

Shadowrun Background Generator

*This hand tool is to develop a background for your character so you can get in and start playing.
Feel free to ignore this and come up with your own.*

START HERE

1) ORIGINS AND PERSONAL STYLE

Dress and Personal Style

In the Sprawl it's not only what you do, but how you look when you do it. Roll 1d10 three times and consult each column to determine your style.

<u>DIE ROLL</u>	<u>CLOTHES</u>	<u>HAIRSTYLE</u>	<u>AFFECTIONS</u>
1	Biker Leather	Mohawk	Tattoos
2	Blue Jeans	Long and Grungy	Kick Ass Attitude Glasses
3	Fancy Suit	Punked Out	Glowing Tattoos
4	Ripped Clothing	Crazy Colors	Spiked Gloves and Belt
5	Hot Shorts	Bald	Interesting Piercings
6	High Fashion	Dreds	Stretched Ear Piercings
7	Military Garb	Cut and Clean	Nail Polish that changes color
8	Average Clothes	Shaggy	High Heels or Platform boots
9	80s Retro	Afro	Crazy Colored Contacts
10	Costume	Long and Straight	Scarification Art

2) ETHNIC ORIGINS

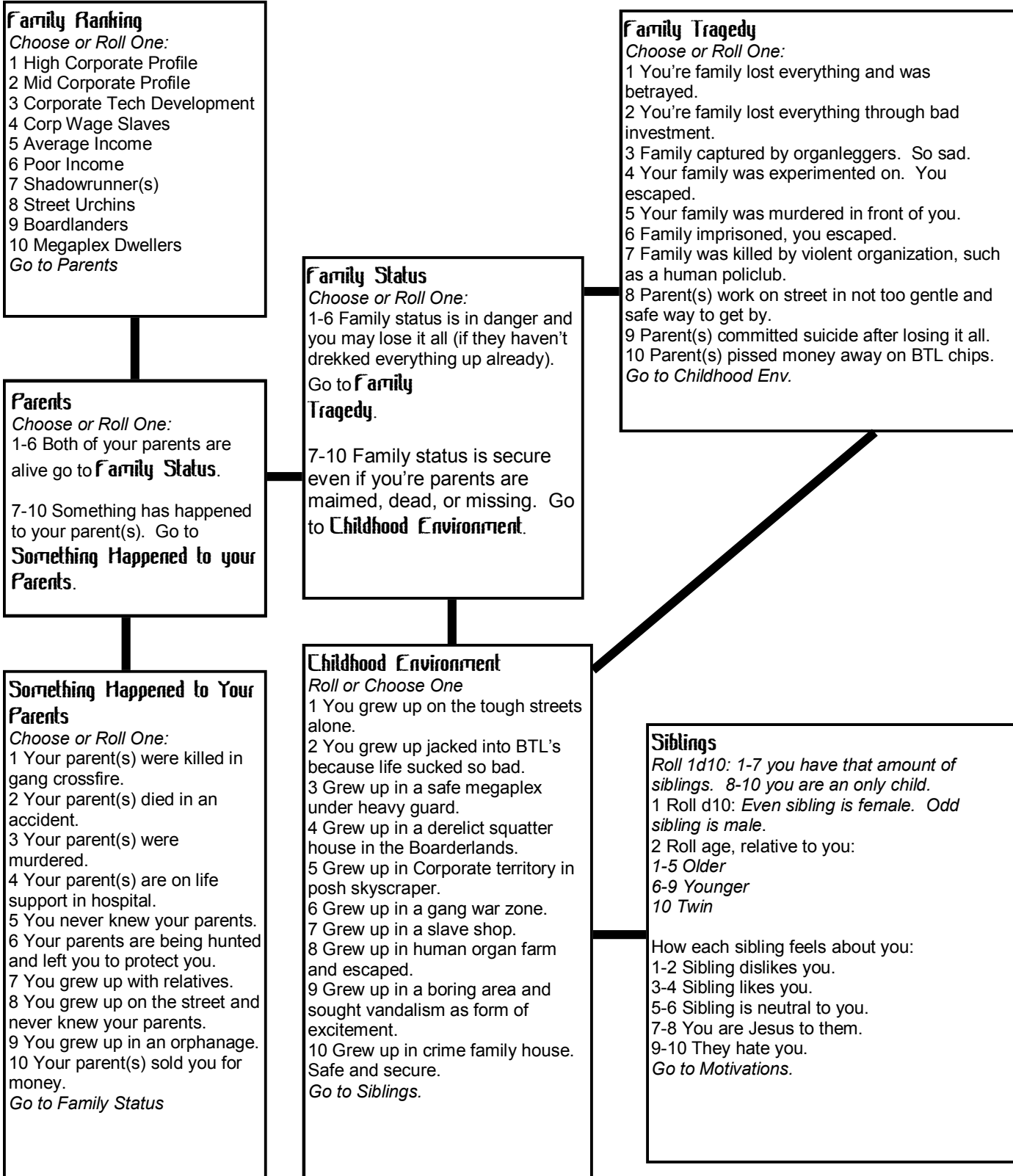
- 1 Anglo-American
- 2 African
- 3 European
- 4 Japanese/Koren
- 5 Chinese/Southern Asia
- 6 Pacific Islander
- 7 Hispanic-American
- 8 South American
- 9 Black American
- 10 Central European



FAMILY BACKGROUND

2] FAMILY HISTORY AND BACKGROUND

Even if they hate to admit it all Shadowrunners have a past. What is yours? Where did your family come from? What happened to them?



