

Shadowrun Fifth Edition Catalyst Game Labs

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Shadowrun Lockdown - Catalyst Game Labs 2015-07-08
Voices of Disaster The voices are getting louder. Strange voices, dissonant voices, sometimes babbling nonsense, sometimes telling stories too unbelievable to be true. People are falling prey to the voices, losing their identities as someone or something else slips into their skin. It's affecting people at all levels of society, from squatters in burned-out warehouses to corporate CEOs. It's spreading, and no one can figure out how to stop it. Boston-based NeoNET is at the center of this storm, and panic is spreading through the streets of the northeastern sprawl. People are scared and people are dying, which means that there are large sums of money to be made by any shadowrunner willing to brave those chaotic streets. Finding work won't be the problem. Getting out of the sprawl, however, will be. Lockdown is a plot sourcebook for Shadowrun, Fifth Edition with plot hooks, setting details of Boston, character details, and surprising reveals that will keep characters on their toes and running for their lives. With rich plot information and game mechanics for a new

breed of cognitive fragmentation disorder sufferers, Lockdown can play a vital role in enthralling Shadowrun campaigns while continuing the unfolding story of the Sixth World.

Shadowrun Cutting Aces - Catalyst Game Labs 2017-03-22
The Hotel Bartender Who Slips You A Guests Room Number Because He Thinks It Will Help Him Get Lucky. The Security Guard Who Lets A Team Into A Top-Secret Facility Because He Thinks Hes Pitching In On Covert-Ops Training. The Business Suit Who Drops Ten Thousand Nuyen On A Project Because He Thinks Itll Earn Him Fifty Thousand. Marks, All Of Them, And The Sixth World Is Full Of Them. Yeah, Blasting Your Way Into A Well-Guarded Facility Is Fun, But Talking Your Way In, Smooth And Subtle, Might Be More Rewarding. Almost Every Kind Of Shadowrun Involves At Least A Little Con Artistry, And Some Of Them Are Full-On Long Cons. That Means You Need To Sharpen Your Con Game. With Tips, Plot Updates, Spells, Gear, And More To Improve Characters Con Abilities, Cutting Aces Gives Players The Swagger And Skills They Need To Swindle The World. It Also Includes

Information On One Of The Sixth Worlds Hottest Spots For Running A Conistanbul, City Of The Worlds Desire.

Cuttings Aces Is For Use With Shadowrun, Fifth Edition, And It Also Contains Plot Information, Story Ideas, And Characters That Can Be Used With Shadowrun: Anarchy With Slight Adjustments Of Character Stats.

Shadowrun Bloody Business - Catalyst Game Labs

2015-08-05

A scared megacorporation does not run and hide in the shadows. Instead it lashes out, swiping with sharp claws, not caring who is hit by the blows. Many of the megacorps are currently reeling, hit by multiple harsh wallops. NeoNET and Evo are dealing with the fallout of the CFD virus, Ares has powerful forces eating it away from inside, Horizon backed the losing side of the Aztlan-Amazonia war, and the Japanacorps are rearing back to take on the world and each other. When the corps get aggressive, shadowrunners get called, and blood gets shed. Bloody Business is a campaign book giving players the chance to earn piles of money from the megacorps as they reel through troubles and crises. It'll take a lot of good shadowrunning moves to earn that cash and even better moves to survive long enough to collect it. With short adventure outlines that can be played independently or linked into a longer campaign, and NPC stats to suit a wide variety of situations, Bloody Business plunges Shadowrun teams in the middle of corporate chaos. Bloody Business is for use with Shadowrun, Fifth Edition.

Shadowrun - Catalyst Game Labs 2009-08-15

"The year is 2072. Magic has returned and creatures of myth and legend walk among us as megacorps bleed the world dry. You're a shadowrunner -- a deniable asset, a corporate pawn -- using bleeding-edge science and magic

to make your meat body and mind better-than-flesh. Stay on the edge, and you may survive another run on the mean sprawl streets"--P.[4] of cover.

