

SHADOWRUN >noun

Any movement, action, or series of such made in carrying out plans which are illegal or quasilegal.

WorldWide WorldWatch
2050 archive



INCOMING MESSAGE FROM M. WRATH:

Hoi chummers!

This is a preview of an in-progress version of *Shadowrun, Fifth Edition*, and proofing is still under way. Spelling, grammar, "p. XX" references and so on may be updated before heading to press.

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SHADOWRUN, FIFTH EDITION • PREVIEW THREE



GIRLS WITH GUNS

All I wanted was a damn omelet and a cup of coffee. Sadly, Allen's Diner in sunny, downtown Tacoma didn't serve coffee—they served soykaf. I've had both, and it's just not the same. Yeah, the real stuff will cost you, but isn't it worth it to once in a while have something *good*? And not fake? But at least their omelets more than made up for it, so I dealt with the disappointment. I shelled out enough for real eggs, because the substitutes are just this side of inedible, and they stuffed the real ones with soyrizo and real onions and bell peppers and a ridiculous amount of rice-based faux-pepper jack cheese. Heaven on a plate right there.

I got started in the shadows at a place like this. Been five years now. I was out on the street; the army and I had parted company on less-than- cordial terms a few weeks earlier, and while I'd managed to avoid time in the stockade, a bad conduct discharge made it hard to find a legitimate job. A lot of the corps didn't want the risk of someone like me, who'd struck a superior officer, no matter how justified it might have been at the time. It speaks of a bad attitude, which in corp-speak means not bowing down to your corporate masters. Can't have that.

So there I was, way back when, trying not to look too desperate, tightening my belt in an alley behind some diner

in Puyallup, competing with a dozen or so other homeless people for scraps. I guess one of the employees at that diner saw something in me—my bearing, maybe, or the armor jacket I'd managed to liberate before the army gave me the boot—and she motioned me to her side. "You want to earn some cred?" she asked.

"Yeah," I told her, trying to keep my voice from sounding too eager. I figured what was coming wasn't going to be good, but I also figured I wasn't in a position to be picky. "What do you need me to do?"

She looked me up and down a little bit more, then waved me into the kitchen. "Sit tight," she said, and told one of the others in the kitchen crew to get me a sandwich. She disappeared for a moment, then came back to get me. She led me up front to one of the booths. It was in a dark corner, away from the doors and windows. The only person sitting there was an ork with a couple of datajacks in his head, a commlink sitting next to a cup of something that might have been coffee.

He looked me up and down like the woman had done back in the alley, then he said, "Have a seat." I climbed up into the booth—it really wasn't built with a dwarf like me in mind, but I've had to deal with worse inconveniences in my





BY PATRICK GOODMAN

life—and the woman refilled his cup and set one down in front of me. I finished the sandwich she'd gotten for me in silence; the ork waited patiently for me.

"You got any skills?" he asked me with a voice that sounded like gravel in a blender.

"I drove a truck in the army," I said.

"The army adapts vehicles for dwarfs?" He seemed genuinely interested.

I nodded. "Yeah. Sometimes I had to do it myself, but it wasn't that big a deal."

He made a motion in an AR window he had up, then nodded. "You have any problems with shooting someone if the situation calls for it?"

I looked him over for a minute. He was interviewing me for a shadowrun. Actual shadow work, the big time. At least that's what I thought then. When you're down as far as I was, even the gutter looks like a step up. "I'm not gonna kill anybody for you, but if it's defending myself or my team ... no, I can pull the trigger." I felt my cheeks flush. "I don't have a piece, though."

He nodded. "This isn't network; I try to stay away from that sort of thing." He made a few more gestures. "It so happens I need a driver. I've got the ride and the crew, though

you'll have to do your own mods." He waved aside the AR window and looked me in the eyes. I didn't flinch away. "Pay's a thousand, half up front. It goes down day after tomorrow; give me your commcode and I'll get you the particulars." I gave it to him, then he continued. "You're going to want to be armed, though, so your up-front won't be cash this time around. You have a doss?"

I nodded. "After a fashion." I let him know where I was crashing, and he said he'd send someone over with my payment. He told me to get another sandwich to go before I left, and then he got up, put his commlink in his pocket, and walked away. I got another sandwich and made my way back to my squat. I fell asleep wondering what the hell I'd gotten myself into. The next morning I woke up with a box next to me. It had a note that said, "Frank, here's your up-front. Hauser."

I hadn't given him my name.

I opened the box and stared at the huge fragging pistol it contained. It was a Predator IV, still in its factory packaging, matte-black and just as deadly as it looked. The grip was scaled to fit my hand; the box also held two extra clips, a shoulder holster, and a box of ball rounds.

True to his word, Hauser sent me a message with an address and a time. I turned up on time, and got to spend



the afternoon modifying the driver's side of a Bulldog van so I could drive the damn thing. I met the team, and the next day we went and liberated a dozen cases big enough to hold assault rifles. To this day, I don't know what was in them; it wasn't part of my job to know, and I realized I didn't much care.

I didn't have to shoot anyone that time around. I got a credstick with five hundred nuyen later that night. Hauser asked if I wanted more work; I allowed as to how I did.

I got to keep the pistol. I still carry that piece. I should have tossed it ages ago, but I've almost never had to fire it in anger and I'm sentimental. Probably going to get me killed one of these days, but so far I've managed to keep body and soul together.



I come to Allen's these days to get the hell away from the shadows. It's a way to connect to what I laughingly refer to as reality, the life I used to lead before I became a runner. I don't know why; it wasn't a great life. Like I said, I'm sentimental sometimes.

I staggered into the diner at about half past eleven; the lunch rush hadn't started yet, but there was still a pretty good crowd. I climbed up on my usual barstool and looked around. Regulars, mostly; some looked at me and nodded, some scowled. One woman in particular, an ork somewhere between thirty and three hundred years old, actually muttered a curse, spat on the floor, and got up and walked to a different section of the diner. We knew each other; I'd been driving a job where her son, a basically good kid trying to claw his way out of the soulless poverty of his childhood, had gotten shot up. He was in a coma in a hospital across town; I wondered if Hauser's operation still paid his medical bills, but I doubted it. I'm sentimental, but Hauser—Hauser's one of those guys who thinks emotions just get in the way.

The waitress, an older human lady named Charlotte, set a cup of soykaf in front of me without having to ask what I wanted. She smiled at me, read my omelet order back to me before I'd even made it, and sent it to the kitchen while I chided myself for my predictability. I was going to have to shake up my routine one of these days. But the omelets were so damn good.

I noticed this girl walk in the door and start hitting up customers for loose change. Panhandling sucks, but even in this bright shiny electronic age of ours, there's still corp scrip and coinage floating around. It's hard to keep body and soul together, but it didn't seem to me she'd resorted to flat-backing just yet. She held her head up a little high for that.

