

Mandatory

Mechanical Requirements

Skill

Characters **must** have x pools after non consumable gear

Etiquette of 4

Perception or Electronic Warfare of 4

Gear

Armor of some kind

A Commlink

A SIN of R3 or higher with issuer and name

Combat Roles must have a viable weapon (full van deckers, faces, mages, are exempt)

Contacts

Player contacts are capped at Connection: 4 Loyalty: 5

Must have a Fixer.

The free 2/1 fixer, LOOP, is fine but it needs to be on the sheet.

Linked Operation Opportunity Program

Powers:

Free: LOOP is a free contact that can be taken by any runner at no cost during chargen.

Program: This contact is not sentient and serves only a single purpose, as such it receives no tags.

Name:	Location:	Archetype:	(2/1)
LOOP	The Matrix	Job Provider	
Connection: 2	Loyalty: 1	<input checked="" type="checkbox"/> Free <input type="checkbox"/> Group <input type="checkbox"/> Blackmail <input type="checkbox"/> Family	
Metatype: Program	Personal Life: None		
Gender: None	Preferred Payment: None		
Age: None	Hobbies/Vice: None		
Type: Fixer			

Location Location Location

Players must have a Residence in Seattle or LA (if they are in LA they must be able to take the hyperloop)

The location of your lifestyle(s) must have a metroplex, district, and neighborhood.

Residences above Low must have a SIN tied to them. A High lifestyle requires at least a R4 SIN and Luxury requires at least a R5.

Tradition

All awakened save for explorers must have a tradition. Explorers must add a tradition in post character generation using the improvements tab.

Thematic requirements

Background

Shadowrunners must be Shadowrunners.

Characters must be willing and able to operate outside the law. This is a best judgment thing the stuffershack manager may moonlight as a shadowrunner.

Characters must be willing to work for the syndicate even if begrudgingly or through coercion.

Age

The character Must be 18 years or older no matter the race.

Be sensible with the upper range of ages: Elves are not 200 years old, humans are not shadowrunning on their deathbeds.

Metasapients

These must act like the metasapient they are, Shifters are animals etc.

Suggested

Everything in this area is merely a red flag, users be warned.

Mechanical Suggestions

Role

Characters should have the pools to fill their Primary role as well as the gear. Cyberdecks, RCCs, Guns, High Fashion armor etc.

Street Samurai

Offensive pool of 16 with drugs and smart link

A good route for initiative, be it drugs, ware, adept powers or magic. Please don't make the no drug, no ware, no magic, street sam with 1d6 for initiative.

Infiltrator

This should not be a solo role

Stealth pool of 10+

Magician/Mystic Adept

casting/summoning pools of 10

Face

Several facing pools to 16+ with Positive modifiers

Decker

Cracking pools of 14

Electronics of 12

Rigger

Driving and gunnery pools of 16+

Ewar they need ewar

Techno

11+ dice for all matrix actions before prime charge and 10+ for Compiling and Registering

Gear

All Characters should have Contacts/earbuds and some way to access DNI

Characters should have Role relevant gear. Sams should have something to do when they arnt Murdermachines. Infiltrators should have BnE gear. Riggers should have drones.

Players should strive to have some form of transportation. Ether their own Vehicles or a Lifestyle that facilitates public transport (*low with the addon or medium+*)

PVP QUALITIES

If your character has one of these qualities they may not walk away from PVP

- Superhuman Psychosis
- Cyberpsychosis
- SINner (Corporate or Corporate Limited)
- Electronic Witness
- Wanted
- Poor Self Control (Combat Monster, Combat Junkie, Vindictive, Sadistic)
- Revels In Murder
- Antagonistic Mentor Spirits (Raven, Tohu Wa Bohu, etc.)
- Data Liberator
- CoH: Black Hat
- Leeroy Jenkins
- Deus Vult
- My Country Right or Wrong
- Matrix Troll

Special Slots

Special Character Slots enable you to build a character using the following

-Prime character generation

-Surge

-Metasapients

~~Future plans~~

Special Slots are unlocked by Playing/GMing games excluding GIGs.

First slot unlocks at 10 games played on OS. Additional slots are opened every 15 games played.

Chargen rules

Claimed characters do not mean only the claimer handles the chargen. They are the person responsible for making sure the Process is carried out.

Chargen holds the right to deny any character for any reason but only with the agreement of several chargen staff. A short write up of why it was denied will be required.

A character may be resubmitted before completing 3 runs and keep run rewards.

Characters may not change metatype nore type of Magic. Humans may not become orcs, mundains may not become technos ect.

New players can play Pregen characters and retain the rewards from 2 runs to be applied to their first real character. (max of 25 karma and 150k nuyen)

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