Shadowrun Forbidden Arcana - Catalyst Game Labs

2019-04-04

Magic is wild. Magic is undisciplined. You can try to impose order and understanding on it, but that's just surface. Underneath is chaos, an erratic heart beating to a staggering rhythm. You don't control it, any more than a surfer controls twenty-meter-tall wave; you don't direct the wave, you ride it, capture a piece of its power, and hope to survive. If you do it right, though, you catch a portion of unimaginable power--power those who control the Sixth World don't want you to have. All the more reason to push past their boundaries and grab it. Forbidden Arcana offers dozens of different ways for Awakened characters in Shadowrun to harness that power and make themselves a mana-slinger like no other. From new ways to distinguish spellcasters of different traditions to more chaotic methods for summoning spirits to options for Awakened characters who have mastered their craft, Forbidden Arcana shows players how to break out of conventional molds, use mana in new ways, and become true street legends riding the growing wave of Sixth World mana. Forbidden Arcana is an advanced magic rulebook for use with Shadowrun, Fifth Edition; magic concepts from the book can be used with Shadowrun: Anarchy, though mechanics for that game are not included.

Battletech Field Manual - FASA Corporation 1998-12-01

In the year 3050 the mysterious invaders known as the Clans struck without warning from beyond known space. Their advanced 'Mechs destroyed all opposition and captured planet after planet. Now the Clans' secrets are

revealed in Field Manual: Warden Clans. The second of two volumes on the Clans, this BattleTech sourcebook describes the seven most noble Clans: Cloud Cobra, Coyote, Diamond Shark, Ghost Bear, Goliath Scorpion, Snow Raven, and Steel Viper. Each Clans tactics, uniforms and battle histories are described in detail, along with new Clan 'Mechs and equipment.

Shadowrun Street Grimoire SC - Catalyst Game Labs
2016-07-06

Spells, Rituals, Alchemical Preparations, Adept Powers, Metamagics - All Of Those Elements And More Can Be Used To Help An Awakened Shadowrunner Move Off The Streets And Get A Taste Of The High Life. Street Grimoire Has More Options For Shadowrun Players, Along With Information On Magical Traditions, Magic Societies, And The Dangers And Benefits Of Living As A Spellcaster In A World Where "Geek The Mage First" Is A Common Adage. With Deeper Rules, Deadlier Threats, And Dozens Of Ways To Have Fun, Street Grimoire Is An Essential Book For Anyone Playing Shadowrun, Fifth Edition.

Shadowrun Court of Shadows - Catalyst Game Labs
2016-10-12

Court of Shadows takes the award-winning rules of Shadowrun 5th Edition to a setting that has always been part of the Sixth World but never fully detailed. The mysterious Seelie Court has long shaped the elven nation of Tir na nÓg and parts beyond, and this book dives into its secrets and the powers who lead it. Full of high fantasy and intrigue, Court of Shadows presents a new way to play for veteran Shadowrun players and newcomers alike, pitting them against the tricky, manipulative fae of the courts to see who will decide the future of the Sixth World.

Shadowrun Data Trails Le - Catalyst Game Labs 2015-07-08

The last great undiscovered country is vast, wild, and weirder than you can possibly imagine. And it's nearby, waiting, accessible by the press of a button, or a simple gesture, or even just a thought. The Matrix holds a whole lot more than selfies and cat videos-it has artificial intelligences, electronic ghosts of people formerly alive (or perhaps still living), and deep wells of pure data that can swallow you whole. Oh, and a copy of every secret ever recorded electronically. The possible rewards of exploration are great, and the dangers are greater. Data Trails is the Matrix sourcebook for Shadowrun, Fifth Edition, offering more options for decker and technomancer characters, including qualities, programs, gear and more. With detailed examinations of hacker culture, information on diving deep into immersive hosts, and briefings on the strange sites hidden in dark corners of the Matrix, Data Trails is a vital resource for any Shadowrun players involved in the omnipresent flow of information. Non-Matrix specialists have chances to get in on the adventures as well, with game details explaining how their skills and expertise translate into the wild virtual world. Data Trails is for use with Shadowrun, Fifth Edition.

