



# SHADOWRUNNER

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# CREDITS

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Shadowrunner is intended as a free fan resource to allow you to play Shadowrun 5e without a Gamemaster. Shadowrunner is not for sale.

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The Character Emulator in this booklet is based upon ideas first created by Katamoiran and published at the PET - Player Emulator with Tags <https://katamoiran.itch.io/pet>

# CONTENTS

Intro .....	4
Setting Up The Story.....	5
Making Stuff Up .....	6
What.....	10
Who.....	11
Where .....	12
Sub Tables .....	13
Distinguishing features.....	15
Drugs Legal and Otherwise.....	15
Random Events .....	17
Virtual Players .....	29
How Do Virtual Players Work? .....	29
Running a Virtual Game .....	31
Questions.....	33
Yes/No.....	33
Open-Ended Questions .....	34

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# INTRO

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I was asked to create a solo rules supplement for Shadowrun, which coincided with bundleofholding.com running a Shadowrun 5e bundle. I don't know if it was a coincidence or whether fans of solo play had bought the bundle and now needed solo rules. Either way, I have always wanted to play something rooted in Cyberpunk. There is not a lot that is more Cyberpunk than Shadowrun.

My commercial solo books are normally aimed at people with little solo experience. So I start with what is solo play, how to solo play, and an oracle.

I will assume that you do not need that content if you have found your way to these rules.

I also assume that you know how to play Shadowrun, at least in passing.

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# SETTING UP THE STORY

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In this chapter, I am going to introduce a couple of random generators. Their purpose is to create a background against which your adventures will take place. The two most important elements in an adventure are the events and the people. You react to events and interact with people.

The first step is to create an event. There are four steps, but you will only roll for the first three at the beginning of your game. I call this the What, Who, and Where.

You will roll 1d6 to choose which column to use and then a second d6 for the detail. Repeat this for What, Who, and Where.

For Example, I roll for What, and I roll 5, 3. This gives me [Personal] Corrupt Cops. Next, I will roll on the Who table and get 2, 1. This gives [Criminal] The Mob. Finally, I roll on the Where table and get 6, 5. [Government] Secret Compound. The ingredients for my random event are Corrupt Cops, The Mob, and a Secret Government Compound. Because the corrupt cops were on the [personal] table, they are connected to me. I decide that a cop I know tells me that he is working security at this place, but they think some of their colleagues are on the take. They suspect that the Mob is buying off the police to gain access to the government facility. This is a good starting place for an adventure and gives me a reason to get involved.

## MAKING STUFF UP

One of the central ideas in solo play that people struggle with is making stuff up. The dice may say that something has gone really badly, and it is up to you to decide what that looks like.

In this story setup, you will be given basic building blocks. It is your task to take those blocks and create something coherent and meaningful from them. It is no different from when you roll a skill test and suffer a glitch. The rule just says glitch, the meaning has to come from within you. That is just making stuff up.

This is an opportunity to take something from outside yourself, the words and ideas from the tables, so you don't know what will happen and inject what you want from the game.

For Example, if your perfect Shadowrun is about star-crossed romance, then you can wrap that theme around the building blocks. Two soloists can roll exactly the same words. One could create a brutal gang-driven underworld adventure, and another a world of corporate executive excess far removed from the streets.

What follows is an explanation of some of the terms used in the random tables.

### **CORPORATE EXTRACTION**

Corp A has decided it wants Employee X (currently working for Corp B) to work for them instead. However, Corp B refuses to let him go, so Corp A uses a black ops team to kidnap, er, extract him.

## **CELEBRITY STALKER**

A major media celebrity is being stalked/receiving death threats/in a dispute with an employer/the target of an assassination.

## **DECKER DAY**

A hot whizkid is disrupting something via the Matrix. This could be inside the Matrix itself (crashing a Corp's system, stealing data, crossing route lines) or something in real life affected by the Matrix (misdirecting deliveries, aiding a team of burglars by disabling alarms, messing up credit accounts).

## **PC'S BACKSTORY**

Something from your background reemerges in the events of today, and things start to go badly for you.

## **YOUR GOAL IS AT HAND**

Something, or somebody, you are striving to get appears to be available or accessible.

## **MEDIA CIRCUS**

Something is happening in the Metroplex that brings all the TV crews and Matrix streamers. Is it a publicity stunt? A personal appearance by a celebrity? A new invention? Perhaps even a disaster?

## **GANGER WAR**

Two or more gangs have decided enough is enough and are going to battle it out.

## **NEW DRUG HITS THE STREETS**

...and becomes so popular it's a MAJOR problem.

