



«War... War never  
changes...»

# Campaign Bibli

(we may change the pronunciation on that later)

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## What is *Shadowrun*?

In [Shadowrun](#), players take the role of Shadowrunners. In the dystopian, grab-bag everything goes future of Shadowrun, corporations (and nations, and others) do their dirty infighting through the use of deniable (and disposable) assets called shadowrunners. 'cause runners run in the shadows, see?

No, they don't literally run. Well, sometimes they do, but they often use motorbikes. Or sometimes cars, banshees, whirlybirds and all that. It's dead clever. Or it would be if you didn't ruin the joke already, chummer. With an axe. Like a troll, running on vengeance fumes and bad beetles. BTLs. Simsense chips that ... ok, look, let me start with the beginning.

[About 4.5 billion years ago, the Earth was a ball of molten rock](#), glow... Wassat? Too far back? Ok, let's skip to the good stuff. The 2010s. The Black Tide, VITAS I, *The Awakening*, all that jazz.

See, there's plenty of drek to go around now, but it wasn't any easier fifty years ago. VITAS I killed 25% of the world's population, 'cause they now suddenly were allergic to plastics and stuff. The year after, the Black Tide rose, hitting all the countries with a coast line to the North Sea with a tsunami of toxic black ooze.

In 2011, Magic returned to the world. First a trickle, where the nice races – stunties and treehuggers – that's elves and dwarves to you, chummer, returned. People using the traditional ways suddenly found that their little rituals started working. Love potions weren't make-believe. Neither was pointing the bone at someone. Magic, the great equalizer in a world where the poor and huddled masses found refuge in religion and superstition, suddenly found *real* power.

In 2017, the disenfranchised Native Americans performed the Great Ghost Dance, causing several volcanoes on the American continent to suddenly erupt, adding to the damage.

Then, the flood gates really opened with the Goblinization in 2021 when the trolls and orks came back big as life and twice as ugly. Thrice as ugly in the case of trolls. Thrice. As in, three times... never mind. You know what? You're killing my good jokes here.

And then, in 2029, the Crash. Some computer virus ran rampant, eating up the Grid (as the Matrix was known way back then), and the heroes of Echo Mirage stopped it, dying in the process. Way harsh, I know, but that's what I'm been told.

In the meantime, during these environmental upheavals – you don't know what ... Ok, fine. While all this drek was goin' down, corps started flexing their muscles and beating up on the weakened countries. Megacorps run by newly awakened dragons went on a financial rampage. Getting extraterritoriality for their turf was the final straw. Countries weren't on the top of the heap any more, and had to start saying “yes”, “please”, and “thank you” to the megacorps.



## Early in the year 2058... (with apologies to Zander and Evans)

The world in general but UCAS in particular, is still reeling in shock after the apparent magical assassination of the first Great Dragon president of the UCAS, Dunkelzahn, on August 9<sup>th</sup> the preceding year. Former vice president Kyle Haeffner is trying to keep the reins tight on a nation bucking in frustration.

The month after the assassination of Dunkelzahn, his Will is starting to cause disruption and upheaval. Lots of dark stuff sees the light of day – some would say prematurely. The Draco Foundation is established to handle the will, and some major players both in the shadows and in the spotlight are vying for the resources, artifacts and general dirt that Dunkelzahn has bequeathed in his will. The shadows are darker than ever, and runners run faster than ever.

The New Year kicks off in Seattle when the well-known *Capo of Seattle* and *Finnegan Mafia* Don James “The Hammer” O’Malley is assassinated by an unknown sniper while walking up to his own front door. Some say it was a sniper from Chimera, the ghost-story like rumored organization of superkillers, that did the deed. Others say it was the Seoulpa Rings. Yet others point to the Finnegan Mafia themselves, noting that a sniper would have to get a shot in at three kilometers to do the deed but that well-armed guys with guns were right next to him.

It’s February 2058 in Seattle. The Finnegan Mafia’s wake over their don is done. Dunkie’s still dead. And the shadows are darker than ever...





## Style of Play

*Shadowrun* supports many styles of play. In this campaign, I'd prefer if characters generated weren't completely empty, soul-less humanoid husks, only looking out for Mr Nuyen and fuck the world. Combat monsters have their place. I'd prefer if this wasn't one of them.

