

THE COST OF GREATNESS

Every step, every advantage, every millisecond counts. The streets of the Sixth World are mean, and if they want to stay alive, shadowrunners need every advantage they can get to gain a step on the opposition. Fortunately, *Run Faster* is full of them. With it, you can learn about more metatypes for characters, including hobgoblins, giants, centaurs, and sasquatch; acquire new qualities, such as Disgraced, Hawk Eye, and Lightning Reflexes; and, if you dare, dabble with the dangerous and deadly Infected.

Run Faster also has advice on fleshing out characters of different metatypes, expanded contact and lifestyle rules, and alternate character creation methods to help ensure that players can build exactly the character they want.

All these options make *Run Faster* a crucial companion to players who want to get the most out of their *Shadowrun, Fifth Edition* core rulebook.

SHADOWRUN
FIFTH EDITION

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RUN FASTER



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INTRODUCTION WHO YOU ARE AND HOW YOU GOT HERE

WHERE YOU CAME FROM

The Corps: Outward Mobility
The Streets: Out of the Frying Pan
The Talented: When the Going Gets Weird
Hooders and Activists: Building Communities
(One Bomb at a Time)
Academics: Things Metahumanity
Really Needs to Know
Military and Law Enforcement:
The Other Side of the Wall
The Unclassifiable

I'M A REAL BOY NOW

LOVE THE ONE YOU'RE WITH

I'll Work With You, But I Don't Like You
Who Can You Trust?

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What Makes Johnny Run?
Making 'Real' Runners: Beyond the AK-97

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Omerta, the Code of Silence
Thug Life, the Code of the Streets
Harmony with Nature, the Shaman's Code
White Hats, the Code of the Hacker
The Code of Wuxia
The Paladin's Code (a.k.a. Elven Chivalry)
The Hippocratic Oath
The Soldier's Code
The Akichita Code

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The Code of the White Hat
The Code of the Good Cop
The Hermetic Code

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Spirits
Head Cases
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