## **THE MOB THROWS ITS MUSCLE AROUND**

There is death on the streets, bombings, and no one is safe from the lowliest pusher to politicians on the take.

## **CORP GOING BUST**

A major Corp has gone into liquidation. Maybe this has been on the cards for a while, or perhaps it's entirely unexpected. Either way, it's trouble.

## **CORRUPT COP/S**

Somewhere in the Metroplex are one or more rogue cops. They may have gone vigilante, or (more likely) they're corrupt.

## **BLAST FROM THE PAST**

Someone from your past, who really knows you, and you had something together, comes looking for help, or Maybe they are in trouble, or maybe they are the trouble! But, there is a reason they are your ex-, and it was almost certainly a really good reason!

## **YAKUZA/MAFIA**

Somehow you have earned the wrath of a Yakuza or Mafia family, and they are coming to town.

## **THE OUTSIDER**

Out of nowhere comes someone who upsets the status quo. A foreign diplomat stirring trouble, or a hotshot solo gunning for the top jobs. Maybe a new Chief of Police who wants to clean up the Metroplex?

## **NEW HARDWARE HITS THE STREETS**

Your tech is suddenly obsolete, and you can't afford the new tech. Time to start falling behind.

## **COPS PURGE THE UNDERWORLD**

Bowing to public pressure, the cops undertake a massive effort to clean up. Long forgotten misdemeanors are re-investigated. "Arrangements" suddenly cease to be effective. Favors are forgotten.

## **MEGALOMANIAC OUT TO DESTROY THE WORLD**

A grand and probably overly complicated play that seems perfectly logical to this deranged genius.

## **SERIAL KILLER**

There is a killer loose in the Metroplex that is working through a list. Unfortunately, your character is on that list!

## **CRIME BOSS GOES LEGIT**

A major crime boss goes legit and starts to dismantle their crime empire. The status quo is disrupted, rivals start to eye up the spoils, a turf war is brewing.

## WHAT

1d6	1 Action	2-3 Chaos
1	<i>Corp extraction</i>	<i>Decker Day</i>
2	<i>Ganger War</i>	<i>Media circus</i>
3	<i>The Mob throws its muscle around</i>	<i>Corp going bust</i>
4	<i>Yakuza/Mafia war</i>	<i>The Outsider</i>
5	<i>Cops purge the underworld</i>	<i>Ganger war</i>
6	<i>Serial Killer</i>	<i>Crime Boss goes legit</i>

1d6	4-5 Prevention	6 Personal
1	<i>Celebrity Stalker</i>	<i>PC's Backstory</i>
2	<i>New drug hits the streets</i>	<i>Your Goal is at hand</i>
3	<i>Corrupt cop/s</i>	<i>Blast from the past</i>
4	<i>New hardware hits the streets</i>	<i>Ganger war</i>
5	<i>Megalomaniac out to destroy the world</i>	<i>Corrupt cop/s</i>
6	<i>Serial Killer</i>	<i>Serial Killer</i>

## WHO

1d6	1 Criminal	2-3 Corporate
1	The Mob	Military Corp
2	The Government	Biotech Corp
3	Eco-guerrillas	Journalist/Media
4	Rogue Cops	Eco-guerrillas
5	Rebel/Ganger	Security Contractor
6	Rogue Government Agents	Fixer

1d6	4-5 Loose Cannons	6 Government
1	Mercenary Outfit	The Government
2	Fixer	Foreign Government
3	Solo	Police Force
4	Decker	Military Contractor
5	Yakuza/Mafia Family	Biotech Contractor
6	Cyberpsycho	Black Ops

## WHERE

1d6	1	2-3
Criminal		Civilian
1	Warehouse	Nightclub
2	Mob HQ	Metroplex
3	Combat Zone	The Matrix
4	The Matrix	Rooftops
5	Subways	Diner/Restaurant
6	Safehouse	Mall

1d6	4-5	6
Corporate		Government
1	Corp HQ	Government HQ
2	Docks	The Matrix
3	Dustzone	Police Station
4	The Matrix	Medical Facility
5	Media HQ	Secret Compound
6	Lab	Lab

## SUB TABLES

The following tables can be used to add more details.

