

# SHADOWRUN SUPPLEMENTAL

## SHADOWRUN RANDOM ATMOSPHERE GENERATOR

BY STEVEN TINNER

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## FROM THE EDITOR...

BY ADAM JURY [ [ADAMJ@DUMPSHOCK.COM](mailto:ADAMJ@DUMPSHOCK.COM) ]

This is a quickie — just a graphical revision of something we published years ago. I took a look at it earlier today and thought “Damn, that’s ugly...” followed by “But it will only take a few minutes to make it look cooler.” So, here it is!

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# SHADOWRUN RANDOM ATMOSPHERE GENERATOR

## STREET COMPOSITION

- 1 Asphalt
- 2 Synthetic Cobblestone
- 3 Fiber Laminate
- 4 Plastercrete
- 5 Loose Gravel
- 6 Recycled Materials

## LOW CLASS STREET DETAILS

- 1 Broken Pipes
- 2 Sewer Lid
- 3 Monowire Barrier
- 4 Police Cordon
- 5 Backed-up Runoff Drain
- 6 Broken Streetlights
- 7 Flickering Neon Sign
- 8 Excessive Litter
- 9 Overturned Car
- 10 Burned out Bus
- 11 Corpse in Gutter
- 12 Street Looks "Too Clean"
- 13 Streetsweeper Drone
- 14 Car on Blocks
- 15 Bag full of Money
- 16 Bag full of Hypodermic Needles, Rubber Tubing and a Vial of "Something"
- 17 Bent and Twisted Gun
- 18 Massive Hole Blown in the Street
- 19 Devil Rats
- 20 Mangy Dog

## HIGH CLASS STREET DETAILS

- 1 Lone Star Patrolman
- 2 Newsfax Vendor
- 3 Screamsheet Stand
- 4 Sloppy Soy Vendor
- 5 Happy Couple
- 6 Sarariman/Suit with Cell Phone at his Ear
- 7 School Children
- 8 Bus Stop
- 9 Taxi
- 10 Man Distributing Pamphlets/ Simchips

## EXTERIOR SCENTS

- 1 Curry
- 2 Liquor
- 3 Petrochemicals
- 4 Ozone
- 5 Urine
- 6 Rotting Food
- 7 New Car Smell
- 8 Perspiration
- 9 Something's Cooking!
- 10 Flowery Perfume

- 11 Metallic Tang
- 12 Chlorine
- 13 Sulfur
- 14 Mildew
- 15 Burnt Rubber
- 16 Mint
- 17 Smog
- 18 Burning Hair
- 19 Rubber Cement
- 20 Vomit

## EXTERIOR SOUNDS

- 1 Grinding Gears
- 2 Screams
- 3 Crying
- 4 Laughter
- 5 Singing
- 6 Animals
- 7 Motor Rumble
- 8 Whining Hydraulics
- 9 Door Creaking
- 10 Crash!
- 11 Pistol Shots
- 12 Automatic Weapons Fire
- 13 Incessant Humming
- 14 Air Leak
- 15 Glass Breaking
- 16 Bell Ringing
- 17 Electronic Alarm
- 18 High Pitched Squeal
- 19 Fan Blowing
- 20 Vehicle Horns
- 21 Whistle
- 22 Thunder
- 23 Train Whistle
- 24 Something Wet and Gooshy
- 25 Electrical Crackle
- 26 Static
- 27 Music
- 28 Advertising Drone
- 29 Mother Calling Children
- 30 Aircraft Overhead

## BUILDING TYPES

- 1 Residential
- 2 Single Merchant Business
- 3 Multi-Business Building
- 4 Strip Mall
- 5 Governmental
- 6 Corporate

## RESIDENTIAL BUILDINGS

- 1 Apartment Complex
- 2 Small Apartment Building
- 3 Coffin Hotel
- 4 House divided into Apartments
- 5 Brownstone
- 6 Snigle Family Residence
- 7 Mobile Home
- 8 Converted Business Building

## BUSINESS TYPES

- 1 Restaurant
- 2 Fast Food
- 3 Diner
- 4 Streetside Vendor
- 5 Tavern
- 6 Nightclub
- 7 Exotic Entertainment
- 8 Body Shop
- 9 Tech Store
- 10 Technical Repair
- 11 Computer Store
- 12 Computer Repair
- 13 Gun Shop
- 14 Grocery Store
- 15 Butcher Shop
- 16 Liquor Store
- 17 Stuffer Shack
- 18 Clothes
- 19 Antiques
- 20 Bookstore
- 21 Hardware Store
- 22 Tattoo Parlor
- 23 Massage Parlor
- 24 Brothel
- 25 Fortune Teller
- 26 Organ Bank
- 27 Blood Bank
- 28 Exterminator
- 29 Florist
- 30 Large Hotel
- 31 Small Hotel
- 32 Furniture Store
- 33 Toy Store
- 34 Pawn Shop
- 35 Jewelry Store
- 36 Arcade
- 37 Simchip Store
- 38 Office Building
- 39 Large Bank
- 40 Small Bank
- 41 Bakery
- 42 Vehicle Repair
- 43 Car Dealership
- 44 Taxi Garage
- 45 Theatre
- 46 Surplus Store

