



The beat's
on the street,
and that's where you
have to be if you
wanna be in on
what's happenin'.

SHADOWBEAT makes
it easy by dishing out the scoop
on music, media, sports, and
entertainment in the 2050s.
Discover the best way to
stardom in the sims.



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Learn how to
get the dirt
on the stars.

Get down and dirty
as an Urban Brawler.
All this, and the toys that
make it happen, are included in...
SHADOWBEAT.

This Shadowrun sourcebook
also provides new skills and
archetypes to help characters
set out on a new career.



SHADOWBEAT

FASA CORPORATION

1992

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Published by

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P.O. Box 6930

Chicago, IL 60680

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Printed in the United States of America.





INTRODUCTION

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

Shadowbeat 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 money and big trouble as rock stars, or who want to dig up the muck as crusading reporters. For those who like their violence gratuitous, there are complete 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. **Shadowbeat** also introduces a test new to the game system, the Open Test. Unlike other **Shadowrun** 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.