

QUICK SHADOWRUN TO FUZION CONVERSIONS

GENERAL ASSUMPTIONS

1 Character Point = 1 Campaign Point

1 Karma = 1 Option Point

ATTRIBUTES

Quickness x3 = points to split between Reflexes, Dexterity and Movement.

Intelligence +1 = Intelligence

Charisma +1 = Presence

Willpower +1 = Willpower

(Body+2) x2 = points to split between Constitution and Strength (players choice)

NEW OPTIONAL DERIVED STATISTICS

REACTION (REACT): $[(\text{REF} + \text{INT})/2]$ This determines how quickly the character can react under pressure, namely combat situations.

ESSENCE (ESSENCE): [6] This is the characters life force, his metaphysical "wholeness." It represents the body's cohesiveness, holistic strength and attunement to his astral form. Invasive items that distort or modify the body (and hence the bodies connection to the astral plane), such as cyberware, reduce the characters Essence. It is also possible to reduce a character's Essence through prolonged abuse of his body through chemicals, toxins, or even negligence over a long period of time.

Optionally, the characters ESSENCE may be determined by $[(\text{BODY} + \text{WILL})]$

MAGIC RATING (MAGIC): [ESSENCE] Optionally the Advantage Magery may be used to determine the characters Magic Rating (see below).

SPELL POOL (SPELL POOL): $[(\text{INT} + \text{WILL} + \text{MAGIC RATING})]$ Points from this pool may be used to augment Spell Success Tests and Drain Resistance Tests in spellcasting and dispelling. They can also be used for Spell Defense. They may not be used for Conjuring or other magic-related tasks.

The player may only assign a number of points equal to their Sorcery Skill to a single Test (except for Drain Resistance Tests). The points from this pool are regained at the beginning of the following Combat Turn.

EDGES AND FLAWS

Multiply Shadowrun Edges and Flaw costs by 5 to get their cost in Fuzion OPs.

OPTIONAL NEW ADVANTAGE

MAGERY (+15 for first level; +10/level afterwards)

This advantage gives the character a Magic Rating equal to the number of levels purchased. It measures the characters ability to manipulate the mana flowing through the Shadowfuzion world and perform magic. Those with strong Magic Ratings are closely attuned with the magical realms and are able to handle high levels of mana, and thus cast more powerful spells. Low Magic Ratings mean the character is easily drained by the use of magic and cannot handle magic very well. If a character has no rating in Magic then they are tuned out of the magical realms and have no magical capability.

SKILLS

Convert point for point across. Specializations remain intact and work like they do in SR.

DIFFICULTY VALUE

Simply multiply all SR Target Numbers by 3 to get the equivalent Fuzion Difficulty. If you're not using the concept of Difficulty + 1D10 (from Bubblegum Crisis) then multiply all TNs by 4.

DIFF + 1D10:

TN DIFF

2 6
3 9
4 12
5 15
6 18
7 21*
etc...

*Note that in Shadowrun the probability of achieving a TN of 7 is exactly the same as rolling a 6.

DIFF:

TN DIFF

2 8
3 12
etc...

OPTIONAL RULE: SUCCESSES

DIFF + 1D10: Subtract the Difficulty Value from your roll and divide by 2, rounding up.

DIFF: Divide by 3.

For Example, Mick the Street Samurai roll a 15 vs a Difficulty of 10. He beat the score by 5 which gives me $(5/2=)2.5$, rounded up to 3 Successes.

SKILL POOLS

Skill Pools are not used in Fuzion except as noted above.

MAGIC

Sorcery Tests

The spellcaster would roll Sorcery + 1D10 + allocated points from Spell Pool. Elemental manipulation ranged attacks are treated as firearms and can be dodged normally.

Resistance Tests

Resistance Tests are made with Targeted Attribute + 1D10 + Spell Pool (if any). This test is not made against elemental manipulation spells.

Vehicles use their Body SDP + 1/2 Body KD (if any) + 1D10 for Resistance Tests.

Other inanimate objects use the table on p. 182, SR3 with the TNs multiplied by 3 (or 4 for non +1D10 games).

Effect

If the Sorcery Test does not beat the Resistance Test then the spell simply fails. Otherwise it has full effect.

Elemental manipulation spells do full damage if they are not dodged.

Damage

For damaging spells the following should get you close.

$DC = \text{Force} \times \text{Multiplier}$

SR Damage Level Multi.

Light 1

Moderate 3

Serious 6

Deadly 10

Drain Test

Base Drain Cost is equal to the half the Force of the Spell x the Multiplier (modified for adders)

Adders are the "plusses" for the SR3 spells for Drain.

For example, an Force 4 Deadly Acid Stream spell has a base drain of $(2 \times (10 + 2))$ 24. The +2 is because the SR spell has a Drain of +1 (Damage Level +1)

The caster then rolls Willpower + 1D10 + Spell Pool points and subtracts that from the Base Drain Cost. The result is the Drain Cost in END.

This Drain Cost is in Hits if the spell cast was of a Force higher then the characters Magic Rating.

WEAPONS

The DC from Shadowrun weapons can either be figured separately or determined with the following simple rule:

$DC = \text{Power} \times \text{DL Multiplier}$

Multiplier

Light: x0.5

Moderate: x1

Serious: x1.5

Deadly: x2

For example, an average assault rifle in SR does 8M damage. This would be a DC of 8 in Fuzion. A 6L light pistol would do 3 DC.

CYBERNETICS

Convert attributes to Fuzion after factoring in cybernetics and bioware bonuses.

AVAILABILITY AND LEGALITY

Multiply by 3 to convert the Availability Codes. Otherwise works exactly the same. Legality converts straight across