

# Yet another ShadowFATE port

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## 0.1 Introduction

### New to Fate ?

To use this document, you need to be familiar with the *FATE Condensed* ruleset. They can be found as pay-what-you-want on DriveThruRPG<sup>1</sup>.

*FATE* is a game that does not care about the nitty-gritty details of how much money something costs, or how different weapons and items would affect the efficacy of the characters. While *extras* theoretically provide a framework to describe weapons, armor and so on in detail, the

system hardly ever meshes well with the core mechanics of *FATE*. Instead, most implementations of *FATE* only consider the equipment or money characters have if they are important on a larger scale. Aspects such as *obscenely wealthy* or *destitute, well equiped* and *heavily armed or scrappy gear* dont need any more mechanical detail in traditional *FATE* games.

But this is not enough for every game. Either because money plays an essential part in the gameworld or because "gearporn" is wanted despite *FATE* normally having a lower granularity. Shadowrun fits both descriptions and will be used as a case study because it is often ported to other systems. The Sixth world is ultimately one dominated by money and influence. Some runners may simply do the job for the thrill of it, but for the most part they do it for the money or because they owe a favour. Shadowrun is also a ruleset that delves deeply in the details of how things (including guns) function. Many ports of SR to *FATE* are adding a wide variety of extras to emulate the original rules of SR. This document is an attempt to port SR to *FATE* while avoiding the pitfalls of using too many non-*FATE* like rule additions.

To do that, this port heavily relies on stunt-equivalents that cost refresh, to model almost everything from items<sup>2</sup>. to magic. Additionally, no hard money is used to buy things, instead the Resource and Contacts skills are utilised, while money is used as an XP-equivalent to reach milestones. Combined and applied consequently these two approaches provide a very elegant solution for all *FATE* games that involve

<sup>1</sup><https://www.drivethrurpg.com/product/302571/Fate-Condensed>

<sup>2</sup>An idea shameless stolen from Jadepunk:  
<https://www.drivethrurpg.com/product/127543/Jadepunk-Tales-From-Kausao-City>

well armed freelancers that care about their pay and gear.

## 1 Money as XP

Because in a game about (quasi-) mercenaries the topic of pay is bound to come up, simply ignoring money can often feel dissapointing. Not only the players care about their progression, their "loot", the reason the characters itself dive from one job to the next is to make that money. Because progression is fundamentally tied to milestones in *FATE*, it suggest itself to tie money to milestones too. This doesn't necessarily mean money is the only way to advance, but especially in games about guns-for-hire, it can be used as the primary way to pace advancement. This ups the stakes for the players: a failed run does not help your characters advance to a significant extend.

To model the actual use of money, two additional concepts are introduced. First, Items are "bought" with refresh and second, the *resource* skill will be tied to its own "lifestyle" aspect.

### 1.1 Lifestyles

Copying SRs lifestyle ladder, one can start with the *Squatter* lifestyle at *resource* + 0, going up to *Luxury* lifestyle at *resource* + 4. Anytime the resource skill is changed, the lifestyle aspect is changed accordingly.

If a player thinks that having a higher or lower lifestyle than the corresponding *resource* skill they could do so in conjecture with aspects such as *living above her means*.

## 2 Items and Gear

### 2.1 Basic Items and Props

Characters always have access to basic equipment they need for their job: a decently forged SIM, their trusted colt gun or the erika electronics deck. When preparing a run, characters may

want to aquire specialised equipment for the specific job: a well made fake SIM that can be used to infiltrate a company and be burned later, a composite micropistol with silencer that can be smuggled into a the site of a particularly covert job, or the bolt action rifle with scope and tripod that is to be used in the targeted killing. This type of equipment can be called a *prop*.

Two thing all props should have in common is that they are temporary (usually only used for one job), and that they are used more for narrative permissions rather than mechanical advantage. This means that props can easily be depicted as aspects aquired from the create advantage action. Of course, the preparation for the run is half the fun and aquiring a prop should be played out as a scene. At the end, the mechanics of the fiction are realized by an create advantage roll.

The skill(s) used to get access to a *prop* depends on the situation and is in principle arbitrary, but *Resources* and *Contacts* are especially useful. If a character fails such a roll, they and they GM may decide that they do success, but only at the cost of taking a consequence such as *accounts in the red* or *in debt with the mob*.

### 2.2 Stunts as Gear

Aside from their basic equipment and one-time *props*, many characters also own more high quality, unique and personal gear. These types of items both significantly raise the power level of an character and serve to differentiate them from others. Mechanically, they act as quasi-unique stunts, which are bought with refresh just like a normal stunt would. A non-exhaustive list of examples can be found in the Appendix. All Items may also be used as Aspects, but can not be tagged on rolls that they already give an advantage on.

## 3 Tying it all together

The following provides an idea of how the rest of the rules can be adapted into the Shadowrun

setting.

