

'Aight. Wall of text incoming.

"Direct" relevancy:

>Ghost in the Shell

This entire franchise - the manga, all three movies and both series - are absolute seminal cyberpunk. If you watch nothing else on this list, watch the first movie and at least a few episodes of the show. The dubs are also widely accepted as some of the best ever, so if you don't like subs you can watch it dubbed at no great loss.

>Serial Experiments Lain

The other greatest cyberpunk/transhumanist anime. This series is in no way "entry level", but if you're familiar with anime then this will probably be a reference tool on-par with GITS.

>Ergo Proxy

Often regarded as being somewhat dense and moderately confusing, this series still provides good inspiration.

>Technolyze

This is a bit different than the other things on this list and is certainly not for everyone, but if you ever need a source of inspiration for bleak, depressing cyberpunk then this is some of the best you're going to get anywhere.

>Dennou Coil

If you ever want to run a campaign centered around the Matrix, you should really, really really, really watch this show. Much more "cyber" than "punk" and almost ghibliesque much of the time.

>Black Lagoon

Far and away the best reference for gunfights and general action scenes that you're going to get from anime, and probably the best from anything. Read the manga and/or watch the two seasons of the show but for the love of christ skip the OVAs; they're dog shit.

>Darker than Black

It's about mystic adepts. No, really.

>Eve no Jikan

Do you enjoy pondering the nature of existence, especially when it comes to artificial life forms? Watch this show.

Secondary list of "not as relevant but worth checking out" shows forthcoming.

bubblegum crisis/crash/ad police

Jin-Roh: The Wolf Brigade (Dystopian elements)

Monster (Villain)

Cowboy Bebop

Patlabor (setting)

Baccano!

Kara no Kyoukai (action scenes)

Gunslinger Girl (action scenes)

Read or Die

Lupin III

Kaiji

Birdy the Mighty/Tetsuwan Birdy (action scenes)

Westworld

Looker

Colossus, The Forbin Project

Teknolust

Richard Stanley's "Hardware" and Stephen Norrington's "Death Machine" are pretty boss.

Also, Total Recall 2070.

And of course, Blade Runner.

Here's some advice for Shadowrun 4 beginners

1.) Stick to the core rules. The other books are cool and stuff, but you don't really need them. With every additional book the game becomes more complex, exploitable and confusing. Invent your own stuff instead of making yourself a slave to the books. Experiment. Use the books for inspiration. Not as shopping lists for your players. They aren't the ten commandments.

2.) Restrict Gear. Once your players discover the wonders of 3-4 initiative passes, everyone is going to sport reflex boosters, wired reflexes, move-by-wire or synaptic boosters. Simple gang members won't stand a chance anymore. You'll want a group of people. Not an army of terminators.

3. Consequences! The players run around in tactical or military gear, sporting unconcealed illegal weaponry in public areas? Bust their asses! They kill a cop? Hunt them down like rats! They beat up some gangers just cause it's fun? There are always more and tougher gangers! They don't look out for surveillance? Big news report about them on TV including bounties on their heads! They piss off the russian mob big time? No place to hide, no place to run! Be merciless! Such is life in the sprawl!

4.) Don't shower them with money and give them access to everything. They need to pay their running expenses like rent, food, fuel ... Give them just enough so they can live off it and lay a little aside. Don't just let them military / highly illegal equipment. Let them earn it. Make contacts. Run errands. These things attract unwanted attention, so they have to keep a low profile. They won't find this shit on the black market just because they can pay for it. Remember the protagonist from Neuromancer? He had to buy a shitty pistol from a noodle shop!

MUSIC

Billy Idol's cyberpunk album's opening song is a very creepy but accurate introduction to the genre. Play it for everyone before the game begins.

