✕✕ Called Shots

The concept of the Called Shot is something that should not be taken lightly. By utilizing this rule you makes things a bit more realistic but also a hell of a lot more deadly. The big problem I run into while gamemastering is the fact that if I used as many called shots on the PCs as they use on my NPCs they all would die during the first fire fight. All it takes is a good called shot to the head and your armor rating of 10 is suddenly reduced to a 0, or a whopping 1 if you're wearing a helmet.

The following are two variations to the Called Shot rules, the first of which resembles FASA's normal rules, while the second is a home brew version which I've had some pretty good success with. Note: The two variations are NOT compatible with each other.

Variation 1

Rule #1: Called Shots against partially covered objects/body parts still receive the +4 partial cover modifier.

This isn't anything new, I simply present it as a reminder of the importance of keeping your head down, taking cover, shooting around corners, etc.

Rule #2: Use the armor rating of the targeted area when calculating damage.

The rules state, somewhere, that called shots simply raise the damage code staging by 1. This is stupid. The staging is going to get to D eventually any way and such a bonus isn't spectacularly helpful. The realistic thing to do would be to calculate the armor rating at the point of impact and go from there. In fact, it's a good idea to keep the armor ratings of the arms, legs, head, and torso written down somewhere so they can be easily referenced. This also allows people with single cyberarms, off balanced armor, and so on to take advantage of their armor's uniqueness.

Rule #3: There is an additional +2 modifier for shooting at the head.

This is because I hate it when people shoot at the head.

Variation 2

I actually prefer this system over the above because it is easier to use and results is less outright slayings. The way it works is simple: Add +1 to the target number for every -1 you wish to give to the target's armor rating for the purpose of calculating damage. In other words, the attacker could take a +5 modifier to fire if they want to give somebody wearing an Armor Jacket no armor advantage, a +3 if they wished to reduce the advantage to 2, and so on. If the target had an overall armor rating of 10, the attacker could take a +7 to give the target an armor rating of 3. You don't actually declare what body part you're shooting at, this system just assumes you were aiming at a seam in the armor, the target's hand or head, and so on. For role-playing purposes the location damaged would probably relate to how much damage is done. If the resulting damage is deadly then the GM may very well determine that the head received the bullet(s). Gamemasters may wish to toss in an additional +2 modifier if this rule seems a bit too deadly.