Shadowrun Fifth Ed Softcover - Catalyst Game Labs
2013-10-09

Shadowrun Stolen Souls - Catalyst Game Labs 2014-07-16
Legendary hacker FastJacks has left JackPoint, the victim of a condition that divided his mind against itself. Across the Sixth World, peoples minds are in schism, with new personalities emerging at unpredictable times. Chaos is growing, and corps frantically maneuver for information, stealing data and employees from each other at a rapid pace. Stolen Souls helps players and

GMs understand what's happening while providing adventure hooks along with techniques and gear to help runners become aces at extraction jobs. Dig deeper into this new mystery that has torn through the Sixth World and discover just how deep the conspiracies and cover-ups go.

Shadowrun Dark Terrors - Catalyst Game Labs 2018-04-04
Piercing the Night You heard the scream. It's important to remember that. Sometimes, when it's late, and you hear something that sounds like a scream echoing through dark alleys, you try to convince yourself that it was something else. An animal. An illusion. Anything but what it sounded like. But it was a scream. You heard it, and you'll hear it again, because in the Sixth World, the supply of terror is growing. Bug spirits work to devour corporations from within. Shedim claim dead bodies and mobilize to their own dark ends. And the hidden corners of the metaplanes and the Matrix contain creatures that are best not imagined, because to imagine them is to sever ties with reason. Dark Terrors is a catalog of the horrors lurking under the surface of the Sixth World. With plot updates and hooks, critter stats, and campaign information presented in an immersive style, it's an invaluable resource for players ready to stay on the edge of their seats. It is for use with Shadowrun, Fifth Edition and Shadowrun: Anarchy.

Shadowrun Runners Toolkit - Catalyst Game Labs 2009-11

Shadowrun Anarchy - Catalyst Game Labs 2016-11-30
Shadowrun Remains One Of The Most Beloved Gaming Settings Of All Time. The Cyberpunk-Crossed-With-Fantasy Setting Has A Wide And Enduring Appeal, And Anarchy Provides Rules For A New Style Of Play In This Great World. Storytelling Come To The Fore In This Book, Allowing Gamemasters And Players To Work Together To

Craft A Fun, Fast-Moving Gaming Experience. Whether You're Brand New To Tabletop Role-Playing Or A Long-Time Shadowrun Player Just Looking For A Different Way To Enjoy Your Favorite Setting. Shadowrun: Anarchy Offers A Fun, Fantastic Storytelling Game.

Shadowrun Howling Shadows - Catalyst Game Labs 2016-07-20
Howling Shadows is a core rulebook for Shadowrun, Fifth Edition, with a wealth of dangerous creatures, sprits, artificial intelligence, and more to add variety and fun to Shadowrun games. The critters were designed with both players and GMs in mind - they can be added as a resource for players to use or obstacles to overcome. The critters also have plot hooks built in to fuel plenty of adventures and campaigns. With full color art, this book displays the bizarre and dangerous critters of the Sixth World in their full glory.

BattleTech 25 Years of Art & Fiction - Randall Bills 2009-10-01

Shadowrun: Sail Away, Sweet Sister - Patrick Goodman 2019-01-03
MONSTERS OF THE SHADOWS... Thomas McCallister's area of expertise—the virus that turns metahumans into flesh-eating monsters—has taken him into some dark corners of the Sixth World. When he came face to face with the serial murderer known as the Mealtime Killer, he'd hoped that a particularly dark chapter of his life had come to a close. But when night falls in the sprawl, blood is still being shed, and people are still dying. Another killer is still out there, one that needs to be found and stopped, but the challenge McAllister is about to face is one he never could have anticipated. His resolve will be tested in ways he never anticipated in his

darkest nightmares. *Sail Away, Sweet Sister* builds on the events of *Another Rainy Night*, taking another dark turn down the streets of the Sixth World to face the monsters that lurk there.