She hadn't made it over to my side of the diner when trouble walked in. By "trouble walked in," of course, I mean, "a dumb fraggin' ganger with a pink mohawk rode a damn

Harley Scorpion through the door and unloaded a Remington Roomsweeper into the ceiling."

All I wanted was a goddamn omelet.

I bowed my head and closed my eyes. Knight Errant didn't come out this way very often; besides the eggs, that was one of the reasons I liked the place so much. I wasn't a cop. I used to drive a truck in the army; now I drove a truck for Mr. Johnson. I was a shadowrunner. I shot people in the face for money. Figuratively, anyway.

But this was my place, dammit. This is where I came to get away from craziness like this. A dozen of Pink Mohawk's close friends and relations had joined him by this time, terrorizing the customers and the staff. I didn't recognize their colors; whoever they were, they were away from their turf. This was a problem, because while KE didn't patrol the neighborhood, we did have the Spikes, and they didn't take kindly to motorcycle-riding thugs that weren't them. These punks were trying to make a statement to those punks, and before too long things were going to get even messier.

Dammit.

They were starting to make their way to my side of the diner. Most of the crowd was hiding under their tables or behind the counter. Most everybody but me and the panhandler. She had tucked herself into a corner by the counter, but she wasn't cowering behind it. She was watching the gangers shake down the customers and tear random shit apart. I saw something in her face that I hadn't seen in a while. She was scared ... but it wasn't running her. She was scared, but she was also angry. She was looking for a way to stand her ground.

I smiled a little then, and she gave me a funny look, like she was trying to figure out what the hell was wrong with me. She cocked her head at about the same time I felt Pink Mohawk walking up beside me. Like the other mouth-breathers he rode with, he was hooting and hollering and generally acting like his size and the pistol-sized shotgun he was carrying were going to be enough to leave me shaking in my boots.

He was way too close. He wouldn't be able to get off a shot before I could put my fist in his solar plexus. "All right, old man, gimme your stick and your link!"

Old man, my ass. I looked up at him—I'm a dwarf, I look up at a lot of things—and got my first good look at the punk. Jesus. He was barely old enough to shave. I tried to play it cool, to keep him focused on me, but I really wished some of my team were there with me. I was on my own, though. Mostly. "There's still time to call this off and get out of here with all of your organs." I flipped a switch in my head and felt my body light up as I got ready.

Yeah, mostly I drive. It's not *all* I do, though. The wires help me in a fight almost as much as they help me behind the wheel.



The punk scoffed, and pointed the Roomsweeper at my head. "I said gimme your stick, old man!"

My left fist shot into his belly like a cobra, doubling him over and knocking the breath out of him. He didn't even have a chance to cry out. He *did* have time to pull the trigger, but by that time he was no longer aiming the gun at my head; he took a divot out of the floor as he went down. I chopped the back of his head to help him along. I jumped down from my stool, drawing my Predator as my combat boots found the back of Pink Mohawk's jacket. I was looking for my first real target when I felt a pair of hammers hit me in the ceramic plates that reinforced the armor in my jacket. I staggered backward and tripped as my foot caught on Mohawk's collar.

One of them had shot me. It was a heavy pistol, but the report didn't sound like a high-quality piece. Something cheap made in a nanoforge or a sweatshop in Vladivostok, probably, though if it had hit me in the head, I'd be just as dead. I came down hard on the diner's tile floor. I lost my grip on the Predator as the back of my head met the tile; I could hear it skidding away as stars began dancing in my vision. I shook it off and looked for another weapon as one of the other gangers approached to finish what she'd started. My hand found the barrel of Mohawk's Roomsweeper; I yanked it into one hand, got my other hand around the grip, and I was aiming at the punk who shot me when she staggered backward and dropped like a stone down a well.

I recognized the report of the weapon that dropped her; it was my Predator. I looked back, and saw the young dwarf girl standing there, in a passable stance with both hands on the grip. She looked surprised, but determined. I smiled again, a little wider this time, and stood up to face the surprised remnants of the gang with Mohawk's gun in my hand and my boot on the back of his head.

Funny thing about most gangs: A lot of them don't really want a real fight. They want to beat people up and terrorize them. Faced with actual resistance, most of them will tuck their tails and run. This one was no different; they lit out of Allen's like a dragon was chasing them as soon as they figured out that their boss was down. I dragged Mohawk and the girl who'd shot me—she wasn't dead, but she was going to be sore as hell when she came around—and dumped them both in the gutter. The bike I pushed out and toppled over next to them. I walked back in, and found the girl slumped into a booth, my Predator sitting on the table in front of her. I picked it up and holstered it, then looked around the diner. Someone had almost certainly hit a PAN-ICBUTTON™, and the Knights would show up soon, regular patrols or not. It would be much better for me if I weren't there when they arrived.

I looked back to the girl. "You hungry?"

She nodded.

I motioned toward the kitchen, and the back door. "I think I owe you lunch, at least, but we should probably get it someplace else." I handed her the punk's Roomsweeper. "Come on, I know a place."

She tucked the pistol into a jacket pocket and followed me to the parking lot. We both piled into the beat-up pickup I was driving and headed away from Allen's as quickly as I could without attracting attention. I'd been right; Knight Errant cops were already pulling up to the place, lights blazing. We passed a couple of their cruisers going back the way we came. I turned the truck and headed for Puyallup.

The girl was silent for most of the drive. I rummaged through the truck's console and found a certified credstick with a couple of hundred nuyen on it and handed it to her. "You earned this," I said. "Thanks for saving my ass back there."

She took it without expression, then said, "You're welcome." She looked at the stick. "Where are we going?" she asked. I don't know what she was thinking, either about me or the situation in general. She seemed wary, but she didn't act like she thought I was one of the bad guys.

"Another diner, a lot like that one. Omelets aren't as good, but they have pretty good sandwiches." We drove a little further in silence, then I pulled into the parking lot at the same diner I'd been scrounging behind five years ago when I'd started down this crazy road.

I stopped the truck, then looked at her before I got out. "You need a job? I know a guy."

A look of wary hope showed in her eyes. "Yeah. Beats starving."

I chuckled. "Don't I know it."

We climbed down from the truck and walked into the diner by the front door. I scanned the crowd, and sure enough, I saw Hauser holding court in his usual corner booth. He acknowledged me with a nod, but someone was sitting opposite him, so I motioned the girl to a barstool and we both sat down. A waitress took our order, and the girl dug into her sandwich with gusto when it arrived.