That's not to say that I want the Girl Scouts (which has the potential to be a vaguely terrifying organization in *Shadowrun*). People are free and welcome to build whatever they want. But I would like more [James Bond](#) than [Jason Bourne](#), more [A-Team](#) than [The Unit](#). More [Rambo I](#) than [Rambo III](#), and more [Ocean's Eleven](#) or [The Italian Job](#) to [Platoon](#) or [The Thin Red Line](#). [Heat](#)'s awesome, though.

Oh, and no Riggers or Deckers. Sure, you can be able to drive a car, but you shouldn't have your own pocket panzer. And sure, you might know which end of the cable to shove into your datajack and which end that goes into the wall, but you shouldn't be an otaku with an anime fetish and a deck that costs more than the annual budget of some Pan-African states.

So, in general – a runner might very well be combat-centric, and have a background as a merc from the Euro Wars or something like that. However, I'd prefer if we at least pretended that there was a different Plan A before Plan B kicked in.



## SHADOWRUN PLANNING

Three hours of intricate plotting, complete with detailed maps and contingency plans...Then we bust through the front door shooting.



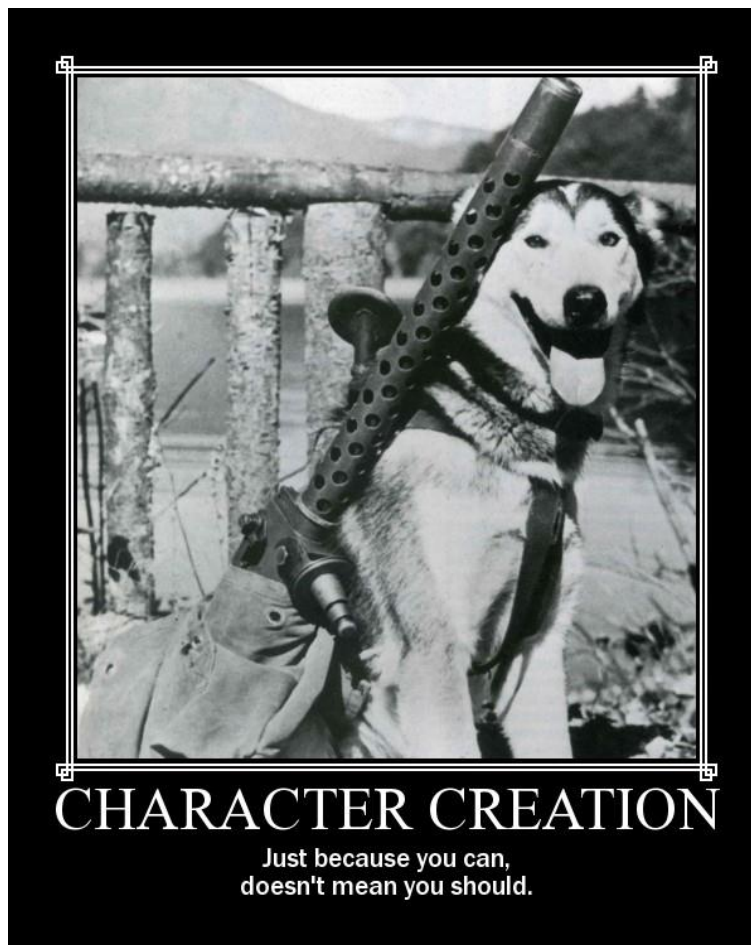
## Runner archetypes

There are no real classes in Shadowrun. (Classy, neh?) However, there are general types of characters, and one tends to sort runners into various types to give a sort of shorthand to how one can expect a runner to act. Much of Shadowrun is about breaking the mold, however, so just because someone describes themselves as a razor(guy / grrl) doesn't mean you should assume anything about them. Assumptions gets people geeked, chummer.

*Street Samurai* tend to be geared for and skilled towards combat. The generic street samurai has some kind of semi-flexible moral code (they would hopefully *stay* bought, for instance). Subtypes include razorguys / razorgrrls, muscle, vatmuscle, cyberninjas, tanks, mobsters...

*Mages* are all kinds of problematic. In general, though, they are often combat mages, on the way of the burnout (getting cyberware and/or bioware to compensate for failing magic), or talismongers (New Age shopkeepers with the occasional, real Barghest tooth).

