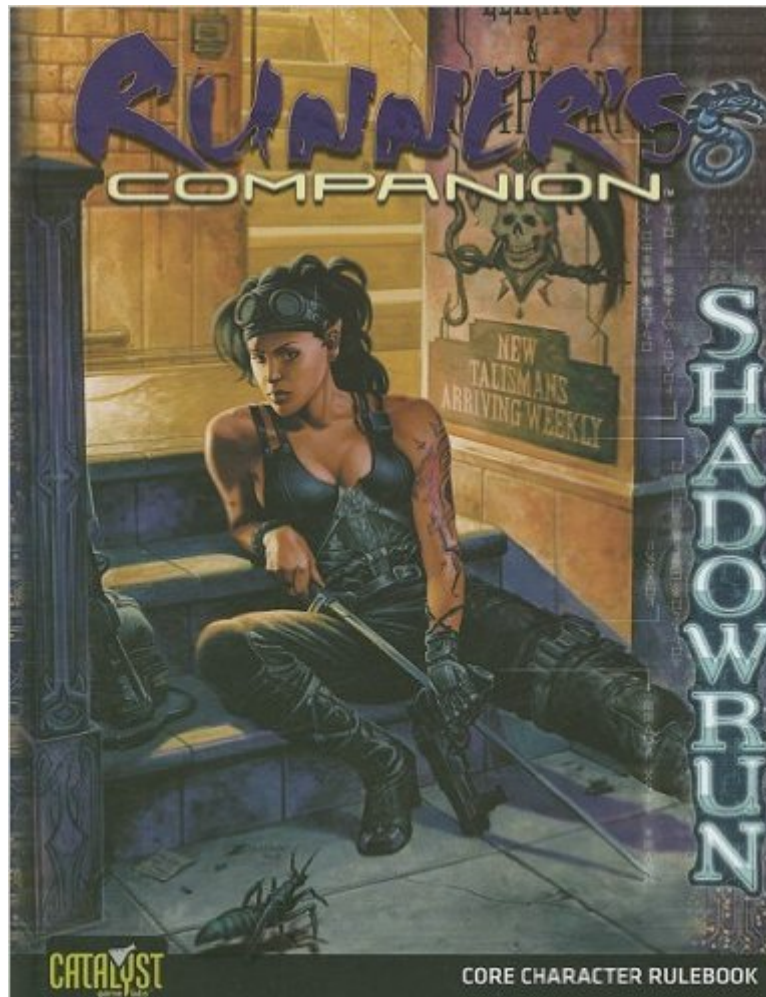


The book was found

Shadowrun Runners Companion (Shadowrun Core Character Rulebooks)



Synopsis

CAT26005 Shadowrun Runners Companion Role Playing Game RPG by Catalyst Game Labs Updates fan-favorite character options such as metavariants, changelings, shapeshifters, and ghouls to Shadowrun, Fourth Edition. Introduces several non-metahuman races, artificial intelligences, e-ghosts, and even free spirits as character options for the first time ever. Offers up dozens of new Qualities and SURGE traits available to all types of characters. Provides a players guide to running the shadows, with tips on carrying out runs, traveling and smuggling, and operating in a surveillance society, handy for wannabees and old timers alike.

Book Information

Series: Shadowrun Core Character Rulebooks

Hardcover: 184 pages

Publisher: Catalyst Game Labs (September 24, 2008)

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Product Dimensions: 8.5 x 0.6 x 11.1 inches

Shipping Weight: 1.4 pounds

Average Customer Review: 4.5 out of 5 stars Â Â See all reviews Â (11 customer reviews)

Best Sellers Rank: #230,973 in Books (See Top 100 in Books) #8 in Â Books > Science Fiction & Fantasy > Gaming > Shadowrun

Customer Reviews

The first two versions of the Shadowrun Companions were something of a mixed bag of goodies consisting of stuff the designers wished they'd put in the core gamebook. With SR4 the designers have had their wish and as a result this version is more focused on Character Creation Concepts. This starts with roles for characters and hints and tips for running and playing a good campaign before progressing to alternative character generation rules, then rules for creating Metahuman variants, changelings, drakes, the Infected (Vampire: Shadowrun anyone?), Sapient Critters, Shapeshifters, AI's and Free Spirits. After all that there's a heap of new qualities then expanded rules for contacts and a selection of new contacts, followed by the Advanced Lifestyle System that first appeared in the Sprawl Survival Guide (with a few new lifestyle qualities to take the changes in setting into account). Finally it finishes up with a look at a shadowrun from multiple viewpoints. Overall this is a very good book especially for players but GM's will also find it useful for coming up

with something a bit unusual to throw at players. The only reason I won't say this book will satisfy the most fussy player is that I know just how fussy players can be!

If you are playing Shadowrun or if you are simply interested in more world information you have to get this book. And absolute must if your players plan on having a base of operations, or even if they are not you have to get this one to get all you can out of the game. The info on alternate player races comes in handy for those who want a break from the norm and the survival tips give some good ideas on how to keep your runner alive long enough to start scoring those high paying jobs.

This book is a add on to the core rule book. Extra qualities, alternative metahuman types, new contacts, and goes more in depth on what it takes to be a shadowrunner and how to be successful at it. Old school players will find little use and I suggest you save some cash and download a PDF copy so you can have access to the new qualities and group contact rules. New players will find this book very helpful and worth having a hardcopy.

If you want to play Shadowrun, Runner's Companion is definitely a must get. I picked up the PDF version and they have done a great job of adding new information to character creation. I very much enjoyed the discussion of runner roles, as someone new to Shadowrun. Same for the tips section. The metavariants is worth the price of admission, especially for changelings. The expansion of contacts for a group is a nice touch. I won't use the advanced lifestyle rules, but I like the explanation of what they mean - helps to give more detail for the world.

Runner's Companion for 4th edition Shadowrun is a very good book to have. It introduces all of the Metatypes, Vampires, AI's, Drakes, and sapient critters, as well as offering advice on Shadowrun in general. It also has Lifestyle options, more Qualities, SURGE qualities, and so on. All in all, a very good book to have.

This book adds quite a few options including creating infected player characters and even sub-species for all the meta characters. Like the other books it also adds a few more qualities. I would only recommend this book to those that have played the game before, would also recommend getting the other books first as they are more beneficial to the players.

I chose my rating for the packaging was excellent and so was the book it arrived on time and I had

no problems. I collect roll playing games

Was a great buy till the next week they announced a whole new edition coming out.well ill get a few months

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