



SIXTH WORLD COMPANION



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INTRODUCTION

Shadowrunners are not easy to define or pin down. They come in all sorts of shapes, sizes, colors, attitudes, backgrounds, skills, and what have you. Possibly the only thing that ties them together is that they'll be damned if anyone else tells them who they are—they're going to define themselves.

The *Sixth World Companion* exists to help *Shadowrun* players and gamemasters tap into a whole range of possibilities for characters, filling the Sixth World with the characters who are wild, bizarre, and often extremely cool. Options are here to help you make the *Shadowrun* game and the people within it what you want them to be. How? Well, let's look at what the book contains.

The first chapter, **Runner's World**, looks at the different ways to be a shadowrunner and includes rules for different types of campaigns. Maybe you want to run a street-level or elite-level campaign, or maybe one featuring gangsters, artifact hunters, sports stars, or do-gooders. This chapter has information and rules to help with all those options.

The next chapter, **Exteriors and Interiors**, looks at the different shapes runners assume and how that affects the ways they interact with the world and how they are perceived. Choosing a metatype and a style is not just about choosing an appearance—it shapes how characters will react to and integrate with the world.

Building a Shadow gets into the nitty-gritty of building a character, offering several options for character creation, including Sum-to-Ten, a Point Buy system, and a Life Path system that will define a character based on their background and early choices they make in life.

Any shadowrunner needs gear to go along with their skills and attributes, and that's where **Suit Up** comes in. It provides **PACKs** of gear for many dif-

ferent character types, making it faster and easier to assemble what you need.

The next few chapters are full of character options. **Types and Shadows** adds many different metatypes to the core five in the *SR6* rulebook, and **Darker Alterations** provides rules for Infected characters such as vampires and goblins. **Express Yourself** adds in metagenic qualities, so that characters can add selected alterations that are more animalistic than mechanical. And **People of Exceptional Quality** rounds out this section by presenting many new quality options, including new quality paths for players and gamemasters who want to use qualities to help take characters on a journey.

We then move onto more rules options. **Ways to Play** introduces a whole host of rules options that allow you to adjust the rules to fit your particular play style. Each optional rule has brief text explaining what it adds to a game so you can easily find ones that might be of interest. **(Meta)Human Resources** adds new contact rules to the game, including group contacts, and **What You Get** includes lifestyle rules, focusing on where runners sleep and what the quality and different options in their doss can do for them. **A Most False Imposition** expands the rules for **Heat and Reputation**.

Finally, **Anatomy of a Shadowrun** presents a brief narrative of part of a run, with a column next to it explaining how tests involved in that run would be performed. It's a nice primer for those building their understanding of *Shadowrun*, *Sixth World* rules.

With all these options, players and gamemasters can make characters and game options that draw them into the world, setting up runs that will deliver all the excitement and fun the Sixth World has to offer. So dive in and get running!

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LIFE'S TOO SHORT

BY SAMUEL RUTZICK

The whispered electronic hum of communications cut back and forth beneath the blaring ring of alarms. Soldiers—"security personnel"—in Telestrian Industries livery drew and fired their weapons, a slowly contracting noose around prey that was just as deadly as the predator.

"Go! Rosethorn, Orlok, covering fire!" The words were from a scarred and pitted sasquatch. His "voice" was software that translated his hand gestures into words for the benefit of those who were not looking at him. The voice was programed to carry a natural tone of command.

Bullets shot back and forth down the slick corporate hallway of Telestrian's communication subsidiary. Sofas that cost more than most people's apartments all but exploded as heavy munitions cut them apart. The doors for corporate honchos' offices, made of wood from tree species that were likely all but extinct, splintered. Security troops advanced in twos and threes, hemming in their prey.

Trapped between two groups of corporate mercenaries, four thieves—though that's not the word they would have used—fought for their lives: the sasquatch, hauling a very large rotating minigun, a pixie, carrying a tiny

sniper rifle that still was longer than his body, a ghoulish elf that was more cybernetics than person, and a gunslinging, pistol twirling elf.

This is what a shadowrun looked like.

This is what a shadowrun gone *very wrong* looked like.

At the sasquatch's order, the elf and the ghoulish ran. The elf went up, one foot on a shattered stool, another on a wall, a straight vertical, running up, then leaping. She jumped, twisting between bullets, it seemed, and firing her pistols. Telestrian security men went down, bullets finding the spots where plates of neoceramic armor met.

Nothing lethal, unfortunately. The corps paid their body-armor subcontractors too much. The elf didn't even need a glance to tell that.

"Adequate shooting, Rosethorn. Overload in three, in two, in—" the gravelly voice of Orlok, the ghoulish, was cut off, and a power surge flared through the office's lights. A flash, as lightstrips blew their fuses, and then darkness. "Stormsick, you have got your cover, use it."

The sasquatch growled and turned to the pixie. "Ashindar, rear team. I'll make us an exit. Package still secure?"

The pixie didn't look up, didn't breathe. He rested the sniper rifle on an arm, seemingly ignoring the counter-fire from the slowly advancing Telestrian men. A second, and then another.

And then a Telestrian troll fell to the ground, a hole the size of a nickel in his visor.