

# 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?

### GAME INFORMATION

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

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### A CODE AND A CALLING

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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

### THE OTHER SIDE OF THE COIN

Bushido 2.0  
The Code of the White Hat  
The Code of the Good Cop  
The Hermetic Code

## THE SPICE OF RUNNER'S LIVES

### ODD JOBS

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Reagents  
Paranimals  
Spirits  
Head Cases  
Infected

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Space Runs  
Fovea Runs  
Astral Journeys

### THE UNUSUAL SUSPECTS

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Arcane Organizations  
Governments  
Organized Crime  
Secret Societies  
Head Cases

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Knight Errant/Lone Star  
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Organized Crime

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Find us online:  
info@shadowruntabletop.com  
(Shadowrun questions)  
http://www.shadowruntabletop.com  
(Catalyst Shadowrun website)  
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## RUN FASTER CREDITS

**Writing:** Raymond Croteau, Kevin Czarnecki, Olivier Gagnon, Patrick Goodman, Jason M. Hardy, Robyn "Rat" King, Adam Large, Eric Lyon-Taylor, Scott Schletz, William Stroud, R.J. Thomas, Thomas Willoughby, Russell Zimmerman

**Editing:** Kevin Killiany, Philip A. Lee

**Proofing:** Lars Wagner Hansen, Mason Hart, Andrew Marshall, Tim Patrick, CZ Wright

**Art Direction:** Brent Evans

**Cover Art:** Echo Chernik

**Cover Layout:** Matt "Wrath" Heerdt

**Iconography:** Nigel Sade

**Interior Art:** Piotr Arendzikowski, Daniel Comerci, Lucas Durham, Matt Hansen, David Hovey, Ian King, Ian Llanas,

Dan Masso, Jason Metcalf, Victor Moreno, Mike Perry, Kristen Plescow, Mark Poole, Andrea Radeck, Mickael Rookard, Andreas "AAS" Schroth, Alex Stone, Eric Williams, and Alex Williamson

**Interior Layout:** Matt "Wrath" Heerdt

**Shadowrun Line Developer:** Jason M. Hardy

**Playtesting & Proofing:** Natalie Aked, Rob Aked, Jackson Brunsing, Karlene Dickens, Derek Dokter, Bruce Ford, Eugen Fournes, Joanna Fournes, Sandy Gamboa, Tim Gray, Kendall Jung, Alex Kadar, Peter Leitch, Dave Lundquest, Chris Maxfield, Jon Naughton, Whitney Pace, Sue Powell, Richard Riessen, Matt Riley, Mark Somers, Dylan Stangel, Ashley Turkowski, Leland Zavadil