
Shadowrunning

Shadowrunning is the mechanic for breaking into places with security systems that are attempting to keep you out, be they mechanical locks or metaphorical constructs within someone's mind.

Shadowruns are defined by a sheet of paper in a packet on the wall and some additional small packets.

To enter a shadowrun, open the packet and take out the sheet. When you enter, everyone entering the shadowrun must agree on who is in the group entering. Only one group may enter a given shadowrun at a time; if you can't agree on who got there first or who is entering, we recommend flipping a coin or using the combat mechanic.

The group entering must also agree on a single "leader"; the leader is treated specially by some obstacles, and is the one who gets all items in the shadowrun (although transferrable items can of course then be passed to other people). No one can enter a shadowrun while a group is already shadowrunning it. You can talk to a group inside, but you cannot initiate combat with anyone inside a shadowrun. However, shadowruns are not meant as a safe place to hide from people. Do not abuse this mechanic.

You navigate a shadowrun by following the lines, starting at the "Entrance" node. Whenever you reach a node you have not previously traversed on *this run* of the shadowrun, you must complete its tasks in order to proceed. If you've completed a given node, you may pass that node freely for the rest of this shadowrun attempt, but must do the task again if you leave and return.

Lines with arrows in shadowruns are one-directional; these may be only traversed in a single direction. Lines with two arrows or no arrows at all may be traversed in either direction, allowing you to backtrack and take alternate paths through the shadowrun.

1 Leaving a Shadowrun

If wish to leave the shadowrun, you cannot agree where to go, or can't pass the nodes you can reach, you exit the shadowrun. If you can reach a node that says "Exit", the entrance, or a reward node (indicated with a Greek letter), you may leave for free. (Thus, you can always immediately leave a shadowrun upon entering, without consequences.) If one-way arrows prevent you from returning to the entrance and you can't reach an exit, you are kicked out.¹

If you are kicked out of a shadowrun, there are three consequences. First, each person in the shadowrun loses 10 sanity. Second, all **physical** items you were carrying should be put into reward packets of the shadowrun which you did not reach, unless you are doing a mental shadowrun; if you were doing a mental shadowrun, hand all of the items you just dropped to the person whose mental shadowrun it is. If you have a Unique item that can't legally be left; give it to the GMs. Finally, you may not participate in a shadowrun again for 30 minutes.

If someone from your group wants to leave, but others want to continue, they can leave, but only at an Exit. The leader of the shadowrunning group can't leave early in this way.

¹Note: This probably means that you've failed to plan your path properly in determining the costs of this shadowrun, or someone on your team has backstabbed you. All shadowruns in this game allow you to see what you're getting into.

2 Node Tasks

2.1 Charges

The most common node type will require you to spend charges of a skill. Sometimes you will be given a choice of skills, in which case you may spend charges of any skill listed. If a node requires you to spend multiple charges and also gives you a choice of skills, you may mix and match; for example, a node that says “Spend 3 charges of Mechanical or Electrical Engineering” could be fulfilled with 3 Mechanical Engineering charges, 3 Electrical Engineering charges, 2 Mechanical and 1 Electrical, etc.

2.2 Items

Many nodes will require you to spend items, usually RTIs (see the “RTIs” section of the rules). Items spent to pass a node are destroyed; if you need to use an item represented by a lego, please do not actually remove any stickers on the lego, but just track that you’ve used it and drop it back in a lego bin at the next opportunity.

2.3 Schtick

Some nodes will ask you to do something, like tell a story, play Charades, draw a picture, etc. In order to pass the node, you must fulfill their directions; be reasonable about what qualifies, but the quality doesn’t matter, and you shouldn’t ever need to spend more than a couple of minutes on any node. You may **not** say, e.g. “My character tells a story”; you must actually roleplay fulfilling the conditions. (Most schtick nodes should have an alternate path if you’re in a tearing hurry or really hate the schtick in question.)

2.4 Packets

Some nodes are marked with a greek letter. These are Reward Packets; when you reach the node, open the specified packet. Some of these contain items; each group may only take one item per packet per shadowrunning attempt. (Remember, the leader takes all items for the group.) Some packets may contain signs or other mechanics. If the packet is empty, someone probably got here first and took all the good stuff.

If you’re in a mental shadowrun, the leader can take mental items in this way, even though mental items are normally not transferable. You can’t take the last copy of a mental item from a mental shadowrun; if you notice the supply getting low, tell the shadowrun owner to see the GMs to restock.

If you take incredibly awesome items from a shadowrun, please let the GMs know; that way if the shadowrun mysteriously vanishes next time the MIT cleaning staff wanders by, we will know what needs to be re-printed and will be less prone to getting accidental multiple copies of things.