

BEEN THERE. RUN THAT.



For Players:

Expanded character creation rules allow you to customize your character's background with Edges and Flaws and play ghouls or street shifters. Also includes rules for running, jumping and even being an escape artist!

For Gamemasters:

Provides expanded contact rules and introduces Enemies—the evil side of contacts. Plus campaign and scenario creation, prime runners, training rules and security rules for gas traps, trip wires and sensor plates!

For New Campaigns:

Play a street gang or a government covert ops team, a DocWagon high-threat response team or even the cops!

The Shadowrun Companion offers advanced and alternate rules for players and gamemasters. This indispensable book includes a guide to creating adventures and campaigns, and suggests step-by-step techniques to help gamemasters get the most out of the Shadowrun universe. The Shadowrun Companion is revised for use with Shadowrun, Third Edition, and is compatible with all Shadowrun sourcebooks.



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SHADOWRUN COMPANION



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(UPDATED FOR SHADOWRUN, THIRD EDITION)

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INTRODUCTION

The *Shadowrun Companion* is a universal rulebook—its focus is greater than a single theme or topic. This book covers multiple aspects of the *Shadowrun* game and universe, providing new and expanded information for both gamemasters and players. In addition to offering more flexibility in character creation and campaign design, it provides new optional rules and creative ideas and solutions to common problems that plague game play.

Many of the ideas presented in the first edition of the *Shadowrun Companion* were incorporated into *Shadowrun, Third Edition*. It was thus necessary to revise the *Shadowrun Companion* to reflect the new rules and to include fresh material.

The Shadowrun Companion takes players through the life of a shadowrunner, from character creation to character retirement. The *Character Creation* section helps you create more well-rounded characters by offering hints and help for creating a complete background story. We also include a point-based approach to character generation, with options for creating otaku, ghoul, shapeshifter and metahuman-variant characters. This section also introduces Edges and Flaws, a mechanic that offers a wide variety of personality traits to help players make each character unique.

The *Skills and Training* chapter focuses on using the Athletics Skill and many of its specializations, including swimming, jumping, running and even being an escape artist. Rules for training to improve both Attributes and skills are also included.

Player character contacts have always been an important but under-used part of the *Shadowrun* universe. *Contacts and Enemies* suggests ways to expand the role of these non-player characters (NPCs), from creating NPC personalities to exploring the distinction between what a contact knows and what he's willing to reveal, to staying on a contact's good side and maintaining confidentiality. Players also can network their contacts through Friends of Friends, an option that adds new depth to characters' sources for information. This section also describes several non-traditional contacts, including the Shadowland BBS. *Contacts and Enemies* provides rules for creating enemies, non-player characters with a more sinister reason for interacting with player characters, and tips for how to effectively present such NPCs in the game.

The *Advanced Rules* section offers optional rules for Karma. These variations include favors and markers, and guidelines for character advancement in an amoral (Karma-less) campaign. This section also offers a system for creating workable statistics for famous NPCs, threats and other opponents of shadowrunners. Following this material are state-of-the-art rules, which allow gamemasters to control the technology curve in their campaigns; rules for DocWagon; and more security systems to use against runners on a run.

Running the Game offers gamemasters a framework and outline to use in designing their own scenarios, adventures and campaigns, including baseline payments for various shadowrunning activities. *Alternate Campaign Concepts* shows gamemasters how to develop and run alternative campaigns and includes examples of player character groups such as DocWagon EMTs and Lone Star teams. This section also provides rules for creating street gangs and designing gang-member characters, suggests campaign hooks for drawing street gangs into a *Shadowrun* game, and describes five Seattle gangs in detail to demonstrate the possibilities of running gang story lines.

DEVELOPER'S SAY

The Shadowrun Companion is one of my favorite books.

When this book was first introduced, it created options for and interest in areas that no one really thought existed, such as alternate campaigns and metavariants. It introduced one of my favorite characters—Lord Torgo—and it included Edges and Flaws and Enemies; each of which have made the games I run much more fun and exciting as a gamemaster. It also appealed to those fans who asked me all kinds of questions regarding rules, theory, gamemastering and problem-solving.

The Shadowrun Companion was the first salvo in my quest to invigorate *Shadowrun* by opening up new horizons for the game world. Thankfully, it succeeded. It satisfied both new players who were presented with a number of new options for their characters, their gamemasters and their campaigns, and long-time fans who were provided with rules and revisions that they had been requesting for years. As I stated in the original *Introduction*, the *Shadowrun Companion* was not intended to be *Shadowrun, Third Edition*, but rather a way to provide answers for all the fans in a quick and efficient manner.

In retrospect, we did an even better job than I had expected. When it came time to create an actual *Shadowrun, Third Edition*, we ended up using about a third of the information presented in the original version of this book. Luckily, we are working with a vibrant universe and receive continuous input and opinions, so there are always new ideas to include and old rules to be refined. In other words, this revision of *The Shadowrun Companion* contains even more of these options than its previous incarnation. Instead of "fixing rules" (which was the point of *SR3*), we were able to incorporate and update information that had previously appeared in sourcebooks that are now out-of-print.

So, as it stands, the *Shadowrun Companion* is now updated and ready for action in the shadows ...

As always ... Have Fun! Play *Shadowrun*!