*Deckers* are the nerds and Otaku of the Sixth world. Deckmeisters build decks and electronic gadgets, but deckers want to live in the Matrix and often treat their meat bodies as inconvenient hardware requirements. *Riggers* are like deckers, but with cars / pocket panzers.





## Runner roles

Linked to the concept of runner archetypes, is runner roles. Any group that starts working together really well tend to get a situation-specific leader. One always negotiates, some other always plans, and so on. In Shadowrun, being a fairly action-oriented roleplaying game, the group roles from many anime and so on can be useful to get a handle on one's role in the group.

In the classic "[Five-Man Band](#)", there's usually at least a Leader, one or more Big Guys, and a Face – sometimes rolled into the same role as the Leader.

In general, it is usually an advantage to give a runner the skills and equipment to fulfill their (semi-assigned) role. In particular, a borderline cyber-psycho zombie is usually *not* a good Face for talking corp-speak with a Mr Johnson. Unless one is making some sort of backwards point about something, or is just playing for the lulz. Of which I'm not opposed, but it would be good if everyone playing were in on it before the lulz started.

Oh, and before anyone asks – I won't lift a finger to stop group infighting. If someone wants to make their runner make some other runner disappear, perhaps with 12 kg of C-12 plastique, that's not really my problem. And Shiawase Envirotech cleaning crews can deal with the spatter.



希有馬屋豆コミ用  
完成品 P.V.C. フィギュア  
**トウアレタ・クレアリオン**  
スケール：1/10（全高約14cm）  
ガンベルト、SMG、ハンドガンが装着可能  
原型師：水然

（※ブーツ、グローブが差し替えて  
脱いだ状態にすることが出来ます。  
お尻のホルスターから銃が覗けます。）

# SHADOWRUNNERS

"I used to have a nice apartment before I started this, Now I live in a Whirlpool box under a freeway overpass, I'm addicted to combat drugs and I sold my clothes to pay for ammo"



## Contacts

In Shadowrun, perhaps much more than in any other roleplaying game, it's all about who the runners know. Contacts, just like runners, tend to fall into some general archetypes. In the interest of knitting the runners perhaps slightly more together, here's some general contacts where their function is described, and that players can use as a starting point for their own contacts. Specific contacts are described in the next chapter. Runners can be contacts.

*Fixer* - The general Fixer is a sort of professional middleman. The ultimate go-between, a good Fixer can help Mr. Johnson get in touch with runners, a deprived street samurai in touch with fully automatic weapons, and a mage in touch with a talismonger with just the right herb.

*Mr. Johnson* - The Mr. Johnson is almost always connected with some corporation. Exactly which is usually kept a secret (or at least unobvious), and skilled runners will tend to avoid ticking off Mr. Johnson's mother corp or strain their professional relationship because of the corp. Some Mr. Johnsons will have ties with organized crime or (parts of) governments.

*Infochant / Information merchant* - the infochant is an odd duck in an odder pond. Almost exclusively deckers (and some conspiracy "theorists" say AIs or worse), they exclusively deal with information (and nuyen, which is also information). Some are data analysts, others represent governments, military agencies, or intelligence gathering branches of megacorps. Yet others are true renegades that only care about Truth.



# SHADOWRUN

Mr. Johnson has an easy mission, he wants you to get a twinkie from a busload of civilian grade schoolers.