Shadowrun Hard Targets - Catalyst Game Labs 2016-01-20
It's thick. Luxurious. Concealing. The cloak of death will make you feared, envied, and maybe even wealthy. It will also smother your soul. The best assassins in the Sixth World can gain untold wealth and make the whole world shake, but they also will be hunted and stalked until the end of their days. Assuming their conscience doesn't eat them alive.

Shadowrun Runners Companion - Catalyst Game Labs 2008-09

Shadowrun Chrome Flesh (Limited Edition) - Catalyst Game Labs 2015-09-02

Shadowrunners cannot be limited by what their bodies can or cannot do. They have to do more, stretch farther, surpass any limits, and accomplish the impossible. Some runners can rely on magic; for everyone else, there are augmentations. From shiny chrome that makes your body into a humanoid semitruck to genetech that alters you at the most fundamental level to drugs and chemicals that give you a quick and dirty boost, Chrome Flesh provides dozens of new ways to alter Shadowrun characters and make them better, stronger, faster, and altogether readier to kick ass and take names on the streets. Along with the gear and a compiled table of all cyberware, bioware, genetech, and nanotech currently available in Shadowrun, Fifth Edition, Chrome Flesh covers how runners break down and what resources can help fix them up, and where augmentation tech might go in the future. It's paydata every shadowrunner needs if they want to overcome everything the Sixth World is going to throw at

them.

Shadowrun Run Faster SC - Catalyst Game Labs 2017-03-22
Every Step, Every Advantage, Every Millisecond Counts. The Streets Of The Sixth World Are Mean, And If They Want To Stay Alive, Shadowrunners Need Every Advantage They Can Get To Gain A Step On The Opposition. Fortunately, Run Faster Is Full Of Them. With It, You Can Learn About More Metatypes For Characters, Including Hobgoblins, Giants, Centaurs, And Sasquatch; Acquire New Qualities, Such As Disgraced, Hawk Eye, And Lightning Reflexes; And, If You Dare, Dabble With The Dangerous And Deadly Infected. Run Faster Also Has Advice On Fleshing Out Characters Of Different Metatypes, Expanded Contact And Lifestyle Rules, And Alternate Character Creation Methods To Help Ensure That Players Can Build Exactly The Character They Want. All These Options Make Run Faster A Crucial Companion To Players Who Want To Get The Most Out Of Their Shadowrun, Fifth Edition Core Rulebook.

Shadowrun Chrome Flesh [bioware, Cybeware, Nanotechnology] - Catalyst Game Labs 2015-09-02

Shadowrun Corporate Book Market Panic - Catalyst Game Labs 2016-05-25

Chaos Is Horrible For Business? Unless Your Business Is Shadowrunning. The Big Ten Megacorporations Of The Sixth World Are Reeling, With Scandals, Disasters, And Crippling Attacks Coming At Them From All Angles. Neonet Is Scrambling To Maintain Aaa Status, Ares Is Trying Not To Let The Secret Rot At The Heart Of The Corp Become Public, While Aztechnology, Fresh From Taking On A Dragon In Amazonia, Is Looking At A Facedown With Another Great Dragon. And That? Not All? Very Corp Is A Pile Of Schemes, Turmoil, Upheaval, And Teetering Chaos,

Because That? How They Operate. Market Panic Runs Down The State Of The Big Ten For Shadowrun, Providing The Background, Story Developments, And Plot Hooks Players And Gamemasters Need To Add Excitement, Intrigue, And Sixth World Flavor To Their Adventures And Campaigns. If You?E Going To Run For Or Against The Big Megacorporations?Nd That Includes All Shadowrunners?His Is Critical Information To Have So You Know What You Might Get Thrown Into, Who You?E Going Up Against, And How You Might Obtain Enough Intel To Survive. Market Panic Is For Use With Shadowrun, Fifth Edition.