### JOB

1d6	Adjective	Person	Task	What
1	anonymous	data broker	deliver	a [database]
2	arrogant	freelance fixer	infiltrate	an advanced AI
3	government	official	sabotage	test subject #642
4	Foreign	media producer	recover	a [tech] weapon
5	demanding	hacker	hunt down	a cyber-terrorist
6	evasive	cyber terrorist	smuggle	a [sci] scientist

1d6	databases	tech	sci
1	Surveillance data	biotech	technomancy
2	Financial	nanotech	biology
3	Communications	surveillance	genetic
4	counterintelligence	genetic	virology
5	SIN	medical	artificial intelligence
6	Military	demolition	fiscal policy

You can roll on the main Job tables. Roll once for each column and fit the words into a sentence like:

A/an **[Adjective]** **[Person]** wants you to **[Task]** **[What]**.

If there is a database, tech, or science, there is a sub-table to add the extra details.

A sample result could be something like:

A **[arrogant]** **[official]** wants you to **[recover]** **[a fiscal policy scientist]**.

This table gives you 1296 possible task ideas.

## CORPORATION

1d6	Name 1	Name 2	Name 3
1	Omega	Advanced	Armament
2	Severt	World	Technology
3	Sab	Integrated	Genetics
4	Cycorp	Specialized	Development
5	Holbach	Consolidated	Medical
6	Kova	Global	Media

This table is for creating random corporation names, rolling for three parts, and combining them. This table gives 216 combinations.

For example, 2, 4, 6 gives Severt Specialized Media

## WEAPON

1d6	1	2-3	4-5	6
1	Streetline Special	Colt America L36	Walther Palm Pistol	Fichetti Tiffani Needler
2	Colt America L36	Ruger Redhawk	Beretta 101T	Ares Light Fire 70
3	Ares Light Fire 70	Fichetti Security 600	Ares Light Fire 75	Beretta 201T
4	Colt Government 2076/ Manhunter	Uzi V	Ares Viper Slivergun	FN P93 Praetor
5	Ruger Super Warhawk	Ares Predator VI	SCK Model 100	HK-227
6	Colt Cobra TZ Series	HK-227	FN P93 Praetor	Defiance T-250

This table gives you a quick way to put a gun in the hand of an NPC. Roll two dice, read the first across, the second down. Low results lean towards smaller, lighter weapons, higher rolls for heavier firepower.

For Example, rolling a 3 and a 5 gives an Ares Predator VI heavy pistol.

## DISTINGUISHING FEATURES

2d6	Hair Color	Style	Distinguishing Feature
2	Purple	Mohawk	2d6 Earrings
3	Orange	Braids	1d6 Tusks
4	Metalic	Pompadour	Facial Tattoos
5	Black	Buzzcut	Nose ring
6	Green	Spikes	1d6 Lip rings
7	Yellow	pig tails	1d6 Gold teeth
8	Red	Ponytail	Filed teeth
9	Blue	Mop top	Neck tattoo
10	Silver	Bunches	Mustache
11	Gold	Beehive	Beard
12	White	Bald	2d6 Facial Scars

This table allow you to add a bit of variety to the people you meet.

## DRUGS LEGAL AND OTHERWISE ILLEGAL DRUG NAMES

1d6	First	Last
1	Star	Angel
2	Easy	Shade
3	Black	Venom
4	Blue	Arc
5	Gold	Fantasy
6	Spice	Burst

Roll twice and combine to two parts, eg 3,4 gives Black Arc.  
See below for what Black Arc does.

## LEGAL DRUG NAMES

1d6			
1	Ator	vast	in
2	Ome	praz	ole
3	Amio	dip	ium
4	Ram	mar	ine
5	Sal	fer	ate
6	Asp	tam	rol

Roll three times and create a drug name, eg 2,3,4 gives Omedipine.

## DRUG EFFECTS

1d6	Strength	Effect	Delivery	Duration	Side Effect
1	weak	stimulant	inhaled powder	4d6 minutes	difficulty breathing
	very mild	euphoric	capsule/tablet	30 minutes	fatigue
3	mild	depressant	injected	1-2 hours	uncontrollable shaking
4	strong	hallucinogen	gas/inhaler	1d6+3 hours	anxiety
5	Potent	aphrodisiac	soluble powder	4d6 hours	vomiting
6	very potent	sedative	liquid	24 hrs	Bleeding gums

Roll five times and combine the results 2, 5, 3, 6, 5 gives a very mild aphrodisiac that is injected. The effects last a day but can cause vomiting.

## RANDOM EVENTS

The following tables give you a selection of random city events. Roll 1d6 for the broad category, then 2d6 for the event, and finally, a d6 to get the specific detail.

