

SHADOWRUN



HOMEBREW BOOK

Impressum

Main Author: TaCktiX

Texts: /u/kajh

Cover Image:

Illustrations & Maps:

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PRE-MADE RUNS

Pre-made runs are ready to be GM'd runs made by GMs for other GMs. They are like a D&D module or adventure path. So detailed that a GM needs only read the run doc to GM a game without consulting anyone. The goal is to allow people to GM without having to put in the effort of designing their own runs. Each pre-made run is designed to be generic and can be run an infinite number of times without affecting a metaplot or lore of Shadowrun. GMs can make changes to the pre-made runs to add their own twists should they desire, but it's not necessary. However, please keep the title of the run the same as the original writer wrote.

GM-ing a Pre-made run offers the same GMP as GMing any other run. Making a pre-made run awards 15 GMP to the writer as well as 3 GMP royalty, each time someone other than you GMs your run.

Please submit your pre-made runs according to this template as a google doc. Send it to either a member of GM&Lore.

OVERVIEW

Name of Run:
Author:
Plot Summary:
Setting:
Threat Level:
Content level:
Theme:
Duration:
Rewards:
Run Prompt:
Meet Prompt:

CAST

The Johnson

Motivations:

Affiliation:

Character Traits:

Description:

OTHER NPCs

Motivations:

Affiliation:

Character Traits:

Description:

SCENES

The Meet

Location:

Description:

Goals:

Complications:





SCENE 1

Location:
Description:
Goals:
Complications:

SCENE 2

Location:
Description:
Goals:
Complications:

SCENE 3

Location:
Description:
Goals:
Complications:

LEGWORK

TOPIC 1

Related Skills:
Results
T1:
T3:
T6:

TOPIC 2

Related Skills:
Results
T1:
T3:
T6:

TOPIC 3

Related Skills:
Results
T1:
T3:
T6:



STATBLOCKS

BAD GUY 1

Some text about this guy.

B	A	R	S	W	I	L	C	E	R
1	2	3	4	5	6	7	8	9	10
Skills			Automatics (3), Pistols (3), Clubs (4), Athletics Group (2), Perception (3), Etiquette (2), Intimidation (3), Computers (2)						
Augmentations			Datajacks, chipjacks, skilljacks, minor bioware augmentations						
Spells/Complex Forms			Puppeteer, Static Veil, Resonance Veil, Resonance Spike, Search Historyl						
Gear			Armor vest, PPP arms/legs, ballistic masks/helmet 'fez', improvised clubs (str+2, Acc:4), Ruger Super Warhawk (w/ laser sight, 30 rounds - standard ammo)						
Direction			These gangers will fight at the direction of their lieutenant, majordomo or other leader - until that leader goes down or they decide it's not worth their life.						

BAD GUY 2

Some text about this guy.

B	A	R	S	W	I	L	C	E	R
1	2	3	4	5	6	7	8	9	10
Skills			Automatics (3), Pistols (3), Clubs (4), Athletics Group (2), Perception (3), Etiquette (2), Intimidation (3), Computers (2)						
Augmentations			Datajacks, chipjacks, skilljacks, minor bioware augmentations						
Spells/Complex Forms			Puppeteer, Static Veil, Resonance Veil, Resonance Spike, Search Historyl						
Gear			Armor vest, PPP arms/legs, ballistic masks/helmet 'fez', improvised clubs (str+2, Acc:4), Ruger Super Warhawk (w/ laser sight, 30 rounds - standard ammo)						
Direction			These gangers will fight at the direction of their lieutenant, majordomo or other leader - until that leader goes down or they decide it's not worth their life.						