Shadowrun Street Grimoire Limited Edition (Leather Hardback) - Catalyst Game Labs 2014-09-10

Spells, Rituals, Alchemical Preparations, Adept Powers, Metamagics - All Of Those Elements And More Can Be Used To Help An Awakened Shadowrunner Move Off The Streets And Get A Taste Of The High Life. Street Grimoire Has More Options For Shadowrun Players, Along With Information On Magical Traditions, Magic Societies, And The Dangers And Benefits Of Living As A Spellcaster In A World Where "Geek The Mage First" Is A Common Adage. With Deeper Rules, Deadlier Threats, And Dozens Of Ways To Have Fun, Street Grimoire Is An Essential Book For Anyone Playing Shadowrun, Fifth Edition.

Shadowrun Court of Shadows Le - Catalyst Game Labs 2016-10-12

Court of Shadows takes the award-winning rules of Shadowrun 5th Edition to a setting that has always been part of the Sixth World but never fully detailed. The mysterious Seelie Court has long shaped the elven nation of Tir na n0g and parts beyond, and this book dives into its secrets and the powers who lead it. Full of high fantasy and intrigue, Court of Shadows presents a new way to play for veteran Shadowrun players and newcomers

alike, pitting them against the tricky, manipulative fae of the courts to see who will decide the future of the Sixth World.

Shadowrun Gear Cards 1 - Catalyst Game Labs 2014-02-12
If You're A Shadowrunner, You Know That Danger Is Always Waiting Around The Next Corner. You Better Be Ready For It. The Right Gun, The Right Vehicle, Or The Right Piece Of Equipment Can Be The Difference Between Life And Death. So Make Sure You Have What You Need And Can Use It Fast.Shadowrun Gear Cards, Series 1Provide Quick Reference To 54 Different Pieces Of Gear, Making It Easy To Use Them In A Game. Containing Game Stats And Illustrations Of Guns, Vehicles, Drones, And More, These Cards Are A Handy Reference To Keep The Game Moving And Make Sure Characters Have What They Need To Come Out On Top.Shadowrun Gear Cards, Series 1 Are For Use With Shadowrun, Fifth Edition.

Shadowrun Rigger 5.0 - Catalyst Game Labs 2016-03-16
Spin Your Wheels Over Slick Sprawl Streets While Drifting Away From Hot Pursuit. Fly Through Narrow Canyons Ahead Of Missiles Twisting Their Way After You. Shrink Down The Insect Size To Get An Eye On Places Outsiders Aren'T Supposed To See. These Are Just Some Of The Ways Riggers Jack Up Their Seemingly Unending Adrenaline Rush, As They Show That The Hardest Shadowrunners To Hit Are The Ones That Stay In Motion.Rigger 5.0 Is The Ultimate Hot-Rod, Jet Plane, Speedboat, And More Companion For Shadowrun. With Dozens Of New Vehicles And Drones, More Detailed Rules For Vehicle Chase And Combat, And Customization Rules, This Is A Book That Every Rigger Needs To Get Ahead Of The Competition And Stay There. Get The Feel Of Laying Down Hot Rubber In The Cold Shadows Of The Sixth World And A Taste For Speed, Danger, And A Good, Clean

Getaway.Rigger 5.0 Is For Use With Shadowrun Fifth Edition.

Shadowrun Sprawl Wilds - Catalyst Game Labs 2013-09-11
You live in any sprawl long enough, you ll find out that there s a lot more to it than businessmen and soykaf stalls. Any sprawl worth its mettle has its dark corners, its forgotten places, its spots that are just as wild and untamed as the deepest rainforest. Seattle, the prime metroplex in the world for shadowrunning, is filled with such places, and Sprawl Wilds gives shadowrunners a chance to tour them. From a fortress-like Barrens farm recovering from a mysterious attack to a dark secret hidden in a clinic, runners have a chance to see the sites most people never encounter, and uncover information that some people want to stay secret at any cost. They ll meet jaded smugglers, wary police officers, passionate activists, hardened criminals, wounded warriors, and at least one deranged killer. The questions are, will they survive long enough to collect a paycheck and how much of the sprawl will be nothing more than dust when they re done with it? Sprawl Wilds is a collection of Shadowrun Missions developed for major summer gaming conventions. These adventures have been adapted for both Shadowrun, Twentieth Anniversary Edition and Shadowrun, Fifth Edition, and they provide hours of shadowrunning goodness for experienced street veterans and new shadowrunners alike. With complete game information, including NPC stats, these adventures are poised to plunge players into urban chaos!