1d6	
1	Suburbia
2	Religious Settings/Locations
3	Everyday People
4	Underside of the City
5	Trouble
6	Ganger War

### 1. SUBURBIA

2d6 1-2	
2	Mall Rats Shopping till they drop
3	SimStim Star Making a quick escape from the crowds
4	Medic Looking for a job
5	Neutral Crowd Just mulling about
6	Government Petitioner Is asking for signatures
7	Pickers protesting against Unfair government
8	Taxi Cab Driver Driving a fare
9	Car Accident Minor. The drivers are exchanging info
10	Construction Typical annoyance
11	Trauma Team Medics, Solos, and a Pilot On break and are checking their gear
12	CyberPsycho Flexing their cyberware in front of some chrome beauties

<b>2d6</b>	<b>3-4</b>
<b>2</b>	Mall Rats Boisterously comparing the newest fashions (actually pretty ugly stuff)
<b>3</b>	SimStim Star Signing autographs
<b>4</b>	Medic Taking a break
<b>5</b>	Neutral Crowd Waiting for a bus, train, or maglev tram
<b>6</b>	Government Petitioner Will slander the PCs' choice of political party
<b>7</b>	Picketers protesting against Unfair taxes
<b>8</b>	Taxi Cab Driver Looking for a fare
<b>9</b>	Car Accident Moderate. They could use some help. Police are on the way
<b>10</b>	Construction Holding up traffic
<b>11</b>	Trauma Team Medics, Solos, and a Pilot En route to a contract
<b>12</b>	CyberPsycho Taking the engine of a car out with their bare hands

<b>2d6</b>	<b>5-6</b>
<b>2</b>	Mall Rats Shoplifting
<b>3</b>	SimStim Star Sends their bodyguards to deal with "that tough crowd over there."
<b>4</b>	Medic Working on some unfortunate bystander
<b>5</b>	Neutral Crowd Shopping
<b>6</b>	Government Petitioner Doesn't like you and will call the nearest authorities
<b>7</b>	Picketers protesting against An unfair corporation
<b>8</b>	Taxi Cab Driver Has just been in an accident and is having a dispute with the other driver
<b>9</b>	Car Accident Major. Traffic is held up. Police and Trauma Team everywhere
<b>10</b>	Construction Completely blocks off the street
<b>11</b>	Trauma Team Medics, Solos, and a Pilot Fulfilling a contract and decide you are part of the problem
<b>12</b>	CyberPsycho Putting signposts and street lamps through mailboxes

## 2. RELIGIOUS SETTINGS/LOCATIONS

2d6	1-2
2	Priest On their way to the church
3	Rabbi On their way to the synagogue
4	VideoVangelist Preaching the "Beaver" and "Brady" scriptures
5	Buddhists Meditating on a park bench
6	Mormons Spreading the word door-to-door
7	Religious Fanatic complete with robes Standing on a "soapbox" and has a small crowd gathering
8	Religious Crazy complete with robes or completely naked The end is nigh!
9	Voodoo Priest Minding their own business
10	Nomads Just passing through town
11	Street Peddler Pesters you to buy something
12	Stray Dog Running down the street

2d6	3-4
2	Priest Collecting donations
3	Rabbi Stopping for a bite to eat
4	VideoVangelist Handing out pamphlets
5	Buddhists On their way to the temple
6	Mormons Stopping for lunch
7	Religious Fanatic complete with robes Wildly preaching to himself
8	Religious Crazy complete with robes or completely naked Repent sinners!
9	Voodoo Priest Gathering Voodoo paraphernalia
10	Nomads Stocking up on supplies
11	Street Peddler Will try to buy a trinket off a PC
12	Stray Dog Begging for some affection

<b>2d6</b>	<b>5-6</b>
<b>2</b>	Priest Performing random blessings
<b>3</b>	Rabbi Consoling a grieving woman
<b>4</b>	VideoVangelist Handing out pocket TVs (probably stolen). One per customer, please
<b>5</b>	Buddhists Leading a public meditation
<b>6</b>	Mormons Being harassed by angry civilian
<b>7</b>	Religious Fanatic complete with robes Attempts to coerce you into believing
<b>8</b>	Religious Crazy complete with robes or completely naked, I condemn you to Hell!
<b>9</b>	Voodoo Priest Arguing with somebody
<b>10</b>	Nomads Heading for the local tavern
<b>11</b>	Street Peddler Accuses a PC of shoplifting and will call the police
<b>12</b>	Stray Dog Begging for handouts

### 3. EVERYDAY PEOPLE

<b>2d6</b>	<b>1-2</b>
<b>2</b>	Children Playing In an alley
<b>3</b>	Bullies Are harassing some schoolkids
<b>4</b>	Stray Cat Slinking down an alley
<b>5</b>	PediCab Driver Just hanging around
<b>6</b>	Drunk Asks for some credits for a drink
<b>7</b>	Drug Raid Cops have the place staked out
<b>8</b>	Skateboarders Recklessly skating through foot traffic
<b>9</b>	In-line Skaters Recklessly skating through foot traffic
<b>10</b>	Yello Bike Just been picked up by someone
<b>11</b>	Merchant Hawking goods
<b>12</b>	Police Stopped for a snack

