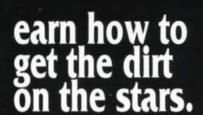


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No matter what happens the beat must go on -Andrew Brady, reporter

hadowbeat is a sourcebook for use with the **Shadowrun** game system. In no particular order it describes rock and rockers, the popular media, journalism, and sports as they have come to be in the Sixth World, at least in North America.

Shadowbeat also provides rules and guidelines for players who want to get out there and make big nuver and big trouble as rock stars, or who want to dig up the muck as crustong reporters. For those who like their violence gratuitous, there are emplete descriptions of Urban Brawl and Combat Biker, which have never been explained until now.

Note that whenever these rules refer to a standard Success Test, the reference is to a simple, unresisted Success Test. This should prevent confusion with the Resisted and Opposed Success Tests that also occur in the **Shadowrun** game. **Shadowb** is introduces a test new to the game system, the Open Test. Unlike other **Shadow un** tests, this one has no target number; the outcome is determined simply by the highest die result rolled.

Rounding out **Shadowbeat** is a section on equipment appropriate to the character types discussed in the book, as well as four characters that can serve as archetypes, NPCs, or simple examples.

In the fragmented society of Shadowrun, the media are also fragmented, alienated, maybe even a touch paranoid. Certainly this book seems to have fought bitterly against any unified theme or central vision, and if it sometimes seems like it is flicking from one channel to another on some manic network, well, that may be inherent in the subject matter.