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Shadowrun Runners Toolkit



Synopsis

CAT26100 Runners Toolkit Boxed Set Shadowrun RPG 4th Edition by Catalyst Game Labs Beyond skills and instincts, the proper kit will see a runner through almost any situation. The difference between dropping nuyen in your pocket and street cred to your name, and an ignominious death. The Runners Toolkit provides a plethora of tools for both gamemasters and players to make running easier than ever. This box contains the following - A deluxe, hard-cardboard 4-panel Gamemasters Screen. On The Run, a 56 page A First adventure. Contacts, Adventures and Sprawl Sites, a 32 page booklet of ready-to-use contacts, and a host of adventure ideas. 4 letter-sized, full-color laminated maps of the Sprawl Sites locations. A 64 page book of tables from Arsenal, Augmentation, Street Magic, and Unwired - a perfect shopping list for character creation. Anatomy of a Shadowrun, a fiction and rules walkthrough of a typical run. The Pregenerated Auxiliary Character Generation System (PACs), a plug-and-play system for quickly generating characters - also includes 7 new sample characters. 6 heavy-duty double-sided cardstock Quick Reference Cheat Sheets for use during gameplay.

Book Information

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Customer Reviews

Given the lack of a product description, and a singular lacking product review, I thought this kit was little more than an expensive GM screen and maybe a booklet. This product is actually a hefty boxed set filled with, well, tools for the GM. 1. Glossy four-panel heavy card stock GM screen. A panoramic shot of the Seattle skyline dominates the player's side. There's a variant version available from Catalyst you can only get at conventions, but I like this one better. The inside of the screen is full

color and packed with tables every GM will need.

2. Five booklets: the meat of the set. The first is a 56-page introductory adventure called "On The Run." As an FYI, the adventure states it's intended to be run with the 20th Anniversary Edition of the core rulebook - page references refer to that book. So, this may be a little confusing for people with the regular 4th Edition core rulebook, but I'm sure it's nothing a smart GM can't figure out quickly. The 20th Anniversary Edition is still 4th Edition, so there's no system change.

The second booklet is called "Anatomy of a Shadowrun." As the introduction states it "presents a step-by-step walkthrough of a difficult shadowrun performed by a group of experienced runners known as the Smoker's Club." I've not looked at it too hard but it looks like a fantastic resource for new GM and players. You have in your hands a completed run with narrative dialog, dice rolls, notations for the systems used and their respective page numbers in the core rulebook, and so on. I think this is a really great idea. You see it a lot in the introduction section of many RPG core rulebooks, but a session from beginning to end, with all the ins-and-outs that go along with that is really cool.

The third booklet is "PACKS." It's an acronym for Pre-generated Auxiliary Character Kit System. It's an alternate character creation system that breaks down the process into a series of "kits" you choose for each step of the process.

Fourth is "Contacts - Adventures - Sprawl Sites." The title more or less says it all. The booklet is split into three sections: "Contacts" is a list of pre-generated NPCs complete with backgrounds, suggestions where you might encounter them, their similarities to other contacts (maybe you don't need a stripper, but an adult model), and their uses. "Adventures" is a section on various, well, adventure ideas. Seeds really. Pretty straightforward. Finally, "Sprawl Sites" is a series of pre-generated locations you can put into any games. You get descriptions of these locations, what they're used for and how, as well as a crunchy mechanical stuff. There's also floor plans for three of the locations. Adventures seeds are given here as well.

Finally, you have "Compiled Tables." This booklet is a catalog of, well, tables for weapons, equipment, spells, cyberware, bioware, bodyware, and on and on. But there's no description for any of it. Again, these are just the tables, so all you get is the crunch. If you want more, you need the books they're pulled from, which the booklet kindly provides the names and page numbers for. So, don't go thinking this booklet will substitute for the equipment supplements, because it won't. It's useful, but it's not everything you'll need.