LIFEPATH

3) MOTIVATIONS

What keeps you diving into the shadows every night? What makes you risk your life time and time again? Is it the thrill and rush of a near death experience? What else do you care about? Are you fighting for somebody or some ideal? Let's find out...

Personality Traits

Choose or Roll One:

- 1 Secretive and
- 2 Distant and aloof
- 3 Apathetic
- 4 Impassioned
- 5 Comedic and positive
- 6 Cynical
- 7 Quick to anger and pugnacious
- 8 Egg head
- 9 Serious and formal
- 10 Very friendly

Person You Value Most

Choose or Roll One:

- 1 A parent
- 2 A Sibling
- 3 Yourself
- 4 Lover
- 5 Fictional Character
- 6 Friend
- 7 Mentor
- 8 Politician
- 9 Entertainment/Sport Hero
- 10 Can't count on anyone

What Do You Value Most

Choose or Roll One:

- 1 My family
- 2 It's all about the credits
- 3 Love and romance
- 4 It's all about fucking, baby!
- 5 I just want to have fun!
- 6 Education
- 7 My word is my bond
- 8 Getting even
- 9 Being number one
- 10 My life

Most Valued Possession

Choose or Roll One:

- 1 A pet
- 2 A collector's item
- 3 A trusty weapon
- 4 Family heirloom
- 5 Piece of technology
- 6 Entertainment program
- 7 A book
- 8 Family album or recording
- 9 Bullet removed from your body
- 10 Weapon from a dead enemy



How Do You Feel About Most People

Choose or Roll One:

- 1 Neutral
- 2 I like most people
- 3 I hate most people
- 4 We're in need of another plague!
- 5 Persons are cool, people suck
- 6 Everyone has something to offer
- 7 Use them like tools
- 8 Don't trust anyone
- 9 Don't let them stand in my way
- 10 I love people!

GO TO LIFE EVENTS

4) LIFE EVENTS

You now are getting an idea of who your Shadowrunner is, chummer. Now let's get their age and what's happened in their life. Roll 2d6 +16 or choose your age. For each year past 16 roll a 1d10 and consult the chart below.

- 1-3 Shadowrunning Highs and Lows
- 4-6 Making Friends and Enemies
- 7-8 Romantic Involvement
- 9-10 You Had a Boring Year

4A) SHADOWRUNNING HIGHS AND LOWS

Running in the shadows and dodging bullets and spells is risky business. Sometimes it pays off and you score a decent amount of creds, or you miss your mark and end up in the hole. Roll 1d10; Even you are riding a High, odd you're lower than low.

My Life Sucks Right Now

Roll 1d10:

1 Debt- You start with 1d10 x 50 subtracted from you starting Nuyen. It is possible to start the game completely bankrupt.

2 Jail Time- You were in jail for 1d10 months.

3 Accident- You were in a horrible accident. Choose Ugly or Phobia (Minor) Hindrance.

4 Betrayal- You were betrayed by a Johnson, a friend, fellow runner, or lover (your choice). Gain the Vow (Minor) Hindrance

5 Illness or Addiction- Choose either Habit (Major) or Anemic Hindrance.

6 Death- Someone you loved died by your hand accidentally, gain the Back Luck Hindrance or they were murdered by another, gain the Vow (Major) Hindrance.

7 False Accusation- You've been accused of something you didn't do. Gain the Outsider Hindrance or Lower Reputation by -2.

8 Wanted- A bounty hunter, police, or Lone Star are after your ass. Gain the Wanted (Minor) Hindrance.

9 Corporate Enemy- You've managed to piss off a corporation. Good job. Gain the Wanted (Major) Hindrance.

10 Mental Breakdown- You've had a nervous breakdown and can't sleep and feel fragile. Choose either Nightmares, Secret (Minor), Phobia (Major), or Yellow (Major) Hindrance.

Go to **Whatchu Gonna Do About it, Punk?**

Damn it's Good to be a Runner

Roll 1d10:

1 Damned Fine Run- Up your Reputation by 1.

2 It's All About the Creds- You gain an additional 1d10 x 50 credits at game start (after character creation).

3 Jackpot! You gain an additional 1d10 x 100 credits at game start (after character creation).

4 Somebody Likes Me- Create a Level 1 Contact.

5 You REALLY Like Me- Create a Level 2 Contact.

6 Oh You REALLY Like Me- Create a Level 3 Contact.

7 Get Out of Jail Free- You've done a favor to a cop or a Lone Star op and can get out of jail one time.

8 Trainer- Someone teaches you one new skill at d4.

9 Favor- A Cop, Lone Star Op, or Corporate Man owes you one favor.

10 You Got Skillz- Someone teaches you some tricks. Choose one skill and up die level by one.

Roll Next Life Event

Whatchu Gonna Do About it, Punk?