Hauser's guest finally rose and left; I excused myself and walked over to the booth. Hauser was looking rougher every day, but that happens with orks. They get old before the rest of us. I know he had a son somewhere whom he was presumably grooming to take over the family business, but I'd never met him. Hauser greeted me warmly and asked how my last job had gone. He knew the answer, of course, but there are forms to follow in this work.

I motioned with my head toward the girl, and said, "Got someone looking for work. She's got moxie, if nothing else." I told him about what had just happened over at Allen's; he nodded approvingly and motioned her over.

I turned to leave, and smiled at the girl as she passed me. I heard her climb into the booth, and heard Hauser's raspy voice ask her, "You got any skills?" ✖



CREATING A SHADOWRUNNER

SAY IT WITH ME, NOW:

Watch your back!
Shoot straight!
Conserve ammo!
Never deal with a dragon!

Those are the fundamental rules for surviving in the *Shadowrun* world. Beyond that, individuals have their own rules—codes, or lack thereof. There are people who steal from the rich and give to the poor, and people who steal from the rich and laugh at the poor. People who are flamboyant, pulling off capers in grand style, and people who are never seen, not for a second, by those they don't want to see them.

The point is, there are all types of shadowrunners out there, and it is time now to create one and take to the streets of 2075. Take your best shot, fight the odds, hope for the best, and show everyone you have the guts and the skills to do the impossible. You may never be accepted in “civilized” society, but you can take pride in the fact that you've earned everything you own—including your freedom.

STEP ONE: CHOOSE CONCEPT

The sidebar **Common Character Concepts and their Roles Explained** gives you a snapshot of the character types you most likely to find in the shadows. Disparate characters band together as runner teams; blending their talents, skills, and specialized expertise to complete missions they would not be able to pull off as individuals. Some runner teams come together for a specific job, while others stay together throughout their entire careers, becoming as close-knit as family. This gallery is just a starting point—there are characters in the shadows that don't conform to any list. The one you create will be uniquely yours.

TIPS FOR CHARACTER CREATION

A spreadsheet, word processing document, or pen and paper will help keep things clear and organized as you go through the character creation process. Organization makes it easier to track the priorities you have selected for your character, along with your Karma expenditures. It will also prove useful in calculating Essence and other elements as well as subtracting costs from your resources. As you go through character creation, note any bonuses you receive from Qualities and augmentations on the character sheet, as these may modify the statistics of the character at the end of the character creation process.

Character creation involves many decisions, from choosing the right skills to purchasing the appropriate gear. It could take as little as an hour to build a character or as long as an evening. It is helpful to have an idea of what you want to play and what you want your character to do before getting together for a home game of *Shadowrun*.

You may start with an idea of what sort of character you want to play and some basic background concepts. The character may be an ex-soldier from a national government looking to use her combat skills on the streets. Or a former corporate headhunter forced out of the megacorporation by an ambitious rival and now using his negotiating savvy and deal-making skills to survive the shadows. There are second-generation runners, born to the life and learning the skills of the trade from their SINless parents. It's not unusual for a bounty hunter who collects pelts of paranormal critters or tracks down fugitives to engage in a little shadow-running to supplement his income. The character may have grown up in a street gang, and he sees shadow-running as a way to get out of the gutter. Or the character may have just gotten out of jail and be eager to see what she can do with the skills she learned and the connections she made on the inside.

You do not need to understand all the nuances of character creation and character statistics to get start-





シロコウノ黒田#101
V0黒田ノVIT黒田

COMMON CHARACTER TYPES AND THEIR ROLES

Face: The face runs his fingers over the thrumming strings of other people's wants and needs, playing them like a maestro. He is master of the con, a polished negotiator, and often an expert leader. Interacting with Mr. Johnson during the meet is his specialty, especially when it comes to bargaining for the greatest profit. The face also excels at legwork, coaxing or squeezing vital information from a variety of sources that could help make sure his job is a success. Though the face usually manages to get what he wants with charm and a smile, he knows how to be more forceful to get people to cough up their secrets. Words are the face's weapon of choice and Charisma and Willpower are the face's two important attributes—but he has no problem using an Ares Predator when the situation warrants.



Spellcaster: A manabolt to your chest, a fireball in your face—that's what the spellcaster brings to the table in combat. And he does so much more. He manipulates and channels mana, an energy field that is the essence of magic. Mana can be manipulated in several different ways, allowing for different types of spellcasters. Magicians follow a more logical and ordered system of magic, while shamans rely more on their instincts and intuition. To make a spellcaster, a player needs to select a priority that grants a Magic attribute rating (see **Priority Table**, p. 65). Depending on the tradition, Charisma or Intuition can be important attributes for spellcasters, and Willpower is an important attribute for resisting Drain.



Decker: The trickster in the Matrix, the flash of lightning in the corner of your virtual eye—a decker specializes in hacking into computers, commlinks, and datahavens. Her job often involves stealing, altering, and manipulating data as well as taking control of or modifying security systems so her teammates can get in and out of defended facilities. A good decker knows her work may put her right in the middle of heated action, and she knows how to react. Whether she's firing a weapon, disabling the weapons of others, or sending every electronic device in a place on the attack, she has a



whole bunch of options to keep herself involved in unfolding combat. A decker never travels without her cyberdeck (p. 227), the tool of her trade. Logic, Intuition, and Willpower can be important attributes for the decker character.

Technomancer: Some people hack the Matrix with physical tools, but a few have the ability to log on with nothing more than their minds. These people are technomancers. A technomancer can access the Matrix with his mind through an intrinsic connection that's not fully understood, even in 2075—though plenty of people would pay plenty to figure out how it works. A player who wishes to play a technomancer must select an option on the **Priority Table** (p. 65) that gives the character a Resonance attribute. Logic, Intuition, and Willpower can be important attributes for the technomancer.



Rigger: Some people drive cars; other people use vehicles as an extension of their body, like an additional set of limbs. A rigger is a professional driver, an ace controller of all sorts of machines. She is highly skilled in the operation, repair, and customization of all sorts of vehicles and/or drones, offering surveillance, transportation, and remote firepower to their team. Reaction is a critical attribute for riggers.



Street Samurai: Some artists work in watercolors, some in oils. The street samurai is an artist of pain. In any given situation, he knows fifteen ways to hurt an opponent, and an additional eight ways to hurt an opponent *real bad*. He can take significant amounts of damage and stay standing, leveling devastating damage on her opponents. He typically is augmented with significant amounts of cyberware and bioware to make him exceptionally tough and dangerous in physical and armed combat. While he is ferocious and deadly, he tends to have a code—it may be a code comprehensible only to him, but it's something. Body, Strength, and Agility are important attributes for characters that are street samurai.



ed. That will come with time. To start, have a concept in mind and dive in. Your character will quickly become unique—and all yours.

