

A Light in the Dark has a robust rules document, but most of them aren't the sort of rulings you actually need to read -- they're more things you might want to look up. But some are things you should know before you make your character. Here they are.

The short version? We gave a lot of stuff to pure adepts and mundanes, and nerfed a bunch of magic.

- You get a normal, prime and street character slot. They're mostly made using the character generation rules in core, with a few changes. For street, a lot more changes.
- Pistols and Automatics have been merged into a new weapons skill, Small Arms. Heavy Weapons is now the third skill in the Firearms group.
- Diving has been merged into Swimming, and Free-Fall into Gymnastics.
- Pure adepts, i.e., those with full essence, now get +1 free rating to all of their adept powers.
- Instead of using Run & Gun's Bullseye Burst called shot (banned) to deal with heavily-armored opponents, the new Weak Point called shot can be used with almost all weapons. It doubles the AP of your weapon, including its ammo, and has a -8 to hit.
- Oversummoning (summoning spirits of greater force than your magic) is harder.
- "Starcrafting" (bringing multiple bound spirits into a fight) is much harder; more than one bound spirit will require taking a lot of drain every round.
- Quickening has been nerfed. It's still good, but it's no longer crazy.
- Channeling has been nerfed. Same thing.
- Supernatural Prowess has been nerfed. It's not really very good anymore.
- Dual-natured defender is banned.
- Vehicles and drones now have overflow boxes, and are a lot cheaper to repair.
- Prototype Transhuman can have geneware.
- Various overpowered spells (like Turn to Goo, Petrify, etc) are now defended against by Body + Willpower rather than just Body.
- Ally spirit force is limited to your magic
- A lot of stuff doesn't stack, like mana barriers, mana static, and noizquitos.
- The movement power only doubles your movement, or increases a vehicle's speed by 1.
- Mystic Adepts can choose any group to give up, and can get it back for two metamagics.
- Analyze Device is limited to a +2 bonus.
- Energy Aura and Engulf don't stack.
- Cybertorsos now cost 1 essence, and have a cool new toy: Reactive Rockets.
- Custom drugs are allowed, and have rules for them!
- When upgrading gear, you only pay the price difference.

You can find more details in the [full rules doc](#), but we recommend just looking up the thing you want to know about rather than reading all of it.