



STREET SMART?

New to the sprawl, kid? Wise up fast, cuz wiz wires or spell juice alone won't save your ass on the hungry streets. You flash your credstick in the wrong alley, drop a name in the wrong company, or flick out a spur at a gunfight and your organs will be next up for auction. Reps are built on etiquette and connections, not just chill attitude and piles of corpses. You need to know when to deal and when to wheel, or you're just another skidmark on the streets of the sprawl."

Sprawls Survival Guide details daily life in 2063, from home amenities to nightlife to coffin clubs and cred accounts. It also exposes the ins and outs of the shadowrunners' lifestyle—how they operate, who they deal with and how they survive. This information is essential for both gamemasters and players, detailing the world of Shadowrun and bringing it to life. Also includes expanded rules for lifestyles and fake identities. For use with Shadowrun, Third Edition.



SPRAWL SURVIVAL GUIDE



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TABLE OF CONTENTS

INTRODUCTION	4	Techno-Social Networks	46	Shelter	90
DOWN TO BASICS	5	The Year in Politics	47	Food	91
LIVING IN THE SIXTIES	6	Love Without Boundaries	49	Clothing and Washing	91
Our Humble Homes	6	Body Fashion	51	Medical Care	92
Keeping House	8	The Earth in the Sky	52	Getting Along with the	
The Networked Home	11	Spontaneity: Something to		Neighbors	93
Welcome to the Jungle	14	Believe in	53	The Hook-Up	93
Places to Stay	14	Education: Skool Daze	54	Who's What in the Shadows	94
Getting Around	16	Curing What Ails You	57	Reputation	97
What You Want, When You		IT'S A SMALL WORLD	59	Moving On, Moving Up	98
Want It	17	Modern Travel	59	The Plan	99
Entertainment	21	Getting Out of Town	60	Getting a Job	99
Nightlife	22	Documents	60	Meets	100
Music	24	Culture Shock	62	Doing Your Homework	102
Trideo: TV in 3-D	24	Shadow Travel: Getting There		On the Run	104
Simsense: Be Who You		On the Sly	62	Delivering the Goods	106
Want To Be!	25	Commercial Travel	63	Downtime	107
Simsense: What's On?	27	Illicit Travel	67	The Enemy	109
Corporate Fun	28	Global Report	71	Interview with Federated-	
Advertising	30	Africa	72	Boeing Security	109
On the News	31	Asia	73	Know Thine Enemy	110
Sports: The Big Leagues	32	Europe	75	The Law in the Shadows	112
2063 Pro Sports Overview	34	North America	78	Buying the Law	113
The System	37	South and Central America	79	Getting Caught	113
Keeping Track of Our SINs	37	Oceania	80	The Crew	114
Credsticks: Cash on the Go	38	LIFE ON THE RUN	81	Material Matters	115
Money, Money, Money	39	The Scoop	81	Interpersonal Issues	116
Law & Jurisdiction	40	The Switch	85	Summary	117
Society	43	Twist Interview	86	GAME INFO	118
Lines in the Sand	43	Fatima Interview	88	Gear	118
Sisters Under the Skin	45	Neal Interview	89	The Home Telecom Terminal	118



Household Drones	121
Electronic Paper	123
ColorChange Paint	123
Credsticks	123
Credstick Beacons	123
Hacking Credsticks	123
Hacking Credstick Readers	125
Forging IDs	125
ID Edges & Flaws	126
Edges	126
Flaws	126
Detailed Lifestyles	127
Using this System	128
Area	128
Comforts	129
Entertainment	130
Furnishings	131
Security	131
Space	132
Other Considerations	133
Lifestyle Edges & Flaws	137
Integrating with Lifestyle	
Costs	137
Lifestyle Edges	137
Lifestyle Flaws	140
Sample Lifestyle Packages	143
Acquiring or Removing Edges and Flaws	144

SPRAWL SURVIVAL GUIDE

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INTRODUCTION



Sprawl Survival Guide touches upon the basic aspects of the world of *Shadowrun*: society, travel and life as a shadowrunner. This book is intended to be a primer on what the world in 2063 is like—and in particular, what being a shadowrunner is about. The details it provides on the world and how technology and magic have shaped it will allow gamemasters to establish futuristic settings that are rich, vibrant and realistic. This book will also assist players in figuring out how their characters fit into the scheme of things and how they live their daily lives.