Players and the gamemaster should work together to develop a team of characters that are suited to the campaign. The character creation rules as presented in this chapter involve the creation of an experienced shadowrunner. For rules on the other levels of character creation (street level, prime runner), see the **Alternate Gameplay Sidebar**.

All characters in *Shadowrun* start with 25 Karma they will use to improve themselves. They'll get plenty of other resources as they move through the process.

EXAMPLE

GETTING STARTED

James, Rob, and Kyra are putting together new characters for a *Shadowrun* game. Their gamemaster is Michael. After talking with the players about what they are looking for in a game, Michael has determined that the starting level will be experienced runner (the default level). James has decided he wishes to play a technomancer who grew up on the streets. Rob wants to put together a street samurai, whose background includes service in the military of the United Canadian American States (UCAS). Kyra has chosen to be a SINless mystic adept, combining the abilities of spellslinging with a body enhanced by magic abilities. Kyra has also decided to add some social skills to her repertoire.

James, Rob and Kyra have determined the following qualities are important to their characters. Later in the character creation process, they may select other qualities to purchase that will work well with the characters' attributes and skills.

JAMES

Technomancer

Natural Hardening (Cost: 10 Karma)

ROB

Street Samurai

SINner [National]: (Bonus: 5 Karma)

Exceptional Attribute [Strength]: (Cost: 14 Karma)
[Dependent on gamemaster approval]

KYRA

Mystic Adept

Mentor Spirit (Cost: 5 Karma)

Focused Concentration [Rating 2] (Cost: 8 Karma)

ALTERNATE GAMEPLAY

Shadowrun provides players with two alternate ways of building characters besides the normal experienced players. The first is for street-level characters; characters that have not yet had a chance to establish themselves as runners and are still in the process of earning their street cred. Obviously, these characters will not have the same gear or resources as the experienced shadowrunner. The second option is the prime runner build to create a character who has successfully been running the shadows long enough to have established their reputations as professionals in the eyes of Mr. Johnson. They possess the gear, the connections, and the talent to back up those reputations. The following are the rules for each level of alternate game play:

STREET-LEVEL PLAY

- **Modify the resources column on the Priority Table as follows:**
 - **Priority A:** 75,000 nuyen
 - **Priority B:** 50,000 nuyen
 - **Priority C:** 25,000 nuyen
 - **Priority D:** 15,000 nuyen
 - **Priority E:** 6,000 nuyen
- **Karma:** Each player receives 13 Karma to customize characters (maximum of 26 Karma).
- **Gear Restrictions:** Device Ratings must be rated at 4 or less. Maximum Availability is limited to 10 or less.
- **Nuyen Restrictions:** Characters may only convert up to 5 Karma into nuyen (10,000 nuyen).
- Follow all other rules for Character Creation/Advancement as laid out in this chapter.

PRIME RUNNER PLAY

- **Modify the resources column on the Priority Table as follows:**
 - **Priority A:** 500,000 nuyen
 - **Priority B:** 325,000 nuyen
 - **Priority C:** 210,000 nuyen
 - **Priority D:** 150,000 nuyen
 - **Priority E:** 100,000 nuyen
- **Karma:** Each player receives 35 Karma to customize characters (maximum of 70 Karma).
- **Gear Restrictions:** Device Ratings must be rated at 6 or less. Maximum Availability is 15 or less.
- **Nuyen Restrictions:** Characters may convert up to 25 Karma into nuyen (50,000 nuyen).
- **Karma Restrictions:** Instead of the normal Charisma x 3 Karma for contacts, increase this amount to Charisma x 6 Karma for contacts.
- Follow all other rules for Character Creation/Advancement as laid out in this chapter.

STEP TWO: CHOOSE METATYPE

RAISE MENTAL, PHYSICAL,
AND SPECIAL ATTRIBUTES

METATYPE & SPECIAL ATTRIBUTES

In *Shadowrun, Fifth Edition*, character generation is based on the Priority System. The Priority System is a table with the following columns: Metatype, Attributes, Magic or Resonance, Skills, and Resources. The rows are divided into Priority Levels ranging from Priority A to Priority E. Players assign a specific Priority Level for each of the columns to their character depending on their preferences. The values assigned must be different for each column (representing each aspect of the character), and there can be no duplications. For example, a character may not have Priority Level B for Magic or Resonance and Priority B for Resources. The higher the Priority Level (A, B, etc.), the more valuable it is for the character. Characters use Karma later on to customize their characters even further.

The player begins the character-creation process by choosing their character's metatype, or race. There are five distinct races within *Shadowrun*: dwarfs, elves, humans, orks, and trolls. Each race receives different ra-

cial advantages (and possibly disadvantages). Humans, for example, receive a higher rating in Edge (+1). Trolls receive Thermographic Vision, +1 Reach, and Dermal Armor, but they also receive the disadvantage of having to pay an additional fifty percent for gear because everything—including cyberware and bioware—must be specially modified to meet their massive physical requirements. Several metatypes also receive physical or mental advantages/disadvantages to their attribute ratings (such as higher or lower natural attribute limits). When determining which metatype best fits the character concept they wish to play, the player should refer to the **Metatype Attribute Table** (p. 66) and review the specific details for each metatype.

Once the player has selected the metatype they wish to play, they should review the Metatype column to determine which Priority Levels give them the best options for their character based on their preferred metatype and the special attribute points they need. The special attributes are Edge, Magic, and Resonance; if you want your character to have a high rating in one or more of these areas, make sure you select a row with plenty of special attribute points. Technomancer characters need to ensure they can have a high Resonance, while magician or adept characters will want a high Magic rating.

Edge starts at the value for each metatype listed in the **Metatype Attribute Table** (p. 66). Magic and Resonance start at 0.

PRIORITY TABLE

PRIORITY	METATYPE	ATTRIBUTES	MAGIC OR RESONANCE	SKILLS	RESOURCES
A	Human (9)	24	Magician or Mystic Adept: Magic 6, two Rating 5 Magical skills, 10 spells Technomancer: Resonance 6, two Rating 5 Resonance skills, 5 complex forms	46/10	450,000¥
	Elf (8)				
	Dwarf (7)				
	Ork (7)				
	Troll (5)				
B	Human (7)	20	Magician or Mystic Adept: Magic 4, two Rating 4 Magical skills, 7 spells Technomancer: Resonance 4, two Rating 4 Resonance skills, 2 complex forms Adept: Magic 6, one Rating 4 Active skill Aspected Magician: Magic 5, one Rating 4 Magical skill group	36/5	275,000¥
	Elf (6)				
	Dwarf (4)				
	Ork (4)				
	Troll (0)				
C	Human (5)	16	Magician or Mystic Adept: Magic 3, 5 spells Technomancer: Resonance 3, 1 complex form Adept: Magic 4, one Rating 2 Active skill Aspected Magician: Magic 3, one Rating 2 Magical skill group	28/2	140,000¥
	Elf (3)				
	Dwarf (1)				
	Ork (0)				
D	Human (3) Elf (0)	14	Adept: Magic 2 Aspected Magician: Magic 2	22/0	50,000¥
E	Human (1)	12	—	18/0	6,000¥



Edge, of course, is beneficial to all characters. Special attribute points may be spent entirely on Edge if the player chooses not to play a magic user or a technomancer, or they may split these points as they see fit between their Edge and Magic or Resonance attribute ratings if the player so chooses. These Special Attribute Points may only be allocated on Special Attributes. They may never be used to raise Mental or Physical attributes. Any unspent Special Attribute points disappear following the character creation process. If the player chooses an option that provides 0 special attribute points, don't worry. Players may elect to spend the Karma given to them during the character creation process to raise these special attributes by following the standard **Character Advancement** rules (p. 103).