<b>2d6</b>	<b>3-4</b>
<b>2</b>	Children Playing In the street
<b>3</b>	Bullies Are harassing some women
<b>4</b>	Stray Cat Slinks up to you looking for some affection
<b>5</b>	PediCab Driver Driving a fare
<b>6</b>	Drunk Passes out or is passed out in front of you
<b>7</b>	Drug Raid Cops are on their way in
<b>8</b>	Skateboarders Doing some cool tricks
<b>9</b>	In-line Skaters Doing some tricks
<b>10</b>	Yello Bike Free for the taking. Just be sure to leave it for someone else when you are done
<b>11</b>	Merchant Will try to buy a trinket off of a PC
<b>12</b>	Police Are asking questions about a suspect

<b>2d6</b>	<b>5-6</b>
<b>2</b>	Children Playing With dangerous objects
<b>3</b>	Bullies Are harassing some corporates
<b>4</b>	Stray Cat Dumpster diving for food scraps
<b>5</b>	PediCab Driver Looking for a fare
<b>6</b>	Drunk Offers you a drink don't insult him!
<b>7</b>	Drug Raid Panic fire randomly sprays the street
<b>8</b>	Skateboarders Doing cool tricks off the PCs' vehicle
<b>9</b>	In-line Skaters Doing some tricks off the PCs' vehicle
<b>10</b>	Yello Bike Being vandalized by a couple of kids
<b>11</b>	Merchant Accuses a PC of shoplifting and will call the police
<b>12</b>	Police Ask to see some papers on, "all that hardware you got!"

#### 4. THE UNDERSIDE OF THE CITY

2d6	1-2
2	Bicycle Courier Stopped for a snack
3	College Students Discussing the newest tech
4	Construction Workers On a coffee break
5	Media Team Interviewer and Technician and/or Security Taking a break
6	Gamblers Playing a game of chance. Don't interrupt unless you got some creds
7	Prostitutes Flagging down a John
8	Beggar Asks for some spare credits
9	Bum Sleeping on the sidewalk in front of you
10	Rats Scurrying down an alley
11	TechnoMage Minding their own business and looks just like anybody else
12	Shaman Just minding their own business

2d6	3-4
2	Bicycle Courier On a run and just barely missed you
3	College Students Scoping for partners for the night
4	Construction Workers Working
5	Media Team Interviewer and Technician and/or Security Doing random interviews
6	Gamblers Will ask you to join them
7	Prostitutes Offer their services
8	Beggar Demands for some spare credits and will get violent if refused
9	Bum Asks for some spare credits
10	Rats Devouring some animal carcass or trash
11	TechnoMage Doing some tricks for some stray kids
12	Shaman Collecting items for their medicine bag

<b>2d6</b>	<b>5-6</b>
<b>2</b>	Bicycle Courier Just plowed into somebody Bike parts everywhere!
<b>3</b>	College Students Drunk or looking for a place to get drunk
<b>4</b>	Construction Workers Hootin' and hollarin' at the attractive members of the PC group
<b>5</b>	Media Team Interviewer and Technician and/or Security Working on a major story
<b>6</b>	Gamblers One player begs for some spare credits
<b>7</b>	Prostitutes Ask you to hide them from the law
<b>8</b>	Beggar Being beaten by some street punks
<b>9</b>	Bum Talks to himself if you interrupt him, he'll get louder and get crazy
<b>10</b>	Rats Rabid and decide to attack the nearest living thing
<b>11</b>	TechnoMage Teaching somebody a lesson without anybody knowing
<b>12</b>	Shaman Performing a ritual in the middle of an alley

## 5. TROUBLE

**2d6 1-2**

<b>2</b>	Rocker Hard on their luck and trying to write songs while looking for a job
<b>3</b>	Military Personnel On leave and in civies
<b>4</b>	Exotic Is showing off their newest surgery to their friends
<b>5</b>	Riot Police All suited up and heading towards a dispute
<b>6</b>	Private Investigator Taking some time off
<b>7</b>	Drug Addict Tripping in the middle of the street
<b>8</b>	Riot Fighting over food stamps
<b>9</b>	C-SWAT Preparing to go on a run
<b>10</b>	Solo Looking for a contract
<b>11</b>	Mercenary Looking for a contract
<b>12</b>	Firefight Cops and robbers

