

Instructions for the SR6 - Build a Runner Workshop - New for 2023

(Or, how to get a group of people that have never played Shadowrun to write up a character in 2 hours)

Out of the 30 PDF files (not counting this one) in the Build a Runner Workshop, 23 are used as references during the session. You don't need to print these out for each session, simply have a copy available (perhaps laminated). The other sheets are filled out and kept by the players after the workshop. This guide assumes there will be **four players** per table, if you have more or less scheduled per session you can get adjust the number of copies on hand.

You will need the following printed for each session. (To be filled out during the Workshop)

4 copies **“Character Worksheet”** and the **“SR6 Character Sheet”**

If this is for SRM games at a convention you may also need the following printed for each session.

4 copies **“SRM Character Journal”**

You will also want a few of the Gear-Trackers sheets printed for each session. Not everyone will need one (or more) of the 4 types of Gear-Trackers, less than 6 or so items in a category can be copied on the worksheet, but using the Gear-Trackers can keep gear heavy characters from spending the entire session copying package lists.

2 to 4 copies of the **4 different “Gear-Tracker” sheets** (these are single-sided sheets)

You will need the following reference sheets available. (These may be re-used for several sessions)

4 copies of the **“What Do You Want to Play?” sheet**

2 copies each of the **10 different “Build a ____” sheets**

2 copies each of the **5 different “____ Gear Packs” sheets**

And each the **5 different “List - ____” sheets**

You may also want a copy or two of the **“Instant Guide to the Sixth World”** on hand. At small conventions and demos you will always get a few people that sit down out of curiosity and ask “what’s this game all about”.

- 1) After your players are seated and ready to start, hand out the “What Do You Want To Play” sheets.
- 2) After everyone decides on an Archetype, hand out the “Character Worksheet” and the “Build a ____” sheet for the player’s choice. If you don’t have enough copies printed some sharing of sheets may be necessary.
- 3) Follow the steps as written on the Character Worksheet, These steps follow the same sequence as the “Creating a Shadowrunner” section of the Core Rulebook p. 62-102.
- 4) The “List - Knowledge Skills and Contacts” provides examples of Knowledge Skills and Languages.
- 5) Using the “Packs - ____” to fill out the gear choices. Everyone needs a “Basic Gear and Lifestyle” choice. The player’s can mix, match, add to, or delete from the Packs however they chose.
- 6) Characters that have a lot of one type of gear should use a Gear Tracker sheet, otherwise that may spend the entire session copying over items from the Pack sheets and not finish the character.
- 7) The “List - Knowledge Skills and Contacts” provides examples of Contacts that may be taken.
- 8) Hand out the “SR5 Character Sheet” and copy the information from the worksheet to the character sheet. Use the relevant “List - ____” sheets or the Core Rulebook to fill out weapon, drone and vehicle profiles.
- 9) **New characters will earn 1 Karma and 1,000 Nuyen for participating in the workshop.**
- 10) If this is an official SRM event for convention play hand out the “Character Journal” for future use and fill out the “Build a Runner Workshop” partition of the Character Journal
- 11) The GM reward for the first time running a Build A Runner Workshop is 1 Karma and 1,000 Nuyen