Note that for most metatypes, the maximum rating for Magic, Resonance, and Edge is 6; humans have a maximum Edge rating of 7. Certain qualities (Lucky, Exceptional Attribute) allow characters to exceed attribute maximums by one, but the player must purchase these qualities with Karma and may only do so with gamemaster approval (the player may purchase either Lucky or Exceptional Attribute, but not both). Even if one of these qualities is purchased, the player must still spend the attribute points/Karma to raise the attribute to that new limit. With Exceptional Attribute, you can end up with a maximum Magic or Resonance rating of 7 when starting the game (before initiation or submersion).

MENTAL AND PHYSICAL ATTRIBUTES

The next step is to raise the character's attributes. The player chooses a Priority Level from the Attribute column that best suits their vision of the character. The number in this column represents the points a player has available for raising their character's Mental and Physical

attributes. When spending attribute points, refer to the Metatype Attribute Table. This table shows the starting attribute ratings for each metatype (the number before the slash) as well as the maximum for each. Characters begin at their metatype's starting levels at no cost; so humans begin with a Body rating of 1, dwarfs have a starting Body rating of 3, orks have an initial rating of 4, and trolls start at 5. Characters then apply their attribute points to these starting values. It takes 1 attribute point to raise an attribute rating by 1.

A character must spend all attribute points during character creation. They may not spend attribute points from the Attributes column to raise special attributes or for any other purpose. Characters at character creation may only have 1 Mental or Physical attribute at their natural maximum limit; the special attributes of Magic, Edge, and Resonance are not included in this limitation.

A player needs to be careful in building their character, as many of the attributes have a natural limit below the default level of 6 to reflect a metatype's inherent disadvantage in that particular attribute.

While the player is raising attributes and deciding on starting levels for her character, she should keep in mind several factors that will be calculated at the end of character creation based upon the character's attributes, namely Initiative and Inherent Limits. Initiative determines the order in which characters, both player characters and non-player characters (NPCs), act in combat (for rules on Initiative, see **Initiative**, p. 52). The base Initiative rating for a character is Intuition + Reaction.

Inherent limits (see **Tests and Limits**, p. 46) restrict the number of hits characters can count in certain tests. They are based on attributes, so when choosing attributes, keep these limits in mind. The formulas for inherent limits are found on the **Final Calculations Table** (p. 101).

Technomancers need to remember that their mental attributes will determine attributes for their Living Perso-

METATYPE ATTRIBUTE TABLE

RACE	BODY	AGI	REA	STR	WIL	LOG	INT	CHA	EDG	ESS	INI
Human	1/6	1/6	1/6	1/6	1/6	1/6	1/6	1/6	2/7	6	REA + INT
Human Racial: None											
Elf	1/6	2/7	1/6	1/6	1/6	1/6	1/6	3/8	1/6	6	REA + INT
Elf Racial: Low-Light Vision											
Dwarf	3/8	1/6	1/5	3/8	2/7	1/6	1/6	1/6	1/6	6	REA + INT
Dwarf Racial: +2 dice for pathogen and toxin resistance, +20% increased Lifestyle cost											
Ork	4/9	1/6	1/6	3/8	1/6	1/5	1/6	1/5	1/6	6	REA + INT
Ork Racial: Low-Light Vision											
Troll	5/10	1/5	1/6	5/10	1/6	1/5	1/5	1/4	1/6	6	REA + INT
Troll Racial: Thermographic Vision, +1 Reach, +1 dermal armor, +100% increased Lifestyle costs											



EXAMPLE

ASSIGNING ATTRIBUTE POINTS

JAMES

James thinks the human metatype is best suited to the role of technomancer, and he has decided to use row D in the Metatype column. As a human character, he receives 3 Special Attribute Points that he wants to spend on Edge and Resonance. James assigns 2 Special Attribute points to Resonance (giving it a rating of 2) and assigns 1 Special Attribute point to Edge. Consulting the Metatype Attribute Table, he sees that the starting Edge rating for a human is 2, so the point he spent raises the rating to 3.

James then moves on to the Attribute column of the Priority Table and decides to assign row C to his Mental and Physical Attributes. That gives him 16 Attribute Points to raise his Mental and Physical attribute ratings. After distributing the points, James' attributes look like this:

ATTRIBUTES	RACIAL BASE/ NATURAL LIMIT	POINTS SPENT	NEW RATINGS
Body	1/6	2	3
Agility	1/6	1	2
Reaction	1/6	1	2
Strength	1/6	2	3
Charisma	1/6	2	3
Intuition	1/6	3	4
Logic	1/6	3	4
Willpower	1/6	2	3
Essence	6	—	6
Total		16	
Special Attributes (so far)			
Edge	2/7	1	3
Resonance	0/6	2	2
Racial Bonuses/Disadvantages: None			

ROB

Rob has decided to build a troll street samurai and has chosen Priority B for his metatype, even though this priority level does not give any Special Attribute Points to a troll character. If he desires to raise his Edge, Rob will need to spend his bonus Karma later on in the character creation process to do so. Rob chooses Priority A for his Attributes category, giving him 24 Attribute Points to spend on his Mental and Physical attributes. After Rob has spent all his points, he reviews his character. He intends to take the Exceptional Attribute quality, which would allow him to take his Strength up to 11, and the gamemaster has given Rob permission to take this quality at character creation. Knowing this ahead of time, Rob has spent the points to give his character Strength 11. Rob checks his character, and makes sure he only has one Physical attribute that is at (or in this case, above) his character's natural attribute maximum limit. Rob's attributes look like this:

ATTRIBUTES	RACIAL BASE/ NATURAL LIMIT	POINTS SPENT	NEW RATINGS
Body	5/10	4	9
Agility	1/5	3	4
Reaction	1/6	2	3
Strength	5/10 (11)	6	11
Charisma	1/4	2	3
Intuition	1/5	2	3
Logic	1/5	2	3
Willpower	1/6	3	4
Essence	6	—	6
Total		24	
Special Attributes (so far)			
Edge	1/6	0	1
Racial Bonuses/Disadvantages: Thermographic Vision, +1 Reach, +1 dermal armor, +50% gear and Lifestyle costs			

KYRA

Kyra has decided her character will be an elf. Scanning the Priority Table, Kyra decides on Priority Level D for metatype. Like Rob's troll character, Kyra's elf character will receive no extra Special Attribute Points. For her to raise her special attributes, she will need to use Karma later on. Kyra settles on Priority B for her Attribute Points. This gives Kyra 20 Attribute Points to improve her character. Checking her character, none of her Mental or Physical attributes are at their natural maximum limit. After spending her points, these are her character's attributes:

ATTRIBUTES	RACIAL BASE/ NATURAL LIMIT	POINTS SPENT	NEW RATINGS
Body	1/6	2	3
Agility	2/7	4	6
Reaction	1/6	2	3
Strength	1/6	1	2
Charisma	3/8	3	6
Intuition	1/6	3	4
Logic	1/6	2	3
Willpower	1/6	3	4
Essence	6	—	6
Total		20	
Special Attributes (so far)			
Edge	1/6	0	1
Racial Bonuses/Disadvantages: Low-Light Vision			



na, their representation in the **Matrix** (p. 249). For details on the living persona, see p. 250. Similarly, when magicians project themselves into astral space, they have **astral attributes** (p. 314) that are based on their mental attributes. The choices players make in this section will affect those attributes later.

STEP THREE: CHOOSE MAGIC OR RESONANCE

The next column of the Priority Table is Magic or Resonance. This is a column for players who want to be magic users (adepts, aspected magicians, mages, shamans, and mystic adepts) or technomancers. Players who desire none of these character options choose Priority E for this column. For a quick reference on the variety of magic users available in *Shadowrun, Fifth Edition*, refer to the **Magic User Types** sidebar. Additionally, the **Life as a Magic User in 2075** and **Life as a Technomancer in 2075** sidebars help players know what they're getting into if they choose these kinds of characters.

Priority Levels A through C in this column specify the character's starting attribute rating (either Magic or Resonance) along with a number of skills and spells or complex forms for their character as listed in the appropriate box. These are already paid for and can be added to the character sheet right away; they do not cost any skill points or Karma up front, although they can be increased later. The player should select which skills, spells, and complex forms they want for their character at this time. A list of active skills (including those that are Magic- and Resonance-based) can be found on p. 90. Skills are described in detail in the Skills chapter, p. 128. Adepts should review the adept powers (p. 308) to ensure that the skills they choose will support the adept powers they want, such as the Blades skill for the Critical Strike (skill) adept power. Spells listings start on p. 283, while complex forms can be found on p. 252.

Aspected magicians must choose a specific Magic-based skill group (Sorcery, Conjuring, or Enchanting) to be the one area of magic that the character practices. Once an aspected magician take this specific skill group, the character may never take any other skills from the other Magic skill groups, either at character creation or at any future point.

Note that while adepts receive Power Points for free (equal to their Magic rating), mystic adepts do not. Mystic

LIFE FOR A MAGIC USER IN 2075

Magic has been back in the world for more than sixty years, but the Awakened—the term for those who channel magic—remain a small minority of the population. As a result, they are both admired and feared. They are the subjects of wild rumors, baseless speculation, and the occasional free-floating prejudice.

Many mundane metahumans fear what the Awakened can do with their abilities. There have been magic-based terror attacks, ranging from the Ghost Dance to the global attacks Winternight launched before and during the second Matrix Crash in 2064, that give credence to these fears. Policlubs like Humanis feed these fears, building them up to spark hate and violence against the Awakened.

As a reflection of this fear and as a measure of caution, many sprawls require magic users to register their gear, spell formulas, and spirits (typically they only care about spirits and gear of at least moderate power—in game terms, those with a rating of 3 or higher). They are required to purchase licenses in order to legitimately carry and use magic. These legal licenses often come with invasive requirements, including being subjected to compliance checks that can be conducted at any time, giving law-enforcement corporations

the right to search a magic user's premises without a warrant, even when the person is not present. Some sprawls require magic users to give law enforcement agencies and/or security corporations blood samples that could serve as material links to track the character magically if necessary. Because of this, many magic users in the shadows have fake IDs and licenses, partly so they won't get nabbed by the cops, but also so they don't have to turn any part of their bodies over to them. Rules and cost for magic items and licenses are found in the **Street Gear** section (p. 416).

Since magic is such a rare commodity, it is very much desired by the megacorporations. Legally registered magic users often find themselves the targets of extractions, snatched by rival megacorporations looking to press them into employment.

The Awakened have their own prejudices, often against magic users not of their type (e.g., magicians are sometimes prejudiced against adepts). Since they are limited in what they can do, aspected magicians suffer the most prejudice within the Awakened community. Many see them as not fully Awakened or not full magic users, and they are barred from many magic groups.



MAGIC USER TYPES

Shadowrun has four distinct types of magic users: Adept, Magician, Aspected Magician, and Mystic Adept. Here's a quick breakdown of the unique characteristics of each group. A player should weigh these different characteristics carefully when deciding which kind of magic user to play. Page references are provided for more detailed information about each type of magic user.

ADEPTS

- Adepts channel mana into their own bodies to enhance their natural abilities, making their talents and skills much more potent.
- Adepts never astrally project (p. 313).
- Adepts only perceive astral space by purchasing the Astral Perception power (p. 312).
- Adepts can learn the Assensing skill only if they have the Astral Perception power.
- Adepts cannot use skills from any magic-related skill groups (Sorcery, Conjuring, or Enchanting).
- Adepts can follow mentor spirits (p. 320).
- Adepts gain Adept Powers that are purchased with Power Points. Adepts receive a number of Power Points equal to their Magic rating.

MAGICIANS

- Magicians can astrally perceive.
- Magicians can astrally project.
- Magicians can choose freely from the magical skills or skill groups (Sorcery, Conjuring, Enchanting).
- Magicians can cast spells, conjure spirits, or enchant magical items.
- At character creation, magicians who cast spells, perform rituals, or create alchemical preparations may know a maximum number of formulae from each group equal to their Magic Rating x 2 (i.e., Magic Rating of 4 allows 8 spells, 8 rituals, 8 alchemical preparations).