Roll 1d10:

1-2 Make all those motherfuckers pay!

3-4 Piss my pants and live in shame.

5-6 Attempt to restore my reputation.

7-8 Go after what's mine.

9-10 Save everyone that I care about, if I can.

Roll Next Life Event

LIFEPATH

4B) MAKING FRIENDS AND ENEMIES

Friends and enemies are the backbone of life in the Sprawl. Roll 1d10: Even- You've made a friend; Odd- You've made an enemy.

You've Fissed Someone Off
Gain the Enemy (Minor) Hindrance.
Choose sex or roll 1d10:
Even- Male; Odd Female

Choose or Roll One:
1 Fixer
2 Corporate Exec
3 Police Officer
4 Hooker
5 Fellow Runner
6 Lone Star Op.
7 Government Official
8 Sibling
9 Contact
10 Childhood Enemy
Go to **The Cause**

The Cause
Choose or Roll One:
1 You betrayed them.
2 You caused the death of their loved one.
3 Spurned their advances.
4 Never liked each other.
5 You left them behind during a run.
6 You wrongfully accused them.
7 You rightly accused them and they lost face.
8 Stopped their plans to sell you out.
9 Kicked their ass.
10 You/they stole romantic interest.
Go to **Who's Fissed Off**

Who's Fissed Off?
Choose or Roll One:
1-4 They hate you.
5-7 You hate them.
8-10 You hate each other.

Go to **Whatchu Gonna Do About it, Punk?**

Whatchu Gonna Do About it, Punk?
If you ever run into one another, the pissed off person will:

Choose or Roll One:
1-2 Attempt to kill their ass right then and there.
3-4 Attempt to get back at them through skullduggery and backstabbing.
5-6 Just avoid them.
7-8 Ignore them but not leave.
9-10 Chew them the fuck out.
Go to **Their Resources**

Their Resources
What will they bring to the table to fuck up your day?

Roll 1d10:
1-3 Only himself
4-5 A good friend
6-7 A small gang
8 A large gang
9 Considerable funding
10 Corporate backing

Roll Next Life Event

You've Made a Friend
You've somehow done something right and made a friend in the Sprawl (treat this as a Level 3 Contact). Roll 1d10- Even- Male; Odd- Female.

Choose or Roll One (or make something up):
1 Corporate middle man
2 Fixer
3 Whore
4 Decker/Rigger
5 Street Samurai
6 Shaman/Magician
7 Street Meat
8 Ganger
9 Drug
10 Weapons Specialist

Roll Next Life Event

What Makes Them Tick
Flush out the character by rolling up description info from **Origins and Personal Style** and **Motivations**. This info can be used to really bring the character to life and create some good role-playing moments.

4C) ROMANTIC INVOLVEMENT

In the heat of the moment people do dumb things, like fall in love. You can't help it. Life in the shadows isn't exactly glorious and it tends to be brutally short, so passion is often intense and passionate.

How Did it Pan Out For Ya?

Sometimes it's good... And sometimes it ends up covered in drek.

Roll One and go to corresponding section.

1-4 Happily Ever After. **Roll Next Life Event.**

5 **Romeo and Juliet**

6-7 **Trouble in the Nest**

8-10 Good Fucking. **Roll Next Life Event.**

Trouble in the Nest

Paradise may seem lost here Chummer, but with a box of chocolates, some good strong liquor, and a nice steamy porn BTL you can surely make this relationship work!

Choose or Roll One:

1 Family doesn't approve of lover/you. Nasty looks and phone calls.

2 Lover is a drug addict.

3 Family is attempting to get dirt to get rid of lover/you.

4 Constant fighting.

5 Too many secrets.

6 "Work" has followed you home more than once.

7 One of you is fucking on the side.

8 Lover/you have been hired to kill the other.

9 Politics and religion baby!

10 Fatal Attraction, need any more be said?

Go to **Current Feelings**

Romeo and Juliet

Sometimes relationships end badly... In this case, very badly.

Choose or Roll One:

1 Lover was killed by Organleggers.

2 Lover was killed in auto accident.

3 Lover went insane.

4 Lover committed suicide.

5 Lover lost in VR.

6 Lover murdered.

7 Lover imprisoned.

8 Bullet meant for you killed lover.

9 Stolen by rival.

10 Tried to kill you.

Roll Next Life Event.

Current Feelings

Oh no! Your relationship is in trouble! What's some of the emotions that are bubbling under the surface?

Choose or Roll One:

1 They really love you.

2 You really love them.

3 You both love one another.

4 You/they can't stand to look at the other.

5 Sometimes shit just falls apart.

6 They are plotting your downfall.

7 Smothering you with a pillow looks better each day.

8 You love them, they hate you.

9 They love you, you hate them.

10 You're both neutral.

Roll Next Life Event.

What Makes Them Tick

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