Shadowrun Core Rulebook - Catalyst Game Labs 2013-09-25
"Created by Jordan Weisman ... [et al.]"--Colophon.
Shadowrun: CTRL Issues - Bryan CP Steele 2022-01-31
ONE PROGRAM TO CONTROL IT ALL... Janus is a pro shadowrunner who's been in the game long enough to roll

with the curveballs the Sixth World can throw at him. Whether it's traveling halfway around the world for a job or finding out his new employer has a much longer lifespan than the average metahuman, the dual-natured hacker/mage has always come out on top—and made a good living to boot. But in the Allied German States, he and the new team he's leading are on unfamiliar ground. And when what should have been a milk run—transporting some high-tech computer gear from a corp lab to their employer—turns into a bloodbath, Janus and his team have to figure out what happened, who's behind it, and what's so important at this site that at least one megacorp is willing to kill to get their hands on it...before the rest of the corps turn their gaze—and guns—on the team. On the run for their lives, never knowing who to trust, Janus and his team unravel a tangled web of invention, deception, and death with a discovery at its core that could shake the very foundations of the Sixth World...or possibly bring it all crashing down around them...

Shadowrun Book of the Lost - Catalyst Game Labs 2017-07-12

The Bastard, upright. A man in clown makeup stands in a broken skyscraper window over another man on the verge of a long plummet. Near the clown's hand, a white rose. Opportunity, adventure, but also mania and frenzy. 404, upright. A woman crouches on the edge of a rooftop, holding a white rose. In the distance is the image of a woman in a red dress. Destruction, failure, collapse. Queen of coins. A woman in a red dress, lounging amidst luxury. She has material wealth but emptiness of soul. Upright, she is opulence, magnificent. Inverse is suspense, fear. Opportunity and adventure abounds. Destruction and failure loom. Will the result be magnificence or fear?Book of the Lost takes the

intricate art of the Sixth World Tarot and turns it into stories and campaigns for Shadowrun players. Full of plot hooks and adventure seeds, this book is a treasure trove of ideas, mysteries, and enigmas that can make memorable games. Open it and explore knowledge that had been lost but is now, here, r

Shadowrun: The Vladivostok Gauntlet - Olivier Gagnon
2018-12-04

RULES FOR THE BREAKING... Yuri Yehzov has been off the streets for a long while, surviving by following a few simple rules. Don't stick your neck out. Don't get involved in something that is none of your business. And above all, don't piss off the ferocious mobsters of the Vory y Zakone. Yuri doesn't have much left from his shadowrunning days except his cyberears, but that's enough to get him in trouble. When he hears something he cannot ignore, one by one his rules fall by the wayside until he has cold-blooded killers, vicious shapeshifters, and a ruthless Vory leader all after him. His gear is broken, his reflexes are shot, and he's about to face the toughest opponents he's ever been against. The streets have one more chance to claim his life—and he has one more chance to break the rules, beat the odds, and find a way to stay alive.

Shadowrun Howling Shadows Le - Catalyst Game Labs
2016-07-20

Howling Shadows is a core rulebook for Shadowrun, Fifth Edition, with a wealth of dangerous creatures, sprits, artificial intelligence, and more to add variety and fun to Shadowrun games. The critters were designed with both players and GMs in mind - they can be added as a resource for players to use or obstacles to overcome. The critters also have plot hooks built in to fuel plenty of adventures and campaigns. With full color art,

this book displays the bizarre and dangerous critters of the Sixth World in their full glory.

Shadowrun the Complete Trog - Catalyst Game Labs
2017-08-10

Big, bad, and awesome. They can call you a trog. Sure they can. Let 'em think it's smear. Let them show you what they don't know. Let them ignore history, the great accomplishments orks and trolls have made in every field in the Sixth World, the homes and enclaves they've built out of nothing. There's enough talent in the trog population to punch, hack, rig, charm, or enchant that smug smile right off their face. You know what you are. They'll learn-fast, if they know what's good for them.

