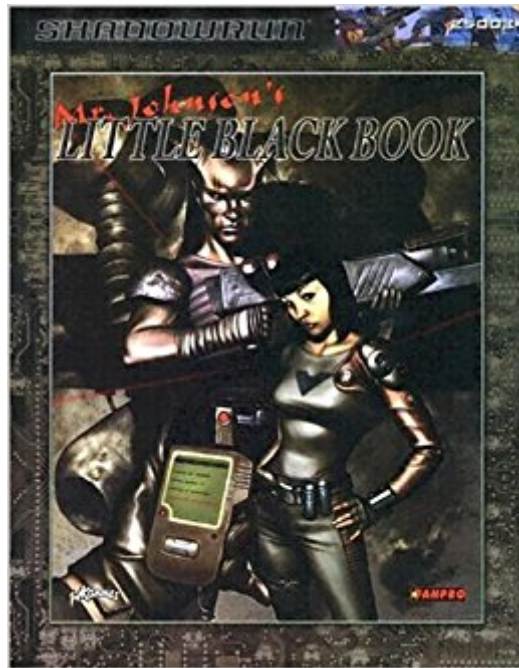




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Mr. Johnson's Little Black Book (Shadowrun)



Synopsis

I've got a job for you. Call me Mr. Johnson. I'm like a fixer for the corps. I know everybody who's anybody from suit-and-tie boardroom predators to the lowliest street-level scavengers. I know the best sprawl sites for scoring new talent, exchanging goods without interruption or hiding out from the assassins on your tail. I like to ensure that the people I hire can execute a well-planned black ops job and keep their faces from being splashed all over the screamsheets. My files on you say that you're right for what I have in mind. Interested? Mr. Johnson's Little Black Book provides dozens of locations and contacts for both Shadowrun gamemasters and players. For the gamemaster, it includes a wealth of simple adventure ideas and street encounters that can be randomly chosen and run. It also features detailed advice on setting up and handling shadowruns, negotiating with shadowrunners and optional rules for low and high-level campaigns, reputation, prejudice and more. For use with Shadowrun, Third Edition.

Book Information

Series: Shadowrun (Fanpro)

Paperback: 124 pages

Publisher: FanPro (August 1, 2004)

Language: English

ISBN-10: 1932564136

ISBN-13: 978-1932564136

Product Dimensions: 11 x 8.4 x 0.3 inches

Shipping Weight: 12.6 ounces (View shipping rates and policies)

Average Customer Review: 3.6 out of 5 stars 3 customer reviews

Best Sellers Rank: #989,190 in Books (See Top 100 in Books) #47 in Books > Science Fiction & Fantasy > Gaming > Shadowrun

Customer Reviews

This is a rather nice collection of game tips, contacts and adventure ideas. Most of the contacts have appeared in SR4. If you want to roll up a block of buildings on the fly, this has tables for you. The adventure ideas could certainly be adapted for SR4. Pretty neat collection.

Definitely a GM resource. Lots of information and ideas on how to set up runs, manage contacts, plot adventures, etc. Pretty much zero fluff or setting material (outside the example bits of fiction). If you're an experienced GM, you probably won't need most of what's available, but might be worth a

look before you buy.

I got it as a package deal, but once I opened it I didn't think it was really worth my trouble. Get it if you like long list of contact and extra characters in your game. or if your running low on run ideas it has a few suggestions.

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