### 3.1 Skill List

The basic Skill list remains mostly unchanged. Aside from some renaming to fit the Shadowrun flair, *decking* and *magic* are introduced to handle deckers and magical characters, while *driving* was widened to *operate* for riggers. To retain a list of 18 skills, *search* and *notice* were combined to *perception*, as were *rapport* and *empathy* to *affinity*. This results in the following skill list:

#### Close Combat

Works as *fight*

#### Body

Works as *physique*. This is anologue to both Body and Strength in Shadowrun.

#### Ranged Combat

Works as *Shoot*

#### Athletics

Unchanged from condensed/core

#### Engineering

Works as *craft*. Includes Hardware, Software, Mechanics (but not locks), Chemistry and Biotechnology. Further specialisation is done by using Aspects and Stunts.

#### Academics

Works as *Lore*. Further specialisation is done by using Aspects and Stunts.

#### Magic

Used by some characters to do magic. See paragraph 3.2.

#### Tradecraft

Replaces *burglary*. Works as a catch-all skill for spycraft or thievery related task, such as breaking locks.

#### Decking

New skill, used to hack into systems.

#### Operate

Used by riggers to control drones and other equipment. Also replaces *drive*.

#### Perception

Replaces both *search* and *notice*

#### Intimidation

Replaces *Provoke*

#### Con

Works as *decieve*

#### Affinity

Replaces both *rapport* and *empathy*

#### Stealth

Unchanged from condensed/core

#### Will

Unchanged from condensed/core

#### Resources

Like the skill in condensed/core, but now also has an associated lifestyle aspect.

#### Contacts

Unchanged from condensed/core

Of course, any table may want to design their own skill list. One could either move into a direction more like the SR ruleset and introduce skills like *etiquette* and split up skills like *engineering* or go back to the original FATE condensed/core skill list.

### 3.2 Stunts to portrait (magical) Archtypes

Characters have access to magic and gain uses for their *magic* skill when they choose certain (line of) stunts. While it would be possible to gate the amount of spells, powers and so on that characters have behind buying ever more stunts, giving players of magical characters a wider amount of freeform-like choices is more along the lines of a typical *FATE* game. A group should still follow some internal logic when it comes to magic, with the shadowrun lore already providing a large amount of guidance. Purely balance

wise magic is also limited by drain, which will be implemented as a will-defense throw against the result of the spell throw.

### **Adept**

Adepts gain the ability to spend a Fate Point to gain a bonus equal to their *magic* skill on a physical check, such as one involving body, athletics or in combat. Once per session, they can use this ability for free.

**Variant: Mystic Adept** Adepts which choose both the Adapt and another magic stunt are known as Mystic Adepts.

**Variant: Artist and Speaker Adept** Instead of being able to gain a bonus on physical checks, some Adepts are able to gain a bonus on social and art checks. It is possible to pick both stunts to be able to spend fate points and gain a bonus on both physical and social/art checks. In that case, the player gets a free use for both physical and social/art checks.

### **Sorcery**

You are able to cast spells. The SR rulebooks can provide inspiration on possible spells. Unless the knowledge of a spell is particularly guarded, you have access to it. After casting a spell, whether it was successful or not, there is the possibility to get drained. Defend with will vs. the result of your *magic* roll, as if you were attacked. You are able to limit the dice result of your *magic* roll before rolling. Mages are able to put more energy in their spells if they choose so, changing one of their rolled dice to a +. Doing so adds a +1 to the roll they need to defend against afterwards. This is in addition to the increase in difficulty that arises due to the roll being higher.

### **Conjuring, 2 Refresh**

If you spend a fate point, you can attempt to summon a spirit by rolling an overcome roll using Magic. If you have a result of at least +1, you

success and summon a spirit. The Spirit has one high Aspect, one skill equal to your result, one stress track equal to your result and one mild consequence. If you have a result of at least +4, the spirit gains one additional skill at +3 and a moderate consequence slot. Once per session, you can use this ability for free.

Your summoned creature is not an NPC, but another character under your control. When your creature is active during a conflict, it acts on your turn. Both of you take a free movement, but only one of you can take an action. The spirit disappears after the scene.

### **Alchemy**

You can cast spells into Items, to be used later. Doing so involves no chance of drain, but takes a long time, generally at least an hour. Spells to overcome or attack something gain +1 to their result, spells to create an advantage give you a +3 instead of a +2 bonus. The magic fades after a while, which means that unless specialised in this form of magic, most magic users are not able to have no more than one enchanted item active at all times.

### **Shamans and Hermetics**

The different magical traditions are signified by choosing different Aspects and possibly different specialisations and second-order Stunts.

### **Specialisation**

Many Sorcerers eventually pick an area of Magic that they are either especially talented in or that is more useful for them. They gain either a +1 on their magic roll or their defense roll vs. will. Specialisation stunts can be taken more than once for each specialisation and for several different specialisations.

### **Technomancers**

By buying this stunt, a character can become a technomancer and access the matrix without using a Cyberdeck. If they are in close physical proximity they can also access air gapped networks and even networkless computers, but they

still face any security measures implemented against unauthorised access.

