

Edges And Flaws #1

Branson Hagerty (Blackjack's Shadowrun Page <http://shadowrun.html.com/users/blackjack/>) Posted March 10, 1997

Missing Limb

Category: Physical Flaw

Value: -2

The character begins the game without one or more arms or legs. The player is not damaged, the limb simply isn't there. This may have been the result of an earlier injury, a birth defect or something else. The player may not replace this limb with cyberware or bioware during character creation; he or she must wait until the game begins.

Gunslinger Honor

Category: Mental Flaw

Value: -1

While I don't really consider this a flaw, more than a few PC's might. Essentially, a PC with this flaw cannot "shoot a man in the back", along with a few other things. Before the PC can fire a gun at a target, the target must be fully aware of the PC's presence. This also means the PC can't ambush, snipe, or participate in other activities that don't give the target a chance to react. The PC is allowed to react before the target if they get a higher initiative, but the PC must always have a chance to roll for their own initiative.

Religion

Category: Mental Flaw

Value: -1 to -3

A PC with this flaw must perform some sort of religious task or ritual lasting at least five minutes on a daily basis. The higher the value, the more complicated or lengthy this ritual is. For each day the PC is unable to perform their "duties" to their god, deity, or whatever, the PC receives a +1 to all actions due to anxiety.

Registered Weapon

Category: Miscellaneous Edge

Value: 1-3

A PC with the Registered Weapon edge has a weapon, or weapons, legally registered in their country of residence. Players must pay separately for each type of weapon (hold out pistol, light pistol, heavy pistol, etc.) they want to register. The cost of registering the weapon is determined by the weapon type (GM's discretion) and it is unlikely that anything larger than an SMG would be permitted to be registered. To purchase the Registered Weapon edge the PC must have a valid SIN and be registered as a resident of their respective country.

Good Bad Luck

Category: Miscellaneous Edge

Value: 2

A PC with the Good Bad Luck edge tends to take less damage when shot, punched, detonated, etc. BUT tends to get placed in a uncomfortable or down right bad position because of this “good luck”. A few examples:

1. A PC gets raked across the chest with an MMG and is slated to receive Serious damage. The GM drops the damage down to Moderate BUT also declares that the MMG blew apart his holstered pistol, his certified cred stick containing 2,000 nuyen, and knocked him backwards down a staircase.
2. A PC gets punched in the face by a troll and is slated to receive Deadly stun damage. The GM drops the damage to moderate BUT also declares that the PC is now missing five teeth and was knocked onto a table, spilling the drink of Dreg Darkman, notorious corporate assassin.

The GM may wish to roll 1D6 when a situation involving damage arises, a 1 or 2 signifying that the “luck” kicked in. Any PC taking this Edge should note that they have no right to bitch if the GM blows up some of their stuff; it comes with the Edge. Players in my games are prohibited from using this Edge because I already handle damage in this way for everybody.