<http://www.youtube.com/watch?v=qdPcLM6B8aA>

<http://perturbator.bandcamp.com/>
this album

<http://www.youtube.com/watch?v=-31y5AgU6eA>

http://www.youtube.com/watch?v=_OqddpU2oGA

Miracle Of Sound's

New Black Gold <http://www.youtube.com/watch?v=oe-f25KmrDA>

City of Night <http://www.youtube.com/watch?v=DpumhuqtLL4>

Motor Girl http://www.youtube.com/watch?v=iC_p4jZhrB4

and Kickback. <http://www.youtube.com/watch?v=H3Am8QQKy3Y>

Ain't That Funny <http://www.youtube.com/watch?v=r8keT6mVKjI>

Everything from Max Anarchy, and some tracks from Madworld

My shadowrun mood music is an eclectic mix of electronica, punky lyrics, spy jazz, and high-octane chase music.

<http://forums.dumpshock.com/index.php?showtopic=38438>
this thread has fantastic in-depth suggestions also.

Hope that helps!

Metal Gear Rising: Revengence's music is also pretty much amazing across the board.


<http://tindeck.com/listen/qttl>

<http://www.youtube.com/watch?v=ZcpGIVbPYrl>
<http://www.youtube.com/watch?v=jTQlogLBFBs>

Syndicate Soundtrack is alright at times.

http://www.youtube.com/watch?v=bsAPQ_JVmsg&list=PLC33BCAB778489BF1&index=1


>>

 **Anonymous** 07/30/13(Tue)21:27 [No.26339185](#)

>>[26339160](#)

>WUB WUB WUB WUB

>>


 **Anonymous** 07/30/13(Tue)21:28 [No.26339207](#)

the band She.

<http://www.youtube.com/watch?v=9hPCj6haTZ0&list=RD02ltvUo3mLYCU&shuffle=635>

If you need more, find the netrunner thread and ask after Netrunner Music Guy

>>


 **Supine !OypYdDKP3c** 07/30/13(Tue)21:30 [No.26339253](#)

Replies: >>[26339274](#)

>>[26338906](#) (OP)

Depends on what kind of campaign you're running. Are you more likely to be professionally finishing jobs and building reputations, or are you going to be leaping rocket-powered school buses?

>>


 **Anonymous** 07/30/13(Tue)21:31 [No.26339274](#)

Replies: >>[26339604](#)

>>[26339253](#)


Give me both. Cover all the cyber bases.

>>

 **Anonymous** 07/30/13(Tue)21:33 [No.26339313](#)

Do we really need two music threads?

>>

 **Supine !OypYdDKP3c** 07/30/13(Tue)21:47 [No.26339604](#)

>>[26339274](#)

I'll start with the former. What you're going to do is list your ten favorite crime movies (you can do it here, or just for yourself, I don't mind), and find the soundtracks. That'll be your starting point. Then, look into all sorts of music that doesn't have lyrics. Metal like Russian Circles, instrumental hip-hop like RJD2, Flying Lotus, and DJ Shadow as well as instrumental tracks to various rappers, Death Grips and El-P both have sounds that work well with cyberpunk, house for clubs (There's a lot of facets to the house scene, just know that electro house is more aggressive,

deep house is more moody and depressive, tech house is dancier, and progressive house sounds kinda like Deadmau5), breakbeat like Chemical Brothers and Fatboy Slim, maybe some future garage like Burial, and really any other part of the electronic music scenes that you can find. If you want to look at dubstep, realize that there are two very different kinds of dubstep, ones that I not-entirely-correctly call 'old-school' and 'new-school' for lack of any better name. The old stuff is like Skream, Benga, Digital Mystikz, and their crowd, and it'll be good for a lot of campaigns, the new school is like Excision, Datsik, Rusko to an extent, and the like, which is harder to pull off because of how distracting it can get. There's a couple similar genres, Drum and Bass being the most relevant, which is really fast and good for car chases and stuff.

>>

Anonymous 07/30/13(Tue)22:10 [No.26340049](#)
>>26338906 (OP)

These movies were awful, but try this track.

<http://www.youtube.com/watch?v=UBSKSIxnGjI>

If you like, investigate the rest of the soundtrack.

File: [1371601371231.png](#)-(300 KB, 609x294, shadowrun.png)



SHADOWRUN GENERAL Anonymous 06/18/13(Tue)20:22 [No.25515593](#)

Replies: [>>25516500](#)

previous thread

>>25487577

>>

Swenson !EMdDFo4Yio 06/18/13(Tue)20:40 [No.25515945](#)

Replies: [>>25516131](#)

I've been meaning to ask a question for all you shadowbros: what's the deal with soy? I gather pretty much everything made cheap is made of soy. Why is that? Soy doesn't strike me as one of those cheap foods. Modern day, soy-made products tend to be more expensive than natural or other artificial products.

