

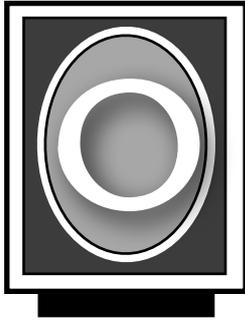


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**SHADOWRUN FOR RISUS!  
READ ALL ABOUT IT!**

# INTRO

**“Sometimes when reading  
Goethe, I have the paralyzing  
suspicion that he is trying to be funny.”  
--Guy Davenport**



kay, chummers, what’s this all about? KA-POW! is a loving nod to Shadowrun, from a Risus perspective. I’ve written several Shadowrun adaptations in my life (you can find these games on my blog [analogkonsole.wordpress.com](http://analogkonsole.wordpress.com)), but I keep coming back to Risus. In my opinion, this game is the best rules-lite system on the market today.

So, KA-POW! is a collection of „tabnet“ pages. Tabnet is short for „tabloid net“ in SR lingo, a „publication specializing in scandal stories or sensational tales of the unknown“, as it says in the old Shadowbeat sourcebook.

I try to stay close to the look of Shadowrun 1<sup>st</sup> edition because that’s what I grew up with and what I still love after all these years.

Enjoy!

Norbert G. Matausch

# CREATING A RUNNER

**„Right then!  
No more goodness  
and niceness!“  
--Darantz**



isus as written grants you 10 cliché dice for character creation. I could have done that, but it simply doesn't feel very Shadowrun, does it?

## **1) Assign priorities**

So, creating a shadowrunner KA-POW! style follows the tried and true Shadowrun priority system. There are five priorities, from A (most important) to E (least important).

There are also five categories: Race, Magic, Cliché Dice, Money, and Magic Points. Assign one priority to one category.

If you play a metatype (elf, dwarf, orc, troll), you must choose priority A for race.

**CHARACTER CREATION**

	Race	Magic	Cliché Dice	Money/ Magic Points
<b>A</b>	Metahuman	Human mage	8	Money (5) / 15 MP
<b>B</b>	Human	Human adept/ metahuman mage	7	Money (4) / 9 MP
<b>C</b>	Human	Metahuman adept	6	Money (3) / 6 MP
<b>D</b>	Human	---	5	Money (2) / 5 MP
<b>E</b>	Human	---	4	Money (1) / 4 MP

**2) After you have assigned priorities to categories, pick an Archetype.** This is your character's main cliché, his most important and defining concept.

- Adepts: they use magic to improve physical abilities or to gain supernatural powers.
- Deckers: the hackers of the future. Plugged into their cyberdecks, they hack into heavily secured computer systems.
- Mages: utilizing magic as science, they can cast spells and evoke elemental spirits.
- Shamans: they talk to the spirits that dwell in everything. They can also cast spells.
- Riggers: they jack into the cybersystems of vehicles. This turns them into drivers/riders/pilots with almost supernatural capabilities.
- Mercenaries: Ex-military personnel selling their skills to the one who pays best. No questions asked.
- Gang Member: safety is in numbers, that's one thing you know for sure. The gang is your tribe, your family.

- Street Samurai: urban predators, with cyberware that makes them even more dangerous.
- Detective: either private eye or working for the police, they're trying to solve crimes. Or to make enough money to pay the rent.

If you want your character to have cyberware or a cyberdeck, you'll have to spend one or more of your cliché dice on Questing Dice. You will also have to pass a successful roll with your character's Money cliché.

**3) Write down one or more additional clichés** that help you and the other players to get a clear picture about who he is.

**4) Choose a race.**

- Human: no advantages or disadvantages
- Elf: +1 cliché die for all tests that involve quickness, +2 cliché dice for all tests involving charisma, -1 cliché die for all physical activities, can see in low light

- Orc: +1 cliché die for all physical activities, -1 cliché die for all rolls involving charisma or intelligence, can see in low light
- Troll: +2 cliché dice for all physical activities, -2 cliché dice for all rolls involving charisma or intelligence, has infrared eye sight
- Dwarf: +1 cliché die for all physical activities and all rolls involving willpower, +1 cliché die for all rolls against poison and sickness, has infrared eye sight

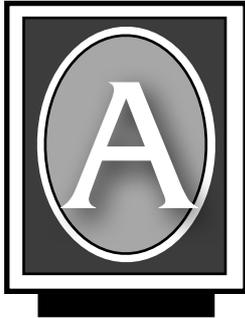
**5) Assign cliché dice.** Not more than 4 points on one cliché.

**6) Each cliché has one specialization.** This is a subset of the cliché that is worth +1 die. For instance: a „Powerful Street Samurai (4)“ might have the specialization „Melee expert (5)“. A specialization can never be improved on its own. To get better, the cliché has to be improved.

Please note: Adept clichés don't have any specializations.

# MAGIC & ADEPTS

**„Its kind of funny how my  
manipulation spells tend to go  
through both friend and foe, eh?“  
--Shadowen**



h, magic, the beautiful arcane art. And so practical. KA-POW! magic rules are very simple, so we can start playing in no time. In step 1, you have determined how many Magic Points your character has (page 4).

Mages, Shamans and Adepts use these points to power spells or adept abilities, respectively.

**1) Mages and Shamans: Write down a few spells.** Distribute all of your your Magic Points between them, but do not put more than 2 Magic Points in any spell. The number of points a spell has is called its Spell Power.

**2) Mages and Shamans: Write down a few more spells.** How many? Your magic cliché, divided by two. Since you can't distribute any more Magic Points between them, these spells all have Spell Power 0.

**3) Adepts: Think of special abilities your body could have.** Write them down.

For instance:

- Extra resistance to damage (acting as a „sponge cliché“ that takes damage first before another cliché is damaged).
- Killing Hands: Increasing your hand-to-hand damage.
- Boosted reflexes: making you faster in combat.
- No need for food: you can slow down your metabolism so your body can resist massive hunger and thirst.

Then, distribute your Magic Points between these abilities. Do not put more than 2 points in any ability. Sorry, you don't get free abilities like the spellcasters do. The number of points an Adept ability has is called Ability Power.

**4) To cast a spell or use an Adept ability, roll your cliché dice PLUS Spell Power dice or Ability Power dice.**

If you use a spell directly against a living being, treat it as combat between the two of you. If you use a spell against inanimate targets, the GM will tell you a number you have to roll on or over.