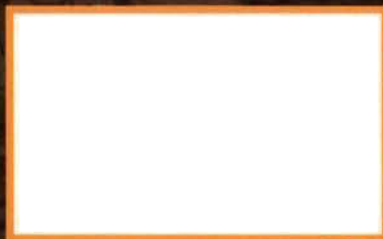


THE LAND OF SUN, FUN ... AND RUN

"Which California are you comin' to for biz, chummer? The Central Valley, ground zero of the water wars between small farmers and big corps? Green-and-gorgeous Northern California, with a thousand mutually hostile small towns and crack Tir troops stepping right up to the tripwire? Or try your luck along the Big Sur coastline—you can either die from environmental poisons or get carved into tiny pieces by the pirates and smugglers who own the place. How about Los Angeles, where rich simsense stars and even richer producers live just the other side of a plascrete wall from starving ork kids and strung-out chipheads?"

"Still think the Golden State is a great place for a shadowrun?"

The CALIFORNIA FREE STATE sourcebook describes the country of California. It features the movers and shakers, the hot spots, the war zones, the strange magic and the deep dark shadows of this independent nation that seems always on the brink of civil war. This sourcebook describes life throughout the Free State, focusing on Los Angeles, San Francisco, and the magic-rich Mojave Desert. A must for any California campaign, the CALIFORNIA FREE STATE sourcebook provides a wealth of adventure hooks, story starters, and rules for using them in your SHADOWRUN game. Also included are new rules for mutant critters, magical oddities, and toxic beings unique to California. For use with SHADOWRUN.



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CALIFORNIATM FREE STATE



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Sample file

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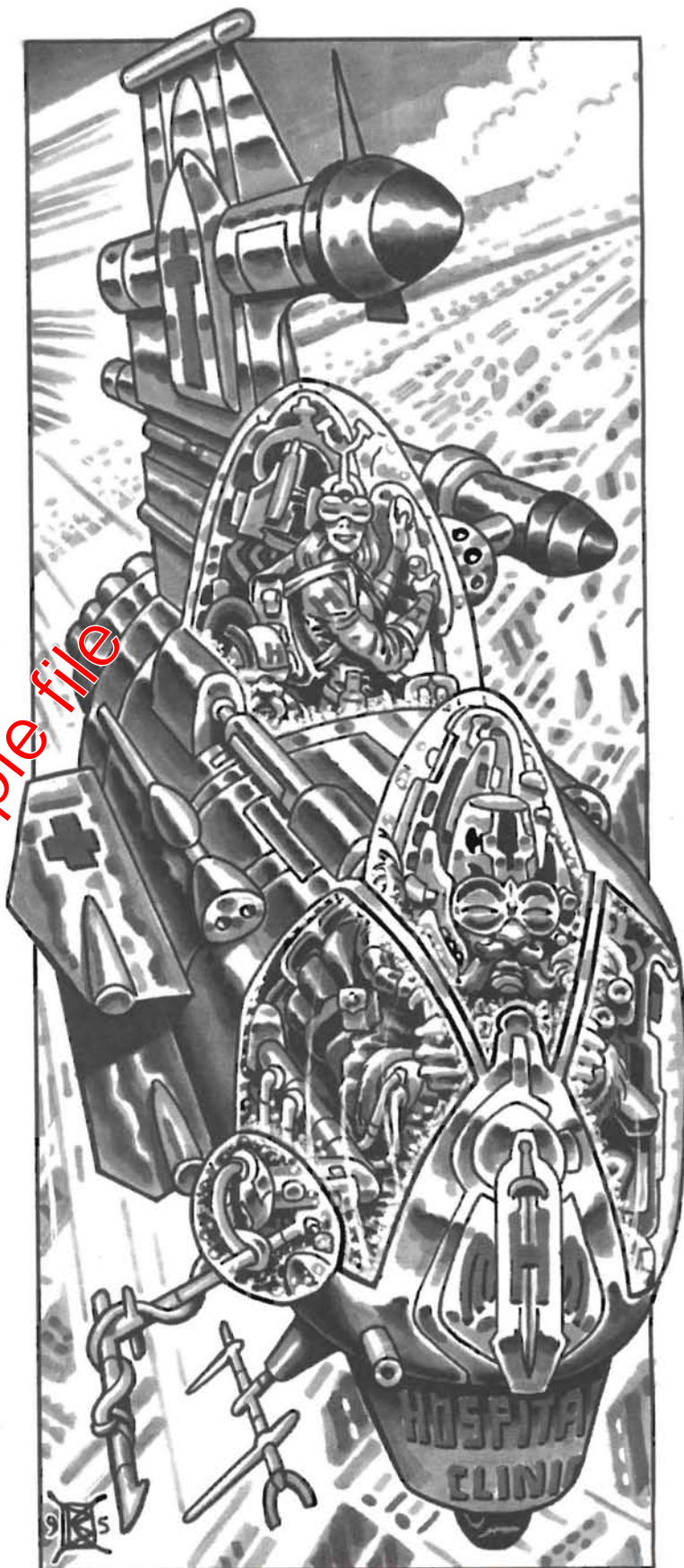
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INTRODUCTION



The **California Free State** sourcebook is a supplement for the Shadowrun game system. It describes the California Free State, a sometime American state that has existed for two decades as an independent nation. Free-wheeling and unpredictable, California is a place of chaos and contradictions; what opens doors in the capital of Sacramento may be a ticket to disaster in the lawless borderlands of the North or the teeming slums of Los Angeles. Water wars, eco-disasters, corporate power plays and fractured politics all provide shadowrunners with plenty of opportunities to strike it rich in California ... if they can get out alive.

The **California Free State** sourcebook provides gamemasters with enough basic information to create adventures and campaigns in the Free State using potential adventure hooks and "story starters" scattered throughout the text. Players will find a wealth of facts, rumors, advice and warnings that they can use to arm their characters with the knowledge they need to survive runs in California.

Like previous Shadowrun sourcebooks, **California** is formatted as an electronic document from that fictional world. Scattered throughout the document are comments and additions from readers who seek to correct, expand, corroborate or contradict the information it presents. Because this "black" information comes from characters within the game universe, players or characters cannot safely assume that these comments are truthful, accurate, considered or clearly thought through (though they may be all those things). The material in the **California Free State** sourcebook comes from a variety of sources, most unofficial and all with their own biases built in. These different points of view give gamemasters greater scope to decide how much of the information presented is accurate, misleading or false in their own games.

This sourcebook describes six regions of California in detail, including the vast sprawls of Los Angeles and San Francisco and the magic-rich Mojave Desert. It also offers detailed information on California corporations, secret societies, and a never-before-seen great dragon. In addition, the sourcebook gives new rules for dealing with California's bizarre magic fluctuations as well as mutated and toxic creatures native to the Free State.

The **California Free State** sourcebook is intended for use with **Shadowrun, Second Edition** rules. It also expands on rules in **Awakenings: New Magic in 2057** and the **Grimoire, Second Edition**.