Can someone give me their reasoning or science behind it? I'm not trying to fight it, in fact I think it's kind of cool and adds an interesting flavor to the setting.

>>

Anonymous 06/18/13(Tue)20:48 [No.25516131](#)

Replies: [>>25516474](#)

>>25515945

Soy is expensive in modern 1st world countries because it's "healthy" food, which lets them jack the price. Once the market stops considering it "special" the price will drop massively.

>>

Swenson !EMdDFo4Yio 06/18/13(Tue)21:02 [No.25516474](#)

Replies: [>>25519357](#)

>>25516131

I guess it would make sense that in a future where natural ingredients become more and more rare, and one-size-fits-all ingredients that can be made into anything would become the cheap norm.

I know getting a prime-rib steak is wicked expensive in the 6th world, and usually obtained on the streets in the black market, whereas now i could get one at a local store for cheap

>>



Anonymous 06/18/13(Tue)21:03 [No.25516500](#)

Replies: [>>25518070](#) [>>25520579](#) [>>25520885](#)

[>>25515593](#) (OP)

Do you fine gents play any specific music to get in the mood for playing SR?
Care to share?

I like things like <http://www.youtube.com/watch?v=JIOcc0tfoqA>

And <http://www.youtube.com/watch?v=UOuxTQpxawc>

My tastes too pleb? Any suggestions?

Or would you all rather just argue about rules?

>>



Anonymous 06/18/13(Tue)21:39 [No.25517321](#)

Replies: [>>25517809](#) [>>25518363](#)

Hey, our group plays 4E, and I think my next character should be a gnoll. Where would I start from? Surge rules, obviously, but can we make a character that tanks like a mofo, and still has useful skills?

I'm thinking of starting with fomorae, for the troll body and magic resistance, then boosting reaction up pretty high, to help soak.

Reaction assists, what, driving skills? So could I/ should I build a gnoll wheelman?

>>



Anonymous 06/18/13(Tue)21:52 [No.25517625](#)

Replies: [>>25520579](#)

<http://www.youtube.com/watch?v=x5HN6zNzHXk>

Classical nightclub song on a cyberpunk world

>>



Anonymous 06/18/13(Tue)21:59 [No.25517783](#)

Replies: [>>25519377](#)

Reposting from [>>25517638](#)

Cybergun goes into cyberlimb, takes up capacity.

Silencer and laser sight added to cybergun. Does this also use up cyberlimb capacity?

>>




Anonymous 06/18/13(Tue)22:00 [No.25517795](#)

Replies: [>>25520579](#)

UT 2000 best cyberpunk songs

<http://www.youtube.com/watch?v=BSj0hId4Z6A&list=PLB5C2CB3EE4E5D349>

>>


 **Anonymous** 06/18/13(Tue)22:01 [No.25517809](#)

Replies: [>>25517926](#) [>>25518363](#)

[>>25517321](#)

A gnoll wheelman sounds pretty cool, yo. What kind of reaction boosts will you be using?

>>

 **Anonymous** 06/18/13(Tue)22:06 [No.25517926](#)


Replies: [>>25518200](#) [>>25518363](#)

[>>25517809](#)

Dunno, looking for input.

Any ideas?

>>

 **Anonymous** 06/18/13(Tue)22:11 [No.25518070](#)

Replies: [>>25520579](#)


[>>25516500](#)

It's really hard to find stuff that's the right mix of electronic, moody, catchy and bad-ass.

I like rjd2's stuff.

<http://www.youtube.com/watch?v=p1aXSU7-1J4>

>>


 **Anonymous** 06/18/13(Tue)22:16 [No.25518200](#)

Replies: [>>25518667](#) [>>25519467](#)

[>>25517926](#)

I haven't played a SURGE character myself so I don't know how they'd interact with augmentations/magic. Maybe you could just be an Adept, Artisan's Way, and use Improved Ability with Attribute Boost, Improved Attribute (Reaction) or Improved Reflexes?

