

Alternate Priority Charts

Branson Hagerty (Blackjack's Shadowrun Page <http://shadowrun.html.com/users/blackjack/>) Posted May 02, 1996

Even Slide Chart

I've encountered two major problems with the current priority chart:

#1: The money descends too quickly.

#2: The grouping of money and spell points doesn't seem to make much sense. On the rare occasion that I sit down and try to create a magical character which will never have a chance to run I don't like having 400,000ny on my hands if the character is, say, a humble shaman living in the sticks. Also letting a mage sorcery adept have a million bucks tends to result in a character which not only has a whole lot of really neat spells, but also a large number of powerful foci right off the bat.

I've used the following priority chart with some success. It adds another priority level (ignored by non magicians) but corrects the problems listed above.

A	Metahuman	Hum Magic	30	40	1,000,000	50
B	Human	Adept/Meta	24	30	500,000	40
C	Human	Meta Adep	20	24	250,000	30
D	Human	-	17	20	125,000	20
E	Human	-	15	17	75,000	10
F	Human	-	15	17	75,000	5

Humbling Priority Chart

I personally think it's fun to start off with a character that, for lack of a better description, sucks. A character who's life is crap for a month or two before they ever have a chance at a half way decent run. The kind of character that gets beat up at bars a lot. Although it adds a certain amount of frustration it also adds challenge and does not allow for the creation of kick ass PCs right from the start.

A	Metahuman	Hum Magic	20	24	100,000	15
B	Human	Adept/Meta	18	20	50,000	12
C	Human	Meta Adep	16	16	25,000	9
D	Human	-	14	12	12,000	6
E	Human	-	12	8	6,000	3
F	Human	-	12	8	6,000	3