Sprawl Survival Guide is presented as a series of electronic documents posted by Captain Chaos, sysop of the vast Shadowland archive and data haven—the number one source for shadowrunners on what's going on in the world of *Shadowrun*. The documents come from a variety of sources, both underground and mainstream, but are directed towards an audience of shadowrunners. These sources are each unique in outlook and perspective, influenced by their own particular prejudices and interests. Each article is marked up with a running commentary by shadow denizens who add to, revise and contradict the original post. These inserted comments add innuendo, allegations, opinions, rumors, misconceptions, misinformation, lies and sometimes even the truth to the information presented. It is left up to the gamemaster to decide what information is correct and which is just filling, as appropriate to his or her game.

The first document, *Living in the Sixties*, delves into various facets of society in 2063. First it describes the modern home, with all of its technological conveniences and security vulnerabilities. It then explains nightlife and various forms of popular

entertainment, from music to shopping to trideo and simsense. This includes an overview of modern sports and how they have been affected by the Awakening and science. The chapter goes on to detail various ways people interact with government/corporate systems: SINS, credsticks, accounts, law and jurisdiction. Finally, it discusses a number of far-reaching societal aspects, such as as racial intolerance, sexuality, techno-social networks, fashion, omnipresent surveillance, religion and education.

The next section, *It's a Small World*, provides an overview of the state of travel in *Shadowrun* with a strong emphasis on what shadowrunners can do to bypass legalities and smuggle contraband. It also includes a *Global Report* section that quickly runs down the current events and socio-political-economic climates of each continent, highlighting a few cities and places of specific interest to shadowrunners.

Following this, *Life on the Run* gives a ground-level introduction to life in the shadows. It follows the development of a “newbie” who takes to the streets and learns the basics of how things work in the underworld. A number of interviews with different shadow denizens are included to offer differing viewpoints and perspectives.

Finally, the *Game Information* section explains how home telecoms and dataterms work in detail and includes a number of new common-use drones. Some basic costs for everything from bus fare to sports tickets are included as a reference guide. The use and abuse of credsticks and credstick readers is explored, including a few Edges and Flaws for fake IDs. Finally, a complete set of optional rules for expanding on a character's Lifestyles is presented, including a wide range of Lifestyle Edges & Flaws.

DOWN TO BASICS

Nighthawk, Rikki Ratboy, Neon Antichrist, Warman, Head Crash, Ricochet Rita, Wedge ...
RIP, all of 'em.

These are just a few of the shadowrunners that died on the streets of the sprawl during the last month. More fodder for the devil rats of chopshops. Their names will soon be forgotten, remembered only as a listing in Shadowland's Scrolls of the Dead.

I'm not trying to be harsh, or to pick on these dead runners in particular. I've heard of far too many runners lately, though, who permanently logged off because they made what can only be called basic mistakes. They didn't slot off a dragon, cross Damien Knight or tangle with a toxic spirit—nothing so heroic or flashy. No, they died because they slotted one BTL too many, got caught in a gang crossfire or were too loose-lipped in the vicinity of a Lone Star snitch. In other words, they got sloppy.

They say it's always the small things that get ya, the minor details we all overlook that trip us up. So I said to myself that maybe it was time to take a look at the basics, the nitty gritty not just of how things work in the shadows, but in society in general.

The most rudimentary thing to remember about shadowrunning is that it's about survival. For a lot of us, taking to the shadows was the only chance we had to avoid a more unpleasant, destitute or sterile existence. We made the choice to commit crimes not to save the world, for some political cause or to become rich, but to put food in our mouths and live for another day.

So that's the purpose of this file collection, in a nutshell. I'm hoping it will remind all of us to keep our cybereyes open, keep the bigger picture in mind and take nothing for granted.

• Captain Chaos

Transmitted: 30 April 2063 at 05:04:23 (PST)