>>

 **Anonymous** 06/18/13(Tue)22:23 [No.25518363](#)

Replies: [>>25519467](#)

[>>25517926](#)


[>>25517809](#)

[>>25517321](#)

Looks like reaction enhancers are incompatible with superthyroid and adreanal pump. I'll have to go wired reflexes, I think.

For bioware, Digestive expansion seems a must for character purposes. Or I can surge that if it's available and cheaper...


>>

 **Anonymous** 06/18/13(Tue)22:31 [No.25518593](#)

Replies: [>>25518638](#)

So in 4e, I know there is martial arts somewhere, but I don't know which book handles it. Anyone know what books talk about martial arts?


>>

 **Anonymous** 06/18/13(Tue)22:33 [No.25518638](#)

[>>25518593](#)

Arsenal

>>

 **Anonymous** 06/18/13(Tue)22:34 [No.25518667](#)


Replies: [>>25518896](#)

[>>25518200](#)

That's an idea. I'm notorious for playing physads, though. I was thinking I'd go another route. Hmm. Why is physad the answer for everything I want to do? haha.

I could go for a druggy, use a cyberglad and some combat drugs.

>>

 **Anonymous** 06/18/13(Tue)22:44 [No.25518896](#)


Replies: [>>25519050](#)

[>>25518667](#)

I haven't played much Shadowrun yet. But if I were a weelman, I would specialize in machine pistols or something so you can do crazy good shots with your offhand while driving. Smartlink weapon, upgrade and cybernetics everything so you can shoot a pistol like a boss, and dump Nuyen into a nice car and a sweet suit.

Then you can be a chainsmoking gnoll in a sweet car...

>>


 **Anonymous** 06/18/13(Tue)22:52 [No.25519050](#)

Replies: [>>25519134](#)

[>>25518896](#)

Hahaha holy fuck I want to see this


>>

 **Anonymous** 06/18/13(Tue)22:56 [No.25519134](#)

[>>25519050](#)

I do my best to make everything about my characters and games as theatrical as possible.


>>

 **Anonymous** 06/18/13(Tue)23:06 [No.25519357](#)

[>>25516474](#)

Your main sixth world food groups are soy, krill, mycoprotein, and algae. Insects, small animals (frogs are mentioned), recycled protein (poop), and other sources also feature, but are less common.


>>

 **Anonymous** 06/18/13(Tue)23:06 [No.25519377](#)

[>>25517783](#)

Yes; you don't add cybergun mods to the gun, but to the arm. All available mods are in the cyberweapon section

>>

 **Anonymous** 06/18/13(Tue)23:11 [No.25519467](#)

Replies: [>>25519617](#) [>>25519705](#) [>>25519764](#)

[>>25518200](#)


SURGE does nothing to change 'ware or magic, unless you choose a quality that reacts badly with either. This won't happen by accident.

[>>25518363](#)

If you want a natural Gnoll, go for qualities. If you want it to be a character choice or transgenic hybrid, go for bioware / geneware.

I'd go with Move-By-Wire for a weelman. It's Wired Reflexes, Reaction Enhancers, Skillwires and a Dodge boost, at reduced essence cost.

>>


 **Anonymous** 06/18/13(Tue)23:18 [No.25519617](#)

Replies: [>>25519733](#)

[>>25519467](#)

Too expensive to use at the start. That's a good goal, of course, but, man does it suck to try to start with Move by Wire. Also the constant seizures kind of suck

>>

 **Anonymous** 06/18/13(Tue)23:19 [No.25519634](#)

Surge level III: (15 bp)

30 positive:

Claws (5)

Fangs (5)

Keen Eared (5)

Ogre Stomach (5)

Satyr's Legs (10)


15 Negative:

Hairy (5)

Nocturnal (10)

Combined with the cost for troll, and you've got a gnoll.


>>

 **Anonymous** 06/18/13(Tue)23:23 [No.25519705](#)

[>>25519467](#)

Move-by-wire has saved my life on many occasions. Combine with reaction enhancers for profit!