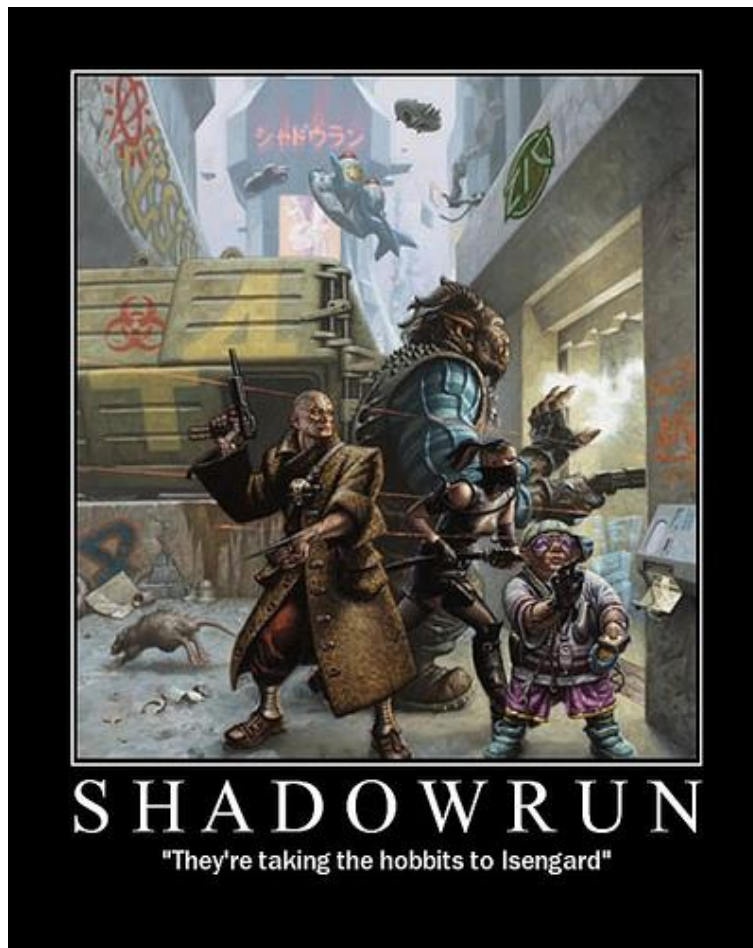


*Armorer* – An armorer deals with shooty things, pointy things, things that go boom in interesting ways, and sometimes with the boring, heavy stuff that is supposed to stop the fun from being fatal. To the extent that they fence loot, they tend to focus on the same kind of wares that they sell. Often liberated from the cooling remains of the opposition.

**Marcus from Borderlands is a pretty typical Armorer.**

*Street Doc* – If the armorer didn't bring good enough goods of the defend-y type, the street doc is a useful guy to know. Some are DocWagon-certified surgeons. Others are synthahol-addled rippers that have more table deaths than taco dinners. And yet others are called by their totem to help others. Knowing a good street doc isn't necessarily a matter of life or death – but it can be the difference between looking to invest in a good cybernetic arm or fixing a mangled arm back up.

**Dr Ned *and* Dr Zed from Borderlands are both Street Docs.**







## Specific contacts

**Mario Manolo (Fixer)** – short, chubby, quasi-Italian guy with a passion for food and nuyen. Is suspected of having at least some Sicilian Mob loyalty, but that might be vicious talk from wicked people. Tends to drive around in a Ford Canada-Bison decked out in plumber logos for “Mario the Plumber”, and usually meets at random street corners dealing out of his van.

**Deadbeat (Armorer)** – Ex-runner troll that specializes in muscle-powered weaponry, not limited to claymores, compound bows, and African throwing knives. Not particularly bright, but incredibly strong (even for a troll), and so cybernetically and biologically augmented that a moldy fridge is about as present in the Astral plane as he is. Quite loyal to people he like, and not a big believer in corps. Usually makes deals in one of his numerous garages that he’s rented, or by driving to a meet on his incredibly large Honda Viking.

**Mr. Florés (Mr Johnson)** – A vaguely Hispanic man, always impeccably dressed up to and including his onyx walking stick, Mr. Florés usually leaves an oily smudge on the hand you shook his with. Not a nice person, he can usually be counted on paying well for services rendered, but will not stick his neck out for anyone and will not take being played against the middle well. Will almost always be accompanied by a pair of bodyguards, as well as an escort on his arm, and will usually do deals in one of Penumbra’s private rooms. Rumor has it that he’s tight with the Azzies.





## Building a character

We'll be using [Becks v2](#), with Runners built on 450 Karma. I humbly suggest not maxing out Essence or Bio Index too much, leaving some room for emotions and humanity in there.

Remember that unless one buys any modifiers, the highest rating gear one can buy is rating 6 with Availability of 8 or less. Street Index is disregarded for initial gear, and the price modifier for unusually-sized gear (trolls, dwarves and so on) is also waived for initial gear.

*Lifestyle* is easy to miss for first-time players of Shadowrun. It usually makes some sense to have a doss somewhere (Low lifestyle, for instance) that one can have stash reasonably secure in.

*DocWagon Contract* is usually a good idea, too – basic if you can, gold or better if you're able. It's nice to not need worry about life insurance any more. Obviously, this does mean that DocWagon knows quite a lot about the runner in question – their allergies, metatype, DNA profile, blood type and so on. Really, *really* paranoid runners worry about this.

