CHANGE LOG

VERSION 0.9.0

Rules
- Changed the description of Essence Loss to correctly state the effects of losing Essence.
- Minor editorial changes.

Archetypes
- Refigured Essence costs for archetypes based on changes in Version 0.8.9.

Item List
- Refigured Essence and Bio Index costs to account for the rules changes.
- Finished the Bioware list (which for some reason was missing the 3 last pieces).

VERSION 0.8.9

Rules
- Removed a line that incorrectly described how the Sorcery Skill works.

Magic
- Changed lines throughout the text that incorrectly described how Sorcery works.
- Finally changed Spirits and Elementals to have the correct SPD values (which should have been changed in version 0.8.6-0.8.7)

Cyberware
- Cyberware limitation changed to –1 instead of –2.
- Refigured Essence Costs for all pieces.
- Removal of the Side Effect that gives penalties to Social and Magical skills.
- Adding a Side Effect that gives the user a Disadvantage based on how much Essence is lost.
- Some limitations reduced in value (Does not combine with certain cyberware/bioware being an example).
- Mind Link Cyberware given limitations specifying what they can only connect to.
- Mind Link Cyberware given the No Range (-.5) limitation.
- Minor typographical changes

Bioware
- Bioware limitation changed to –.5 instead of –1.
- Refigured Body Index for all pieces.
- Removal of the Side Effect that gives penalties to Magical skills.
- Some limitations reduced in value (Does not combine with certain cyberware/bioware being an example).

VERSION 0.8.8

Overall
- Per suggestion, page numbers and chapter headers have been added to the layout.
- Added an index.

Rules
- Explained the way Concealability works for Shadowpunk.
- Changed the way the Availability and Purchasing Gear rules work to simplify things.
- Detailed the rules for using Electronics to bypass systems.

Magic
- Changed the limitations for Spells (Drain should be STUN or BODY, not END; -1 Negative Skill Level per sustained spell is removed; Spell limitation is now –2.5)
- Drain from Conjuring should be STUN not END. Included rules on how to reduce Drain.
- Modified how conjuring works.

Equipment
- Changed the Concealability ratings to fall in line with the new system of Concealability (PER Roll modified by Item Concealability).
- Added Chemtech section.
- Added Acid to Chemtech.
- Added Dikote to Chemtech.

Weapons
- Changed the Concealability ratings to fall in line with the new system of Concealability (PER Roll modified by Item Concealability).
- Removed Armor Piercing Advantage from the Centurion Laser Crescent Axe and Centurion Laser Crescent Glaive and made the damage apply vs. rED.
- Changed the Wallacher Combat Axe OCV modifier from +1 to 0.
- Removed Kendachi Mono-Katana, Mono-Wakizashi, IMI Chainknife, Razor Whip and Monoblade from the game.
- Changed stats on the Ares Monosword.
- Changed OCV bonus on the Slamdance, Inc. Hyperhammer to be a –1 OCV penalty instead.
- Modified OCV and STR Min on the Kendachi Thunderhammer.

Item List
- Changed the Concealability ratings to fall in line with the new system of Concealability (PER Roll modified by Item Concealability).
- Removed Kendachi Mono-Katana, Mono-Wakizashi, IMI Chainknife, Razor Whip and Monoblade from the game.
- Added Availability and Legality codes for Net and Caltrops.
- Added Chemtech section.
- Added Acid to Chemtech.
- Added Dikote to Chemtech.

VERSION 0.8.6-0.8.7

Rules
- Reduced Dermal Armor value to +1 rPD/+1 rED on the Troll Racial package.

Archetypes
- Changed existing archetypes to fit into pre-made packages.

Magic
- Corrected the magic cost of the Improved Reflexes Adept Talent (should have been 6.5 instead of 7.5).
- Capped the limit on Mystic Armor at +3 rPD/+3 rED.
- Modified Elementals to fall more in line with the source material (increased SPD and improved attack abilities).

Cyberware
- Reduced armor values for various pieces of cyberware (dermal plating, dermal sheath, bone lacing, cyberlimbs) and adjusted Essence costs accordingly.

Bioware
- Changed the rules for determining Cyberware and Bioware damage.

Weapons
- Adjusted damage values and STR Min values for many small arms weapons.
- Removed High Mass Ammunition.

Equipment
- Reduced armor values for various pieces of personal armor and changed concealability ratings. This accounts for the fact that it is far more difficult to armor extremities covertly (i.e. Armored and Secure Clothing) than the chest or legs.