>>

 **Anonymous** 06/18/13(Tue)23:24 [No.25519733](#)

[>>25519617](#)

Still a fuck load cheaper than synaptic accelerators.

>>

 **Anonymous** 06/18/13(Tue)23:26 [No.25519764](#)


Replies: [>>25520017](#)

[>>25519467](#)

17 build points for move-by-wire 2? Yeah, let's do that.

What's the limit on build points into nuyen again?

>>

 **Anonymous** 06/18/13(Tue)23:28 [No.25519797](#)

Replies: [>>25519847](#) [>>25520129](#)

>Shadowrun


>Set in the US

>Soy

>Not maze/corn

nope.jp

>>


 **Anonymous** 06/18/13(Tue)23:30 [No.25519847](#)

[>>25519797](#)

>World taken over by evil maga-corporations

>Ever hear of Monsanto?

>>

 **Anonymous** 06/18/13(Tue)23:38 [No.25520017](#)

Replies: [>>25520081](#)

[>>25519764](#)

== Attributes (Elf) ==

BOD: 3

AGI: 6

REA: 3 (7)

STR: 3

CHA: 3


INT: 5

LOG: 4

WIL: 4

Leaves you with 120BP to toss into skills / edge, 35BP of Negative Qualities, 30BP of Positive Qualities, and 165,000 nuyen. You don't need to sperg out and max everything, but taking an orc (Agi 5) would bump you up to 180BP. Maxing your attribute limit with Rea 5 (9) would be an easy option.

>>

 **Anonymous** 06/18/13(Tue)23:41 [No.25520081](#)

[>>25520017](#)

== Attributes (Fomori) ==

BOD: 6

AGI: 4

REA: 5 (9)

STR: 5

CHA: 3

INT: 4


LOG: 4

WIL: 4

(155BP free for Skills / Edge)

Forgot that guy was doing a Fomori.

>>


 **Anonymous** 06/18/13(Tue)23:43 [No.25520129](#)

[>>25519797](#)

>present day farming options

>not pollution-fucked, magic-fucked SR future

>>

 **Anonymous** 06/19/13(Wed)00:06 [No.25520579](#)

[>>25516500](#)

[>>25517625](#)

[>>25517795](#)

[>>25518070](#)

so... plenty of Techno stuff, but why never examples of future fusion musics, Goblin Rock, or hip-hop?

I'm interested in what a troll metal band would sound like...


maybe like this...

<http://www.youtube.com/watch?v=qUguQzK2ahQ>

or this...

http://www.youtube.com/watch?v=HXZreA1j_Oc

>>

 **Anonymous** 06/19/13(Wed)00:22 [No.25520885](#)

Replies: [>>25520913](#)

[>>25516500](#)

Nah, somebody asks about music every few threads. Rote response:


The Glitch Mob is pretty good, ambient, and cyberpunk. Mosh is a rather unknown dude that makes really great cyberpunk music that may be a bit too non-ambient for a soundtrack. He recently released a music video for his song McQueen about a cleaner doing his work disposing of bodies.

<http://iammosh.bandcamp.com/album/monarchy>

Nine Inch Nail's album *Ghosts I-IV*, Trent Reznor's soundtracks for *The Girl with the Dragon Tattoo* and *The Social Network*, and some of How To Destroy Angels' work (particularly *An Omen*) are all good cyberpunk music. Of these, the soundtracks are very ambient and non-distracting, which is great when you're trying to talk with someone across the table.

Nero's "Angst" and Justice's "Stress" are good tracks for combat, the-alarms-have-been-raised scenarios, or other stressful situations. Kavinsky is made for driving (I recommend SebastiAn's remix of "Testarossa Autodrive", which was featured in GTA IV). Since I fucking love "C.T.F.O. feat. M.I.A." by SebastiAn (along with Nero's remix of it), I'd play that in a club scene, perhaps alongside "Walkman (re-edit)" by SebastiAn and Mosh's remix of "SexyBack."

>>

 **Anonymous** 06/19/13(Wed)00:23 [No.25520913](#)

[>>25520885](#)

Here's that music video:

<https://www.youtube.com/watch?v=DDPvfi6GRJk>


The album is free/pay-what-you-want.

