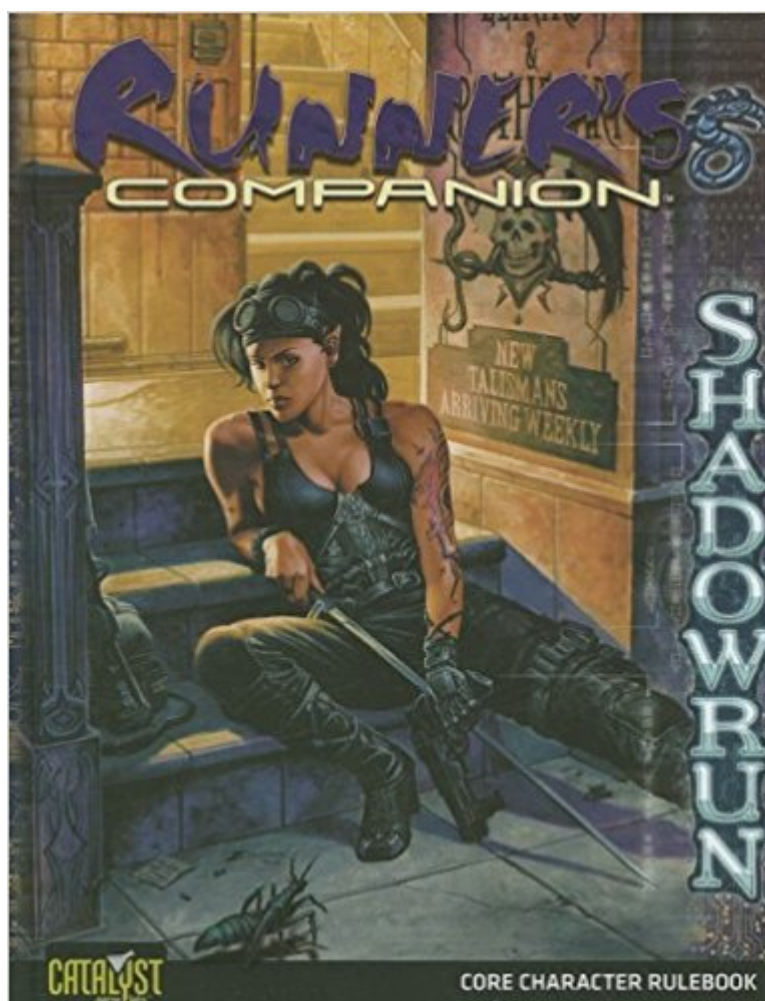The book was found

Shadowrun Runners Companion (Shadowrun Core Character Rulebooks)

Synopsis

CAT26005 Shadowrun Runners Companion Role Playing Game RPG by Catalyst Game LabsUpdates fan-favorite character options such 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)

Language: English

ISBN-10: 1934857092

ISBN-13: 978-1934857090

Product Dimensions: 8.5 x 0.6 x 11.1 inches

Shipping Weight: 1.4 pounds

Average Customer Review: 4.3 out of 5 stars   11 customer reviews

Best Sellers Rank: #1,047,572 in Books (See Top 100 in Books)   #52 inÂ Books > Science Fiction & Fantasy > Gaming > Shadowrun

Customer Reviews

CAT26005 Shadowrun Runners Companion Role Playing Game RPG by Catalyst Game LabsUpdates fan-favorite character options such 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.

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.

Runner's Companion for 4th edition Shadowrun is a very good book to have. I 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.

A+++

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

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.

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 verison 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 varients, changlings, 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 veiwpoints. 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 statisfy

the most fussy player is that I know just how fussy players can be!

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.

Shadowrun Runners Companion (Shadowrun Core Character Rulebooks) Shadowrun Feral Cities *OP* (Shadowrun Core Character Rulebooks) Strength Training For Runners : The Best Forms of Weight Training for Runners Shadowrun Runners Black Book 2074 Shadowrun Runners Toolkit Alphaware Shadowrun Runners Toolkit Shadowrun Damage Control Boardroom (Shadowrun (Catalyst)) Shadowrun Sacrificial Limb Boardroom 2 (Shadowrun (Catalyst)) Shadowrun Unwired *OP* (Shadowrun (Catalyst Hardcover)) Shadowrun: Shadows of Asia (FPR25007) (Shadowrun (Fanpro)) Shadowrun Attitude (Shadowrun (Catalyst)) Shadowrun Seattle 2072 *OP* (Shadowrun (Catalyst)) Shadowrun Corporate Enclaves (Shadowrun (Catalyst)) Aztlan: A Shadowrun Sourcebook (Shadowrun 7213) Shadowrun Corporate Intrigue (Shadowrun (Catalyst)) Shadowrun Arsenal *OP* (Shadowrun (Catalyst Hardcover)) Shadowrun Street Magic (Shadowrun (Catalyst Hardcover)) Shadowrun Sprawl Site NA (Shadowrun (Catalyst)) Shadowrun: Crossroads (FAS5742) (Shadowrun (Fanpro)) Shadowrun 2050 (Shadowrun (Catalyst Hardcover))