**2d6 3-4**

<b>2</b>	Rocker Signing autographs
<b>3</b>	Military Personnel On leave for a few hours
<b>4</b>	Exotic Is trying to pick up another exotic
<b>5</b>	Riot Police In the process of controlling some unruly shoppers
<b>6</b>	Private Investigator Looking for a job
<b>7</b>	Drug Addict Begs for some pocket change
<b>8</b>	Riot Trying to get a glimpse of their favorite Rocker or SimStim star
<b>9</b>	C-SWAT On the way or have opened fire on a cyberpsycho STAY CLEAR!
<b>10</b>	Solo Been hanging out at the bar a while and their judgment is impaired
<b>11</b>	Mercenary Asks you if they've seen their target
<b>12</b>	C-SWAT On the way or have opened fire on a cyberpsycho STAY CLEAR!

<b>2d6</b>	<b>5-6</b>
<b>2</b>	Rocker Making a PR move by handing out tickets to the next show
<b>3</b>	Military Personnel Looking for somebody
<b>4</b>	Exotic Is trying their hand at prostitution
<b>5</b>	Riot Police Smack dab in the middle of a firefight with an ugly crowd
<b>6</b>	Private Investigator Following a lead
<b>7</b>	Drug Addict Passed out
<b>8</b>	Riot Being assaulted by riot police
<b>9</b>	C-SWAT Have decided you are a threat to society
<b>10</b>	Solo Wants to prove he's better than one of you
<b>11</b>	Mercenary Following or is on the way to their target
<b>12</b>	Firefight Drive-by shooting

## 6. GANGER WAR

2d6	1-2
2	Assassin Looks just like anybody else
3	Psychopath Quietly mumbling to himself
4	Mutant Minding their own business
5	Pickpocket Tries to pawn off some "new" goods
6	Thief Tries to pawn off some "new" goods
7	BloodGang (generic anti-cyberware gang) Just prowling around
8	SteelGang (generic ARMED street gang) Just prowling around
9	PoserGang (generic poser or corpkid gang) Just showing off their trendy outfits
10	Chromers (generic cyber-enhanced gang) Just prowling around
11	Biker Gang Riding around looking for some trouble
12	Body Baggers Are dragging a body bag down the street

2d6	3-4
2	Assassin Looking for a contract
3	Psychopath Screaming at the top of their lungs
4	Mutant Asking for money to fund research into the medical technology to reverse their ailments (or bring down the company responsible)
5	Pickpocket Running from the law
6	Thief Running from the law
7	BloodGang (generic anti-cyberware gang) Decide to lean on a couple of civilians
8	SteelGang (generic ARMED street gang) Decide to lean on a couple of civilians
9	PoserGang (generic poser or corpkid gang) Decide to tease a couple of civilians
10	Chromers (generic cyber-enhanced gang) Decide to lean on a couple of civilians
11	Biker Gang Stopped for a quick snack. Don't touch... don't look at... don't even think about their bikes!
12	Body Baggers Are scoping the area for new vict... er, bodies

<b>2d6</b>	<b>5-6</b>
<b>2</b>	Assassin In the middle of an op and has no qualms about terminating witnesses
<b>3</b>	Psychopath Asks you about the voices in their head/aliens/small furry creatures/etc
<b>4</b>	Mutant Trying to hide from the group of people pointing and snickering
<b>5</b>	Pickpocket Tries to pickpocket you as they passes
<b>6</b>	Thief Tries to rob you at gunpoint
<b>7</b>	BloodGang (generic anti-cyberware gang) Decide to lean on you for owning cyberware
<b>8</b>	SteelGang (generic ARMED street gang) Decide to lean on you
<b>9</b>	PoserGang (generic poser or corpkid gang) Will beat the snot out of you if you make any comment
<b>10</b>	Chromers (generic cyber-enhanced gang) Decide to lean on you
<b>11</b>	Biker Gang Decide to play chicken with pedestrians
<b>12</b>	Body Baggers Ask to tag along with the you



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# VIRTUAL PLAYERS

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There are two sides to solo play. The first and possibly most common is to play a character with a virtual Game Master. The second option is to play the game as the GM with virtual players.

They give very different experiences. If you love GMing and want to get more familiar with the rules or play through an adventure, wearing the GM hat may be a good option.

If you want to play as a player with a virtual GM, this section will help you push the other characters out of your control. It stops NPCs from becoming just an extension of your own character or a meat shield to keep you alive.