Shadowrun Run Faster Le - Catalyst Game Labs 2015-02-18
Every Step, Every Advantage, Every Millisecond Counts. The Streets Of The Sixth World Are Mean, And If They Want To Stay Alive, Shadowrunners Need Every Advantage They Can Get To Gain A Step On The Opposition. Fortunately, Run Faster Is Full Of Them. With It, You Can Learn About More Metatypes For Characters, Including Hobgoblins, Giants, Centaurs, And Sasquatch; Acquire New Qualities, Such As Disgraced, Hawk Eye, And Lightning Reflexes; And, If You Dare, Dabble With The Dangerous And Deadly Infected. Run Faster Also Has Advice On Fleshing Out Characters Of Different Metatypes, Expanded Contact And Lifestyle Rules, And Alternate Character Creation Methods To Help Ensure That Players Can Build Exactly The Character They Want. All These Options Make Run Faster A Crucial Companion To Players Who Want To Get The Most Out Of Their Shadowrun, Fifth Edition Core Rulebook.

Shadowrun Runners Toolkit Alphaware - Catalyst Game Labs
2014-12-03

Designed to provide adventures, maps and tools to use in

conjunction with Shadowrun, Fifth Edition, or to be the perfect stepping-stone between the Shadowrun Beginner Box and the core rulebook, this box can fill a number of roles. Whether you're looking for more tools to help your existing gaming group, or adventures and options to move beyond the Beginner Box, laying the groundwork for your gaming group to move fully onto Shadowrun, Fifth Edition, you'll find this kit invaluable.

Shadowrun Rigger 5.0 Le - Catalyst Game Labs 2016-03-16
Spin Your Wheels Over Slick Sprawl Streets While Drifting Away From Hot Pursuit. Fly Through Narrow Canyons Ahead Of Missiles Twisting Their Way After You. Shrink Down The Insect Size To Get An Eye On Places Outsiders Aren'T Supposed To See. These Are Just Some Of The Ways Riggers Jack Up Their Seemingly Unending Adrenaline Rush, As They Show That The Hardest Shadowrunners To Hit Are The Ones That Stay In Motion. Rigger 5.0 Is The Ultimate Hot-Rod, Jet Plane, Speedboat, And More Companion For Shadowrun. With Dozens Of New Vehicles And Drones, More Detailed Rules For Vehicle Chase And Combat, And Customization Rules, This Is A Book That Every Rigger Needs To Get Ahead Of The Competition And Stay There. Get The Feel Of Laying Down Hot Rubber In The Cold Shadows Of The Sixth World And A Taste For Speed, Danger, And A Good, Clean Getaway. Rigger 5.0 Is For Use With Shadowrun Fifth Edition.

Shadowrun - 2019-02-15

Shadowrun Data Trails [all Things Matrixy] - Catalyst Game Labs 2015-07-08

The last great undiscovered country is vast, wild, and weirder than you can possibly imagine. And it's nearby, waiting, accessible by the press of a button, or a simple gesture, or even just a thought. The Matrix holds a whole lot more than selfies and cat videos-it has artificial intelligences, electronic ghosts of people formerly alive (or perhaps still living), and deep wells of pure data that can swallow you whole. Oh, and a copy of every secret ever recorded electronically. The possible rewards of exploration are great, and the dangers are greater. Data Trails is the Matrix sourcebook for Shadowrun, Fifth Edition, offering more options for decker and technomancer characters, including qualities, programs, gear and more. With detailed examinations of hacker culture, information on diving deep into immersive hosts, and briefings on the strange sites hidden in dark corners of the Matrix, Data Trails is a vital resource for any Shadowrun players involved in the omnipresent flow of information. Non-Matrix specialists have chances to get in on the adventures as well, with game details explaining how their skills and expertise translate into the wild virtual world. Data Trails is for use with Shadowrun, Fifth Edition.

VAN RICHTEN'S GUIDE TO RAVENLOFT (ALTERNATE COVER) - 2021