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# Shadowrun Companion \*OP



## Synopsis

This expansion builds on and clarifies rules for gamemasters and players, providing a variety of fresh possibilities for making the Shadowrun universe come alive. Fluctuating magic levels, the technology curve and new optional rules, including guidelines from playing everything from DocWagon EMTs to corporate spies, offer unprecedented opportunities to flesh out the Awakened world of Shadowrun and create more exciting adventures. This is an updated reprint for use with Shadowrun Third Edition. Because some of the material from the original Companion was incorporated into Shadowrun, Third Edition, this version contains nearly one-third new information, including new Edges and Flaws and rules for using ghouls as non-player characters.

## Book Information

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## Customer Reviews

This version of the Shadowrun Companion has been updated for 3rd edition. I sneaked a peek at the old edition of the Companion and they don't seem all that different though I imagine the tables, rules, and numbers have been tweaked quite a bit. Depending on how you look at it the information in this book is stuff that should have been included in the rule book. IMHO, however, the rulebook was thick enough as it was and most of this is optional rules you won't need for a while. The highlight of the book is probably the point based character creation system which is more flexible than the standard priority based one. It also gives some brief data on metahuman sub-types that is interesting. It gives the game master a little advice on how to run a game (though new GMs would benefit from more examples) and some optional rules that give your games a little more realism (albeit at the cost of some more complexity). You don't need this book to start playing Shadowrun but I'd

reccomend picking it up after you and your players have some new runs under your belt. A little bit hard to find and probably sold at full cover price.

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