## HOW DO VIRTUAL PLAYERS WORK?

Each NPC will have a personality. This is a very broad description of how they come across. Roll 1d6 twice and read down and across on the table below. This is the character's core personality.

For Example, I have three characters a tech specialist, a street samurai, and an arcane specialist. I want to create a basic personality for each. So the tech rolls 2, 3 and comes up with Do Good; the samurai rolls 6,6 Grasping, and the arcanist rolls 6,2 Sorrowful.

During each scene, you will roll once again for each character, but the rolls are modified one step in each direction towards their core personality.

For Example, I will roll for their behavior in a scene where the tech character was approached and offered a job to steal a new nanotech weapon. I roll 1,2; this is modified to 2,3 because both rolls were less than their core personality. This results in Do Good which is their default behavior. The tech is prepared to steal the weapon but does not intend to hand it over. In the next scene, the characters are planning how to get into the high-security weapons R&D lab. The tech rolls 2,4, but this is modified down to 2,3 Do Good because the 4 was higher than their core personality. The tech is not prepared to hurt anyone during the break-in and will go out of the way to avoid harming the staff. In the third scene, the characters have hacked the security system and triggered an evacuation alarm; the tech comes up against a technician trying to secure the prototype weapon in the safe. In this scene, they roll 5,4, which would be vengeful, but the rolls are above their core personality, so they are modified down to 4,3 Sensible. What is the sensible thing to do when watching your goal being put into a maximum-security safe?

Once you know who they are inclined to act, you can use this to decide their actions in the scene.

d6	1	2	3	4	5	6
1	Noble	Dominant	Battle	Dedicated	Daring	Demanding
2	Selfless	Romantic	Helpful	Kind	Bold	Sorrowful
3	Forthright	Do Good	Questioning	Sensible	Determined	Serious
4	Devious	Conflict	Destructive	Hoarder	Vengeful	Caustic
5	Selfish	Ruthless	Seeking	Demanding	Inattentive	Brooding
6	Cowardly	Hindrance	Obtrusive	Stubborn	Callous	Grasping

You only roll for each character's behavior once per scene and roll it before you create any more scene details.

There are 36 different possible outcomes to a personality roll, and nine of them will result in the character's core personality. If you create a character whose core personality is simply not what you want, such as a cowardly street samurai, just roll again or pick something off the table that fits.

## RUNNING A VIRTUAL GAME

It may sound stupid, but you need an adventure and at least one virtual player character to run a virtual game. I have found that having just one character to start and recruiting other characters to fill in their group weaknesses or a need for specialisms works very well for virtual campaigns.

Characters are created as normal, using the rules as written. There is no need to bolster a character to enable them to survive.

Each character is given a default personality, which is recorded on the front of their character record.

Starting with your lead character and your adventure, read the plot hook or introduction. Then, roll for their personality in this scene, remembering to shift the numbers towards their core personality.

Now play out the scene, using the oracle to answer questions about the character's actions. Color any actions and dialog by their personality.

Using the adventure in the Shadowrun Quickstart, this opening scene would be the interview with George Hampton. The example character's personality is Do Good,

so accepting the job of rescuing Moxie Hampton is right on point.

You can play this character through any intervening scenes until they arrive at McHugh's. For this scene, I rolled for their current personality and rolled 3,6 this is shifted back to 2,5 Ruthless. It appears that our character wants to play hardball!

The difference between playing this way and regular solo play is that every action by the character is controlled by the oracle. You use their character background, personality, and goals to shape the questions you put to the oracle. If there is a piece of GM-only information in your adventure notes dependent on the player doing or saying something specific, you may ask an unlikely oracle question to see if the character hits those specific criteria. Then play out the scenes using everything you know.

Continue this way to run the adventure for the characters. Using oracle questions, skill tests, and their slightly shifting moods.

# QUESTIONS

At the heart of solo are the question and answer tools.

## YES/NO

These rules use a 4 dice pool [4d6] and a target of 2 hits for a yes result as the default question. This gives you a slight bias towards yes answers for a typical question with no idea of the odds. This is in line with the idea that the GM is more inclined to say yes than no.

Successes	Results
0	The answer to your question is a definite no, or No, and....
1	The answer is a no.
2	The answer is yes, but the answer is not ideal
3	The answer is yes
4	Yes, and... this is the most positive result for this question.
5+	Yes, and... you also gain something not directly related to this question as a result
<b>Glitch</b>	Something relating to the question causes you a complication.
<b>Critical Glitch</b>	Something relating to your question causes a major problem.

Probability is controlled by adding or removing dice from your dice pool.

## OPEN-ENDED QUESTIONS

Open-ended questions are those that cannot be answered with a straight yes or no. "Is a box locked?" is a yes/no question. What is in the box is an open-ended question.