### Rigging

Aside from using *control* to drive vehicles and using potential enemy combat turrets against them, riggers usually own a variety of drones, often including combat drones. These are bought as stunts. As a default, drones have 4 stress, one mild and one severe consequence. They can concede like a PC would, but do not gain Fate Points for doing so. Drones normally do not have any skills, instead the *control* skill of the rigger is used for any action they attempt to do. Aside from basic ground based locomotion and rudimentary sensors drones are not assumed to have any special abilities unless otherwise specified. Drones have two stunts that can be used to add special ability such having a build in firearm or tool, or a special form of movement. Stunts can also be used for any other purpose, such as giving a bonus in specific circumstances. Buying the stunt more than one time for the same drone adds one stress, one mild consequence and one stunt.

## 3.3 Essence and Cyberware

In Shadowrun having Cyberware robs one of ones Essence, reducing ones capabilities to do magic and eventually outright killing persons who have too much cyberware installed. In the shadowrun rulesets, this is generally codified in the rules. This is not necessary in FATE, which puts its emphasis less on fiddly details to simulate physics and concerns itself more with the large picture to move the fiction along. The table having the understanding that *Cyberware reduces your Essence* is sufficient. Characters using both magic and cyberware are already limited by the opportunity cost of buying both magic and cyberware feats.

## 4 Appendix

This is a non-exhaustive list of ideas for stunts.

## 4.1 Weapons and Gear

### Armor Piercing Ammunition

If the character wielding this weapon deals at least one shift of damage, the enemy needs to take a consequence to reduce the number of shifts before ticking stress boxes. Enemies without consequences are not affected.

### Underslung Grenade Launcher

Once per scene, the character can use *Ranged Combat* to either roll an *Attack* or *Create an Advantage* action against every [enemy] character [in a zone].

### Vibro or Monoblades

Your weapon has a Vibro- or Monoblade. If you deal at least one shift of damage, the enemy needs to take a consequence to reduce the number of shifts before ticking stress boxes. Enemies without consequences are not affected.

### Monofilament Whip

Your attack action is rolled with a -1 disadvantage, but it return the weapon has the Weapon:1 quality and always gives you a boost if you deal at least one shift of damage.

Additionally, choose the *Vibro or Monoblades* stunt.

### Smartlink

When rerolling, take the higher of the two rolls. Once per scene, reroll a skill with this weapon for free.

## 4.2 Decks and Software

Most, though not all, cyberdecks and software can be depicted by using the typical "+2 in specific circumstance" feat pattern. More expensive Decks and better or more exotic software means more Stunts.

### Biofeedback

You are able to cause physical stress instead of mental stress even when the enemy is using a

cold sim or AR. You attack at -2 against targets which use AR. The enemy defends with *Decking* or *Will*, whichever is higher.

### 4.3 Cyber and Bioware

#### Reaction Booster, 2 Refresh

Once per scene, the character can move twice per round. They can not pass to themselves.

#### Cybereye

You gain a +2 bonus against being blinded. Optionally, they have a build in microchip or network connection, that allows you to record and stream what you see, project an interface in your field of view and watch recordings or streams of others.

Additionally, choose one of the following:

Image Intensification  
Thermal Vision  
Near-IR and UV vision  
Sonar Vision  
Magnification Lenses

These extra build in capabilities give a +2 on *Perception* rolls in applicable circumstances.

Taking the Cybereye ware multiple times lets you choose one additional option of the list. If reasonable in the situation, the boni stack.

#### Limb Replacement or Muscle Enhancement

+1 to Close Combat, Ranged Combar or Athletics.

### 4.4 Drones

#### Basic Combat Drone

*tracked*

4 Stress, 1 minor consequence, 1 sever consequence

Stunts: Gun; Armored Plates: +1 on defense rolls against physical damage.

#### Assault Drone, 2 Refresh

*quadpedal*

5 Stress, 2 minor consequences, 1 sever consequence

Stunts: Machine Gun: Weapon+1; Mobile: +2 on rolls to move into or dodge out of areas.

#### Infiltration Drone, 2 Refresh

*flying, small*

4 Stress, 1 minor consequence, 1 sever consequence

Stunts: Chameleon Skin: +2 on checks to avoid detections; Advanced Sensor Suit: +1 on rolls to notice something, thermal vision; Datajack.

### 4.5 Other Stunts

#### Dermal Deposits

When spending a FATE point to invoke your *troll* aspect to defend against appropriate attack or damage, you gain an +4 advantage instead of the normal +2. Once per session, you can invoke your *troll* aspect for free.

#### Whirlwind

Once per scene, the character can use *close combat* to roll an attack against every enemy character in a his zone.

#### Elven Beauty

Gain +2 on *affinity* when you try to influence somebody

#### First Aid

You can make a *engineering* roll against Fair (+2) opposition to clear two points of another character's stress. A character may only benefit from your ability once per scene. Additionally, you can use *engineering* to start healing any kind of physical consequence on another character.