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Shadowrun Run Faster LE



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Book Information

Hardcover

Publisher: Catalyst Game Labs (February 18, 2015)

ISBN-10: 1941582044

ISBN-13: 978-1941582046

Product Dimensions: 8.6 x 0.9 x 11 inches

Shipping Weight: 1.6 pounds

Average Customer Review: 4.7 out of 5 stars 22 customer reviews

Best Sellers Rank: #1,178,040 in Books (See Top 100 in Books) #61 inÃ Â Books > Science Fiction & Fantasy > Gaming > Shadowrun

Customer Reviews

This book has everything you need to customize your game. Here’s what you get:1. Several ideas for what your character did before becoming a shadowrunner.2. Plenty of new Codes of Honor, each with a list of restrictions as well as a background of where the code came from originally. Who says ’runners have to be amoral, chummer?3. Story hooks to inspire the GM, from space ’runs to hunting dangerous critters, and more.4. A detailed look at the culture of the five main metatypes of the world, with a peek at some of the rarer sapiens.5. Three new character creation options: a more fluid Priority system, the popular Point Buy, and a personal favorite, a Lifepaths system that builds the backstory alongside the mechanics.6. Tons of new metatype options, including gnomes, oni, satyrs, minotaurs, dryads, and more.7. Rules and advice for playing a vampire, ghoul, or other Infected.8. More new qualities than you could ever need, including my favorite: Day Job.9. Advanced rules for contacts, with several dozen more examples in case you can’t think of any when that blank space on the character sheet is staring you down.10. Possibly the most interesting chapter, a look at shadowrunning from the other side: Mr. Johnson. What is his story? What types of Johnsons are likely to hire ’runners, and how can you, as a ’runner, impress? What risks come from meeting your Johnson, and how to reduce the chances of it going wrong?11. Expanded rules for lifestyles, including a new style: Commercial. You can trick out your pad with all manner of useful assets, such as a cleaning service, a hidden room, a panic room, and, if you’re lucky, a yard.12. Finally, some packs that bring items commonly used together into handy packages. It concludes with a list of several everyday items like a variety of meals, clothing, and the like, with a breakdown of their cost.Most of this is extremely interesting and useful. I only have one major complaint.The final section, the equipment packs, has a lot of good. However, some of the packs are just one item,

which kind of defeats the entire point of packaging things together. It’s especially noticeable with the Skillwires. If your "everything you need in one" pack includes a sub-header of "Requires Skilljack", you might be doing it wrong.Still, this is a minor gripe. I cannot recommend this book enough if you’re serious about your Shadowrun.

This is the leather edition. It’s beautiful. Binding appears to be stitched instead of glued like the standard hardcover edition, which are widely criticized for coming apart even with very light use. I’m hoping for better performance out of the leather bound editions.The content appears identical to the standard edition. Heavy, high quality paper in full color. The art is very nice. This book has an image embossed on the leather cover (an ouroboros), and the title is in gold. On the back cover is the Shadowrun logo in gold.The edges are NOT guilded in gold.It is NOT numbered. (The leather bound Core Rulebook is supposed to be numbered -- only 1000 made-- and has guilded edges. These do not.)Side note, the leather-bound Run & Gun i got has a glued binding just like the low rate standard hardcover, so don’t assume all of the leather bound editions will be better quality or longer lasting. Catalyst books are notoriously overpriced and underbuilt. Great art, crappy binding. Once upon a time, you could get a sturdy RPG book and use it constantly for 20 years. Now-a-days, you pay $50 and get glued bindings that rips free with the second use. It’s sad. At least for the most part, these leather editions are generally better quality and should hold up to regular use. If you can pick one up for around $50, and it will outlast the standard edition by a long shot, I recommend picking up these.Leather editions I’ve gotten with stitched bindings include: Run Faster, Data Trails, Rigger 5.0, Howling Shadows.

If there was any core book that you must get to be a companion to the famously bad Core rulebook, this one is it.Run Faster contains several sections that should be vital to understanding characters in the Sixth World. From understanding general lifestyle of characters, to fully explaining and offering new Codes of Honor, to extending the amount of qualities they may take, to alternate chargen systems, to understanding the roles of both Johnsons and Contacts in the shadows, this book is probably the one you want to get first from here on out as companion to the core book.The only downside to this book is the lack of an Index, a recurring sin in Catalyst’s Shadowrun product line. I will admit that while this book does have flaws similar to the rest of the books currently in the product line, the vital content in this book really does add value and understanding to characters in the world and will help players more as a guide to NPCs. This book actually does earn 5 stars, even if it sometimes stumbles doing it.

Like my Run & Gun review: I dropped a star not because of content, but because of failures with quality control on the printers side. Book has a few mis cuts on pages, extra folded in page length thats obviously not intended to be there. More little slices take out of pages randomly. These are clear manufacturer defects, that were still shipped out. Overall it was much better QA than say the Run & Gun book I received, but Catalyst definitely needs to talk to their printer, and refuse to accept sub-par prints. When I drop 40-60 on a book, I don't want it to be beat up before I even get it.As for the content:Tons of meta variants, including a human metavariant? really?, alternate character creation methods, although I personally prefer the reintroduction of the old priority system.Gear packages that have karma or nuyen cost. Which I believe is technically part of another creation system, but its done well enough that it can slide into the others kind of like gear qualities or the older "corp suites".Lots more stuff. (other reviews break it down better)Its definitely a book worth buying despite the physical printing QA problems.All in all, if you're going to buy 1 addition to SR 5 E, make it this one.

Great info for Shadowwrun 5e and detailed info, but poorly organized. Hard to find anything when I really need to.

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