3. Six dual-sided quick reference cards for that various systems you'll use in the game: Character creation walkthrough, Defense, Matrix Combat, Astral Combat, Compiling, Autonomous Drone Combat, Indirect Combat Spells, Spellcasting, Melee Combat, Ranged Combat, Banishing, and Summoning. Each card has a step-by-step walkthrough for the system it covers. So, hopefully, there won't be as much flipping through the rulebook for "How do I do this?" questions. These cards should be able to tell you

concisely how to do what you want with each system.4. Remember those floor plans I mentioned for "Sprawl Sites"? You get four laminated full-color pages of those locations. One side of each page is just the location without any indication of what you're looking at (for GMs who want to keep players from discovering things they shouldn't know), while the other side provides an enumerated legend for that location.5. A color poster of the Seattle skyline used for the GM screen.6. A "Shadowrun" sticker. You can stick on stuff. Well, one "stuff".So, that's about everything. I've not used the things yet so others may be able to provide a more detailed description. I plan on running a "Shadowrun" game at some point and thought this would be a good buy. For 's asking price, it's a steal. There's a whole lot of awesome in this thing!

I had heard great things about this product, but it really stands above them. The highly detailed run, PACKS, the Cheat Sheets. Everything in this box really is designed to make the whole experience that much smoother. The fact that this is one of the few ways to get a Shadowrun DM screen should be motivation enough to make you consider it, and the extras in the box should be enough for you to know that this is a must have for any run.

Kevin's review covers this remarkably well, but there are all sorts of information in here. As someone new to Shadowrun, I'm finding it an incredibly valuable purchase - and quite a bargain. The information on suggestions for character types and gear kits is very useful for a newer person. I also like the booklet that explains a run in story terms, and in how it worked under the rules.

Let me just thumb through the box here and tell you all the cool stuff it has.Shadowrun window decal. So others can know and envy your geekdom.Various maps of complexes, night clubs, stores, etc.A small panoramic poster of the Seattle skyscapeThick cardboard reference sheets for Maxtric Combat, Astral Combat, Indrect Combat Spells, Spellcasting,Autonomous Drone Combat, Compiling, Banishing, Summoning, Character Creation, Defense, Melee Combat, Ranged CombatBooklet containing contacts, adventures, sprawl sitesBooklet containing the adventure "On the Run" which I haven't done yet but I hear great things aboutBooklet Anatomy of Shadowrun. Contains walkthroughs of various scenarios and the game mechanics behind them.Booklet Compiled Tables, Arsenal, Augmentation, Street Magic, Unwired. Anything you might want to buy, it's in here.Booklet PACKS (pre-generated auxiliary character kit system): Lists various character sets with a BP cost. Let's you quickly make NPC'sGM screen: Tables, tables and more tables.I don't think I need to say any more. Buy it!

Pretty much essential for a shadowrun campaign from a DM/GM's and player characters perspective... was a little cautious at first but this just makes it so much easier for character development, having everything laid out in the open for everyone as far as rules and how all combat conditions work... being in a group that's never played before and starting every weekend learning new rules or finding that we've been doing things wrong, this really helped lay the foundation down and let us get to the meat and potatoes of the game mechanics faster... has GM screen, big layout's of combat system's -melee/ranged/magic/summoning etc. and a bunch of black and white pamphlets for character BP Ideas (Very Useful) a shadowrun campaign, arsenal(no pics just numbers), and a 'Anatomy of a Shadowrun' which has probably been the most helpful, this book is kinda hard to explain but basically has; the story' section, right next to it a game mechanic' side of what happens aka...Story: Shadowrunners get the drop on some thugs and shoots them in the faceGame mechanic: Each character roles initiative (Add Modifiers etc) Shadowrun gets surprise round, enemy has no defense, roles crit on gun skill, damage doubles, exceeds targets ballistic/body = targets head explodes.just nice to have it all laid out dummy proof which is nice, cause the last time I played shadowrun was about 7 years ago, so it's nice to get back into it easier than just reading the entire Core book... highly recommend this set for experienced and non-experienced shodorun players, freakin awesome...

A perfect product for a GM, or a player. The maps are great, the GM screen solid as a rock (metaphorically speaking.) The handouts and packets are very useful along with the PACKs generation system for characters to speed play the whole thing is like a Christmas box for Shadowrun.

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