Open-ended questions are answered by giving you inspiration words. It then falls on you to imagine what those words mean to your character in that specific situation.

The inspiration words in these rules fall into six groups, one for each of our senses and the sixth one for emotions.

I suggest rolling one word from each group at the top of each scene. Jot these down in your game notes, and try and use them, singularly or combined, within your play of that scene.

You can roll for a replacement word when you have used a word but from a random list. You roll the words in advance rather than rolling as needed because I think that your subconscious mind will work on words while you are playing. It can be easier to come up with good uses if you are a little more prepared.

Each word is rolled using a d66.

*If you are in a very specific situation, you may want to use the Random Events table (page 17) and pull apart one of the suggested events to use for inspiration.*

1d6		Results				
1	Vision					
2	Hearing					
3	Touch					
4	Smell					
5	Taste					
6	Emotion					

D66	Vision	Hearing	Touch	Smell	Taste	Emotion
11	Light	Loud	Caress	Putrid	Sweet	Admire
12	Brilliant	Noisy	Stroke	Decay	Sugary	Adore
13	Shining	Blarings	Brush	Rot	Delightful	Appreciate
14	Glowing	Roaring	Hug	Rancid	Honeyed	Amuse
15	Blaze	Blasting	Embrace	Mould	Sickly	Anger
16	Luminous	Thundering	Kiss	Fetid	Cloying	Angst
21	Dark	Quiet	Hit	Fresh	Bitter	Calm
22	Black	Silent	Strike	Clean	Acidic	Confused
23	Inky	Hushed	Slap	Clear	Astringent	Craving
24	Unlit	Muted	Cuff	Airy	Sharp	Distust
25	Dim	Speechless	Punch	Floral	Vinegary	Excited
26	Dingy	Soft	Thump	Citrus	Biting	Joyous
31	Darkness	Hiss	Soft	Stale	Salt	Horrified
32	Coloured	Fizzle	Mushy	Damp	Brackish	Fearful
33	Vibrant	Whistle	Smooth	Stuffy	Zesty	Relieved
34	Pigment	Buzz	Warm	Airless	Spicy	Sad,
35	Stained	Wheeze	Pliable	Damp	Punchy	Loving
36	Painted	Vibrate	Silky	Fusty	Dry	Surprised
41	Flushed	Screech	Hard	Fragment	Sour	Desire
42	Seen	Shriek	Firm	Musky	Tart	Romantic
43	Spot	Squawk	Rigid	Piquant	Bile	Engaging
44	Notice	Shout	Stiff	Bitter	Burning	Suffering
45	Spy	Yell	Solid	Pungent	Choking	Grief
46	Identify	Call	Compact	Noisome	Gagging	Dispair
51	Appreciate	Wail	Sharp	Perfumed	Hot Metal	Sulky

<b>52</b>	Hidden	Howl	Serrated	Scented	Burning	Bad Tempered
<b>53</b>	Concealed	Bawl	Pointed	Balmy	Smoke	Pride
<b>54</b>	Covered	Cry	Angular	Redolent	Metalic	Guilt
<b>55</b>	Disguised	Sob	Cutting	Attractive	Artificial	Affirming
<b>56</b>	Shrouded	Moan	Razor-Edged	Heady	Tinny	Negating
<b>61</b>	Secret	Bang	Textured	Savory	Bite	Envyous
<b>62</b>	Glare	Crack	Bumpy	Salty	Suck	Indignant
<b>63</b>	Flare	Boom	Rugged	Spicy	Slurp	Pitying
<b>64</b>	Shimmer	Clang	Lumps	Tangy	Sip	Kindly
<b>65</b>	Radiate	Pop	Scored	Pleasant	Lick	Cruel
<b>66</b>	Beam	Clash	Scales	Herbal	Teeth	Remorse

For Example, If you remember back to the first chapter, the background to my adventure is the Mob trying to buy access to a secret government facility by bribing the police. I roll some inspiration words to keep on hand to play out the scene with the cop confiding in me. So I roll (22) Black, (22) Silent, (15) Embrace, (34) Airless, (44) Burning, and (31) Horrified. During the scene, the cop explains that one of his colleagues said he had refused the Mob but had been strangled (Airless). He had also been threatened to keep quiet (Silent) about what he had seen. I have now used two of my words, so I roll for two replacements I get (5) Taste and (6) Emotion, and these become (41) Sour and (51) Sulky.

My complete list of inspiration words is now: Black, Embrace, Burning, Horrified, Sour, and Sulky.