Rigging
- Adjusted damage values and STR Min values for many small arms weapons.
- Removed the Advantage Hardened from Vehicle Armor and Concealed Armor.
- Added a hard limit as to how much Concealed Armor may be equipped on a vehicle.

- Added Hardened Vehicle Armor as a Protective Systems option. All Hardened Vehicle Armor is always visible.
- Changed how Vehicle Armor and Hardened Vehicle Armor apply to certain vehicle hit locations.
- Clarified Ammo Capacity for Vehicle Mounts and added an option for Extra Ammo Capacity.

VERSION 0.8.5

Rules
- Included rules outlining basic guidelines for the Weaponsmith skill
- Included rules for training and advancement

Magic
- Created rules and requirements for Initiation
- Added the limitation Extra Time: 1 Turn (-1.25) to the metamagic power Quickening
- Recosted the Metamagic Power Shielding, as it was meant to be Ranged (+.5)

Cyberware
- Clarified the time to load new Skillsofts into a Skillwire

Bioware
- Clarified the time it takes before a piece of implanted cyberware or bioware begins functioning after surgery

Weapons
- Changed Damage and STR Min values for Rifle ammunition types
- Changed Damage and STR Min values for Assault Rifles, Sniper Rifles, and Machine Guns
- Changed effects of High Explosive (HE) and High Explosive Armor Piercing (HEAP) ammunition

Rigging
- Changed Damage and STR Min values for Machine Guns and Miniguns
- Changed STR Min for Miniguns to account for the fact that they always fire on AF-20 and have ½ Recoil Penalties
- Added a note for Minigun class weapons.

Item List
- Added an entry for Targeting Systems (Rigger Gear)
- Corrected cost of Tactical Computers to match that in Cyberware

VERSION 0.8.4

Rules
- Rewording of the Cyberware/Bioware Rejection Limitation to make it clear the points can be used for anything in character creation
- Various editorial and layout corrections/adjustments

Cyberware
- Adjusted Essence costs to account for lower cost of cyberware built with Skills (skill levels only). These should cost 2 points per +1 instead of 3 points per skill level
- Various editorial and layout corrections/adjustments

Equipment
- Adjusted AP totals to account for lower cost of equipment built with Skills (skill levels only). These should cost 2 points per +1 instead of 3 points per skill level
- Various editorial and layout corrections/adjustments

Rigging
- Adjusted AP totals to account for lower cost of equipment built with Skills (skill levels only). These should cost 2 points per +1 instead of 3 points per skill level
- Various editorial and layout corrections/adjustments
- Changed costs of certain vehicle modifications to be based off the vehicle's BODY because of inconsistencies in costs between similar vehicles.

Item List
- Adjusted Essence costs to reflect changes in the Cyberware section.
- Adjusted Nuyen costs to reflect changes in the Rigging Section

VERSION 0.8.3

Cyberware
- Removed the Reduced END (0 END, +.5) from all pieces built with Mind Link power and adjusted Essence Costs

Item List
- Changed Essence Costs to account for the change to Cyberware

VERSION 0.8.2

Overall
- Added chapter numbers to help sort.
- Added a front and back cover.

Rules
- Moved the Purchasing Gear section into Rules and took it out of the Item List.
- Clarified some things about using extra money to improve the Contact Roll to purchase gear.

Magic
- Added the Limitation: Extra Time: 1/2 Phase (-.25) to Clairsentience and Clairaudience spells.

Cyberware
- Added entries for Headware Cyberdecks and Headware Remote Control Decks/Accessories.

Weapons
- Changed Smoke Grenades and Thermal Smoke Grenades from being Darkness vs. Sight to Change Environment –4 PER Rolls and -4 OCV (only vs. specified sense groups).

Matrix
- Added a Program Summary Table on the last page.

Rigging
- Added an entry for Targeting System under Weapon systems.

Vehicles
- Changed a typo under Ferrari Enzo (Real World Vehicles).

Item List
- Moved the Purchasing Gear section into Rules and took it out of the Item List.
- Added entries for Headware Cyberdecks, Headware Remote Control Decks/Accessories, and Vehicle Targeting System.

TO-DO LIST

- Write up BattleTac System for Equipment and Cyberware
- Write-ups for Critters
- Write-ups for Thunderbirds and other Vehicles
- Write up Rules for Ritual Sorcery
- Write-ups for Great Form Elementals
- Complete Spell List from MitS
- Rules for Free Spirits
- Rules for the Metaplanes
- Rules for Cybermancy and Cybermantic characters
- Write up Programs and System Operations from The Matrix
- Write up all optional Shadowrun Races from Shadowrun Companion
- Write up other Magical Traditions from MitS

- Write up Shamanic Totems from MitS