ASPECTED MAGICIANS

- Aspected magicians are a limited form of magician.
- Aspected magicians do not astrally project.
- Aspected magicians can astrally perceive.
- Aspected magicians must choose one, and only one, of the following three Skills/Skill Groups.
 - Sorcery (Spellcasting and related skills)
 - Conjuring (Summoning and related skills)
 - Enchanting (Alchemy and related skills)
- Aspected magicians cannot perform any of the magical skills associated with the two groups they did not select.
- Aspected magicians can only learn Counterspelling if they take the skills to be a spellcaster.
- Aspected magicians can follow mentor spirits.
- At character creation, aspected magicians who cast spells, perform rituals, or create alchemical preparations may know a maximum number of formulae from each group equal to their Magic Rating x 2 (i.e., Magic Rating of 4 allows 8 spells, 8 rituals, 8 alchemical preparations).

MYSTIC ADEPTS

- Mystic adepts are a combination of magicians and adepts.
- Mystic adepts never astrally project.
- Mystic adepts can astrally perceive if they purchase the Astral Perception adept power.
- Mystic adepts purchase their spells/rituals/preparations in the same way as magicians.
- Mystic adepts must purchase their Power Points with Karma (2 Karma each at character creation for a full Power Point, with a maximum number of points equal to their Magic attribute rating).
- Mystic adepts can have any skills from the Enchanting, Sorcery, or Conjuring skill groups.

LIFE FOR A TECHNOMANCER IN 2075

Much about what technomancers are and how they operate is shrouded in mystery. Though there is no firm estimate of their exact number (since many of them choose to remain underground and not reveal their gift), it is believed that there are fewer technomancers than magic users.

Because so little is known about technomancers, many in the world fear what they might be and what they might be capable of. In pop culture their abilities are exaggerated to extreme proportions (they might be shown, for example, shutting down every piece of electronics for blocks), and some groups

have put bounties on their heads. Many corporations would like to study technomancers, conducting experiments to map their talents and discover ways to better understand and perhaps duplicate their abilities. Others groups just want them dead. The legal rights of technomancers are hazy and ambiguous—many times deliberately so. The world in 2075 is generally hostile and occasionally very dangerous for technomancers. Many technomancers pass themselves off as ordinary deckers, carrying dummy cyberdecks to blend in. They will often do whatever it takes to keep their secret from being discovered.



EXAMPLE

MAGIC OR RESONANCE COLUMN

JAMES

James has already assigned Priority Levels D to his Meta-type and C to Attributes for his technomancer character, so these Priority Levels are no longer available to him, leaving A, B, and E. Row E has no Resonance options, so James rules that one out and chooses Priority Level B. This gives him a Resonance Attribute Rating of 4 (which is added to the 2 Special Attribute Points he dedicated to Resonance in Step Two), as well as two Resonance-based skills at rating 4. He selects Compiling and Registering as the skills. For his 2 complex forms, he chooses Cleaner and Editor.

At this point during character creation, James' character looks like this:

ATTRIBUTES	RACIAL BASE/ NATURAL LIMIT	POINTS SPENT	NEW RATINGS
Body	1/6	2	3
Agility	1/6	1	2
Reaction	1/6	1	2
Strength	1/6	2	3
Willpower	1/6	2	3
Logic	1/6	3	4
Intuition	1/6	3	4
Charisma	1/6	2	3
Essence	6	—	6
Total		16	
Special Attributes (so far)			
Edge	2/7	1	3
Resonance	0/6	2	6
Racial Bonuses/Disadvantages: None			
Resonance-Based Skills: Compiling 4, Registering 4			
Complex Forms: Cleaner, Editor			

ROB

Rob's street samurai does not use Magic or Resonance. He chooses Priority E, giving him no points in this step, so he simply moves on to the next step in the character creation process.

KYRA

Kyra's character is a mystic adept. Reviewing the Priority Levels that she has left, Kyra chooses Priority A. This gives her a Magic attribute rating of 6, two rating 5 Magical

Skills, and 10 spells. She picks up Spellcasting and Counterspelling as her skills, and after looking over the selection of spells starting on p. 283, she chooses 10 that suit her (see the list below).

Kyra won't get any free Power Points for adept powers, so she decides to spend some of her Karma now just to keep things organized. Kyra decides to spend 10 Karma from her Karma fund to purchase 5 Power Points. She divides up those Power Points among the listed **adept powers** (p. 308), giving her a good mix of combat and social abilities. She'll choose the skills that some of the powers enhance once she has selected her specific skills.

This is what Kyra's character looks like after including her Magic Rating and the new skills, adept powers, and spells:

ATTRIBUTES	RACIAL BASE/ NATURAL LIMIT	POINTS SPENT	NEW RATINGS
Body	1/6	2	3
Agility	2/7	4	6
Reaction	1/6	2	3
Strength	1/6	1	2
Willpower	1/6	3	4
Logic	1/6	2	3
Intuition	1/6	3	4
Charisma	3/8	3	6
Essence	6	—	6
Total		20	
Special Attributes (so far)			
Edge	1/6	0	1
Racial Bonuses/Disadvantages: Low-Light Vision			
Magic-Based Skills: Spellcasting 5, Counterspelling 5			
Adept Powers		Cost	
Combat Sense (2 levels)		1	
Enhanced Accuracy (Skill)		.25	
Improved Ability (Skill)		.5	
Improved Potential (Social)		1	
Mystic Armor (3 levels)		1.5	
Voice Control (3 levels)		.75	
Spells: Analyze Truth, Blast, Clairaudience, Clout, Heal, Improved Invisibility, Influence, Lightning Bolt, Mind Probe, Stunball			

adepts must purchase Power Points using Karma at the cost 2 Karma per full Power Point. The maximum number of Power Points Mystic Adepts may have is equal to their Magic rating. These points would be purchased during **Step Seven: Spending Your Left Over Karma** (p. 98).

Remember, players are not limited to only what they receive in the priority level. Players may spend Karma to buy more spells or complex forms, register sprites, or bind spirits toward the end of character creation

STEP FOUR: PURCHASE QUALITIES

This next step in the character creation process is finalizing the list of qualities the character will have at the beginning of a *Shadowrun* campaign.

Qualities help round out your character's personality while also providing a range of benefits or penalties. There are two types of Qualities—Positive Qualities, which provide gameplay bonuses and require an expenditure of Karma; and Negative Qualities, which impose gameplay penalties but also give bonus Karma the player can spend in other areas.

As mentioned earlier, the character starts the character creation process with 25 Karma, and some of that can be spent to buy Qualities. Players can spend all of it, some of it, or none of it based on what they want their character to have and how much Karma they want to save for later. Additionally, at creation characters can only possess at most 25 Karma worth of Positive Qualities and 25 Karma worth of Negative Qualities.