Supine !OypYdDKP3c 08/19/13(Mon)00:04 [No.26706784](#)

Replies: [>>26706842](#) [>>26706919](#) [>>26706925](#) [>>26707031](#)

I have a pretty good idea of what music I want to play for most of a Shadowrun campaign, but I have some gaps in hacking and magic. What do you guys do for that separate from your standard Ocean's Eleven crime music?


>>

 **Anonymous** 08/19/13(Mon)00:09 [No.26706842](#)

[>>26706784](#)

Deus Ex soundtrack. Either DX1 or DXHR, or both, whatever suits your game.

>>


 **Anonymous** 08/19/13(Mon)00:13 [No.26706919](#)

[>>26706784](#)

The Algorithm

<https://www.youtube.com/watch?v=zwG97ah0mEU&list=PLLVeC2nHZ9w0ApEUw0Iz7Tgd--NfmNQjh>

>>

 **Anonymous** 08/19/13(Mon)00:13 [No.26706925](#)

>>26706784

Music? Our group's too noisy for music.

>>



Anonymous 08/19/13(Mon)00:21 [No.26707031](#)

Replies: [>>26707459](#)

>>26706784

For hacking look at the Deus Ex soundtrack, Daft Punk in small doses, the Blade Runner soundtrack, the Akira soundtrack, and some from these bands, Gravity Kills, Crystal Method, Android Lust. Look into nerdcare and stuff like Aphex Twin as well.

For Magic some suggestions. Tuvan throat singing, Gregorian chants, Dead Can Dance, Danger Mouse perhaps, Azam Ali and the various bands she's been in, Qntal, and also looking into folk music of a culture. If you're doing magic elves you will want more celtic, if it's about shamanistic trolls you'll want something more thuddy and primal.

>>



Anonymous 08/19/13(Mon)00:27 [No.26707149](#)

>>26706481

Get your own waifu.

>>



Anonymous 08/19/13(Mon)00:34 [No.26707272](#)

>>26704828

They weren't, and that guy is retarded, but "X does it better" isn't the smartest line of thinking when the name of the game is "How many things can I throw in that all add to my Y dice pool?"

>>



Anonymous 08/19/13(Mon)00:45 [No.26707459](#)

Replies: [>>26707515](#)

File: 1376887521796.jpg-(164 KB, 1024x768, TaikoDrummersAichiJapan.jpg)



>>26707031

>shamanistic trolls

Man, now I want to roll a Shaman Oni who loves him some Ar tonelico and break out METHOD_HYMMELI/, METHOD_HYMME_GRANZERO=SPEAR/., and Japanese war drumming.

Shit would get you blood up like nothing else.

>>



Anonymous 08/19/13(Mon)00:49 [No.26707515](#)

Replies: [>>26707610](#)

>>26707459

That Shaman would have some of the coolest Ritual Magic around with all the mages playing drums and other instruments in order to make someone's head explode from hundreds of miles away.

>>



Anonymous 08/19/13(Mon)00:55 [No.26707610](#)

>>26707515

Like I said, Granzero Spear.


Anonymous 08/27/13(Tue)02:36 [No.26852620](#)

[>>26852598](#)

Shadowrun music can run the board. Remember in addition to being a harsh technological setting there is also a sense of utopia at times, a sense of intense thrills of techno-crime, and a mystical element.

Check out Laserhawk and ActRazer

>>

 **Anonymous** 08/27/13(Tue)02:44 [No.26852695](#)


[>>26851499](#)

>call Saul and buy a nail salon."

Or a car wash.

Actually, WHAT you should buy really ought to tie in to your character. For example, he likes 20th-century jazz? Open a jazz club.

>>

 **Anonymous** 08/27/13(Tue)02:44 [No.26852698](#)

[>>26852598](#)

Buckethead is some pretty damn good instrumental, especially Population Override
Also Desperado meets Ronin (and Then They Fight Robots) [
<https://soundcloud.com/stephenhart27/ronin-meets-desperado-and-then>] is a really fun song.
Most of the Deus-Ex soundtracks, of course. Siren Synapse is a really good mashup of the original game's soundtrack.