENDURING

**Tier:** 4

**Activation:** Passive

**Ranked:** No

Enduring increases your character's soak by 1 as long as your essence is 6.

#### DEADLY ACCURACY

**Tier:** 4

**Activation:** Passive

**Ranked:** Yes

What? No... there are too many +damage per ranks in skill talents already, no need for a generic always on superior version without any cost.

strain, including all but 2 of the strain used to cast the last instance of the spell there is no reason to overvalue **Regeneration** for any group of Player Characters that want to sustain a lot of damage. Add to that the 15 extra wounds per day gained from *slap patches* and large amounts of strain recovered from *stim patches* in a pinch the regeneration power is not outshining classical Medicine or healing magic by any stretch of the imagination.

## ARTIFICIAL INTELLIGENCE

I tried here to give them some kind of place, but the playability limitations of being essentially a pigeon-holed Rigger that is never with the team is a tough one. Design wise it is a terrible character concept and frankly A.I. have never been very playable as player characters. It is much easier to fit an infected character in a runner team than one that is worse than the Brawn 1 rigger that refuses to leave his Soak 20 car and never joins the team...


## PIXIES?


Just nope; if godlike stats on a tiny invisible creature with a .50 BMG anti material rifle that a 2ft pixie somehow can use without penalty floats your boat have at it. I can't care less that your 8 agility, reaction and 7+ in **ALL** mental stats race doesn't fit in. The Pixie Genesys equivalent statline of Brawn 1, Agility 3, Cunning 3, Logic 3, Willpower 3 and Presence 3, flying invisible, astral perception archetype is too expensive, sorry!






## CHANGELINGS

Furry eh? Jokes aside, I'm working on it, but with the vast amount of combinations possible it might be a character archetype that requires a lot of moving parts for what ultimately becomes somewhat minor effects in the end. Changelings are supposed to be the victims of the '64 comet, not the ultimate optimization option. For cosmetic and minor effects it is probably a much better path to take to make a **Human** character with animal looks. Some things like *low-light vision* or *natural weapons* could be traded for some animal related drawback. Keep in mind though that we try to minimize the circus freak equivalents of Shadowrun's *negative qualities* lists.

## SPENDING ADVANTAGE AND THREAT ONLY ONCE

Talents like **Master** and other ways to recovery Strain suggest that rolling 4-5  and getting an instant refill on Strain is not intended. The same

goes for threat. Nemesis enemies with *Adversary* can just cash in on threat and advantage to knock out PCs. Even more importantly, Genesys offers so much better and more interesting ways to handle structured encounters if the *First Order Optimization* of either tossing handfuls of  around or having near infinite Strain to spend are discouraged.

Why cause a critical with some unreliable debuff to the boss when      given to your damage dealer will oneshot anything and never miss?

## INFECTED

Creating infected archetypes was a bit of a challenge. In the source material they have a plethora of abilities and little things here and there and the system creep in conversion was an issue.

What I did was to make some of the iconic powers into Talents for Infected characters while keeping the base characters slimmed down somewhat. They still have a few too many things going on, even worse than shapeshifters but I would allow for some infected characters with these rules.

They are still a WIP, some more talents are needed and a sanity check of "character builds" for them is still missing. The reason I don't put even more effort into the subject (like adding the rest of Strain II) is because they are generally not playable characters and I'd probably gain more use of more stats for adversaries instead of player characters.

Don't pick Infected for the stats and powers. Infected are there for the edgelords out there that want to make their Mary Sue character and who am I to stop them? If your group wants and thinks it is okay to have an obvious monster in the group, go ahead. Don't expect your GM to allow it though, few Mr. Johnssons will work with you.