After character creation, Positive Qualities can be purchased during game play, while Negative Qualities may be awarded to the character by the gamemaster based on events that take place in game. Negative Qualities can be bought off using Karma during game play. See **Character Advancement** rules (p. 103) for more about purchasing Positive Qualities or buying off Negative ones.

When purchasing a Positive or Negative quality, note the quality on the character sheet along with any bonuses or negative modifiers to skills in parentheses next to the appropriate skills or attributes.

POSITIVE QUALITIES

AMBIDEXTROUS

COST: 4 KARMA

The Ambidextrous character can handle objects equally well with either hand. Without this quality, any action performed solely with the off-hand (i.e., firing a gun) suffers a -2 dice pool modifier (see **Attacker Using Off-Hand Weapon**, p. 178).





SPRAWL GANGER

Gangers. The sprawl's filled with them. Most wind up dead or in jail, a rare few crawl into positions of power, and some? Some graduate to the big time. The sprawl ganger is a cut above the usual street scum; he's faster, smarter, tougher, meaner, and has learned how to run an operation. He's seen how much nuyen passes upstairs and has decided that he wants to start taking a bigger cut by going pro and running the shadows. He's not a part of his gang anymore (though everyone knows you never really leave) and is in business for himself, kicking some of his funds back to his family and his neighborhood. In return, the neighborhood looks out for him. After narrowly escaping with his life (but minus an arm), he's starting to realize that there's more to life than being a gangbanger—now he just has to figure out what that is.

METATYPE: ORK

B	A	R	S	W	L	I	C	ESS	EDG
7	4	4	7	4	4	3	4	4.8	1

Condition	13 / 10
Monitor (P/S)	
Armor	12
Limits	Physical 8, Mental 4, Social 5
Physical Init	8 + 1D6
Active Skills	Armorer 1, Athletics skill group 2, Automatics 1, Blades 3, Clubs 3, Computer 1, Con 1, Cybertechnology 1, Etiquette (Street) 2 (+2), First Aid 1, Intimidation 5, Leadership 3, Locksmith 1, Mechanics skill group 1, Navigation 1, Negotiation 3, Perception 3, Performance 3, Pilot Ground Craft 2, Pistols 3, Stealth skill group 2, Throwing Weapons 1, Unarmed Combat 5
Knowledge Skills	Business 2, Seattle Street Gangs (Crimson Crush) 4(+2), Sprawl life 3, Street drugs 2
Languages	English (City Speak) N, Or'zet 2
Qualities	Dependent (6: several brothers and sisters), Distinctive Style, Guts, Home Ground (You know a guy), Prejudice (Outspoken against elves)
Augmentations	Cyberarm (standard, used, obvious)
Gear	Armored jacket [12, w/ nonconductivity 6], armorer kit, automotive mechanics kit, cybertechnology kit, fake SIN (Rating 3), earbuds [Rating 1], fake gun license (Rating 3), glasses [Rating 1, w/ image link], Harley-Davidson Scorpion, industrial mechanic kit, jazz (4 doses), Low Lifestyle (2 months), medkit (Rating 3), 10 plastic restraints, Renraku Sensei commlink, respirator (Rating 1), survival kit
Weapons	Colt America L36 [Light Pistol, Acc 7, DV 7P, AP —, SA, RC —, 11(c), w/ concealed holster, 2 spare clips, 110 rounds of regular ammo] Combat axe [Blade, Reach 2, Acc 4, DV 12P, AP —4] Extendable baton [Club, Reach 1, Acc 5, DV 7S, AP —] Knife [Blade, Reach —, Acc 5, DV 7P, AP —1] Ruger Super Warhawk [Heavy Pistol, Acc 5, DV 9P, AP —2, SS, RC —, 6(cy), w/ 2 speed loaders, 60 rounds regular ammo] Streetline Special [Hold-out, Acc 4, DV 6P, AP —, SA, RC —, w/ concealed history, 30 rounds regular ammo]
Contacts	Fixer (Connection 3/Loyalty 1) Sprawl Ganger (Connection 2/Loyalty 5) Street Kid (Connection 1/Loyalty 3)
Notes	Natural low-light vision
Starting ¥	1,500 x (3D6 x 60)¥

The cover art for Shadowrun Fifth Edition depicts a chaotic cyberpunk battle scene. In the center, a large, translucent blue dragon-like creature with glowing eyes and lightning bolts emanating from its body is the focal point. Several characters are engaged in combat: a man with a beard and cybernetic arm on a rooftop in the upper right; a man with a cybernetic arm and a sword in the foreground; a woman with long dark hair and a purple top in the center; and a man with a beard and a sword in the foreground. In the background, a city skyline is visible under a dark sky. The title "SHADOWRUN" is in large, metallic, stylized letters, and "FIFTH EDITION" is in smaller, white, block letters below it. A red, stylized dragon logo is positioned above the title.

SHADOWRUN

FIFTH EDITION

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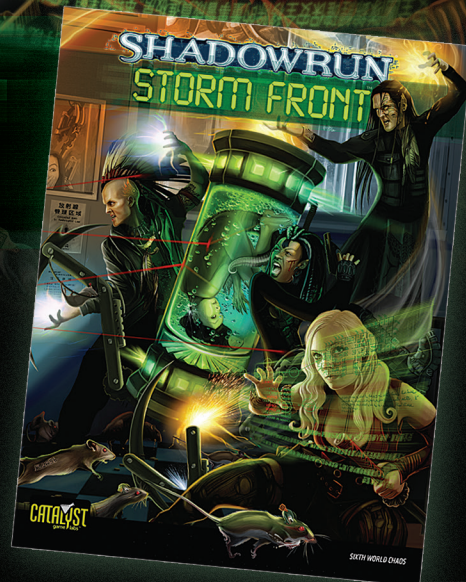
SHADOWRUN



STORM FRONT

It's been a tense couple of years (or couple of decades, if we're being accurate) in the Sixth World. Aztlan and Amazonia have been slugging it out. Great dragons have turned on each other, testing old alliances and forging new ones. Governor Kenneth Brackhaven of Seattle is facing pressure unlike ever he's ever seen, and scandals seem on the verge of overwhelming him. In Denver, a powerful dragon and an angry elf are set to butt heads in ways that will shake the whole city—and provide new opportunities for an old enemy. And on top of that, a new plague is spreading through the world, and the denizens of JackPoint aren't immune to its effects.

All this tension has been building up, and in *Storm Front*, it breaks. *Storm Front* provides background and updates on these and other plotlines changing the shape of the Sixth World. The shadows are shifting, and runners need to move fast if they want to earn a paycheck—or if they want to keep from being crushed as the powers of the world slug it out. The world is changing, but some things remain the same. Power will corrupt. Money will flow to those who already have it. And shadowrunners will scramble to make a living without selling their soul.



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