- 47 Pharmacy
- 48 Crack House
- 49 NERPS Dealer
- 50 Copy Shop
- 51 Soykaf Shop
- 52 Building Supply
- 53 Natural Foods Store
- 54 Building Supply
- 55 General Contractor
- 56 Foundry
- 57 Junkyard
- 58 Dump
- 59 Discount Store (S-Mart)
- 60 Casino
- 61 Lottery Sales
- 62 Gym
- 63 Food Bank
- 64 Homeless Shelter
- 65 Church
- 66 Mission
- 67 Clinic
- 68 Doctor's Office
- 69 Street Doc Clinic
- 70 Biotech Sales
- 71 Optometrist
- 72 Dentist
- 73 Lawyer's Office
- 74 Real Estate Agent
- 75 Insurance Agent
- 76 Stock Broker
- 77 Accountant's Office
- 78 Detective Agency
- 79 Escort Agency
- 80 Loan/Finance Office
- 81 Import/Export
- 82 Warehouse
- 83 Data Processing Center
- 84 Chemical Plant
- 85 Parts Store
- 86 Hobby Shop
- 87 Pet Store
- 88 Psychiatrists Office
- 89 Cell Phones and Pocket Secretaries
- 90 Martial Arts Studio
- 91 Gas Station
- 92 Temp Agency
- 93 Assembly Plant
- 94 Research Facility
- 95 Programmers Office
- 96 Union Hall
- 97 Parcel Delivery
- 98 Courier
- 99 Combine Two (EX: Fast Food/ Courier)
- 100 Combine Three

## GOVERNMENTAL BUILDINGS

- 1 Hospital
- 2 Asylum
- 3 Post Office
- 4 Police Station
- 5 Department of Motor Vehicles
- 6 Courthouse
- 7 Jail
- 8 Prison
- 9 Library
- 10 Community Center
- 11 Elementary School
- 12 Trade School
- 13 High School
- 14 College
- 15 Wastewater Treatment Plant
- 16 Trash Facility
- 17 Recycling Center
- 18 Municipal Garage
- 19 Phone Company
- 20 Power Company
- 21 Paramedic/Doc Wagon
- 22 Fire Department
- 23 Town Hall
- 24 Bus Line Office
- 25 Monorail Office
- 26 Fraternal Order Hall
- 27 Policlub Center
- 28 Health and Human Services
- 29 Animal Control
- 30 Welfare/Unemployment Office

## CORPORATE BUILDINGS

- 1 Lone Star Office
- 2 Laboratory
- 3 Research Library
- 4 Security Barracks
- 5 Office Pool
- 6 Executive Offices
- 7 Parking Garage
- 8 Limousine Service
- 9 Fabrication Facility
- 10 Storage

## STATE OF BUILDING

- 1 Destroyed
- 2 Abandoned
- 3 Condemned
- 4 Condemned but Inhabited
- 5 In Use, In Bad Shape
- 6 In Use, Shows regular Wear
- 7 Like New
- 8 Under Construction

## BUILDING APPEARANCE

- 1 Geodesic Dome
- 2 Pyramid
- 3 A-Frame
- 4 Sunken/Below Ground
- 5 Flat Roofed
- 6 Slanted Roof
- 7 Cube
- 8 Has a Courtyard
- 9 Domed Roof
- 10 Inflated, Soft Domed Roof
- 11 Buttresses
- 12 Conical Roof

## BUILDING SIZE

- 1 Very Small
- 2 Single Story
- 3 Two Story
- 4 Three Story
- 5 Four Story
- 6 Ten Story
- 7 25+ Story
- 8 50+ Story

## BUILDING CONSTRUCTION

- 1 Stone
- 2 Plascrete
- 3 Construction Plastic
- 4 Pressed Recyclable Materials
- 5 Metal and Glass
- 6 Corrugated Metal
- 7 Polyfiber Laminate
- 8 Reinforced Materials

## ODD EXTERIOR DETAILS

- 1 Stained Glass Door
- 2 Gargoyles!
- 3 Greek Columns
- 4 Enclosed with Monowire
- 5 Covered with Graffiti
- 6 Stone Steps to Entrance
- 7 Dark Cellar Entrance
- 8 Barred Windows
- 9 Stained Glass Windows
- 10 Window Fans
- 11 Revolving Door
- 12 Fire Escape
- 13 Metal Shingles
- 14 Fake Terra Cotta Shingles
- 15 Ceramic Tile Ornaments
- 16 Fountain
- 17 Surrounded by Fence
- 18 Surrounded by Yellow "POLICE LINE" Tape
- 19 Water Pouring Down Side of Building
- 20 Rain Gutters

- 21 Water Tower on Roof
- 22 Huge Water/Rust Stains
- 23 Stucco
- 24 Flags Flying
- 25 Trees
- 26 Main Entrance into Basement
- 27 Main Entrance on Roof
- 28 Scaffolding
- 29 Part of Building Hidden Behind Canvas
- 30 Neon Sign
- 31 Sliding Doors
- 32 Chrome Doors
- 33 Glass Doors
- 34 Polyfiber Doors
- 35 Sculpture
- 36 Main Door Boarded Closed
- 37 Windows Boarded Shut
- 38 No Windows
- 39 Ladder to Roof
- 40 Ladder to Window
- 41 Fire Damage
- 42 Building on Fire NOW!
- 43 Oily Chemical Smoke coming out of Windows
- 44 All Interior Lights On
- 45 Halogen Floodlights Illuminate Door
- 46 Dogs Chained Near Door
- 47 Guards
- 48 Children Whispering, Toss Something in Window
- 49 Large Smokestack
- 50 Window Air Conditioners

## ODD INTERIOR DETAILS

- 1 No Handles on Doors
- 2 Shag Carpeting
- 3 Carpeting Wet and Moldy
- 4 Carpet Shredded
- 5 Mirrored Walls
- 6 Glass Doors
- 7 Tropical Plants
- 8 Dead Tropical Plants
- 9 Oil Stains on Floor
- 10 Sawdust on Floor
- 11 Blood on Floor
- 12 Plascrete Floor
- 13 Warped Plywood Floor
- 14 Plastic Tile Floor
- 15 Plaster Walls
- 16 Water Running Down Walls
- 17 Interior Sprinklers On
- 18 Emergency Lights On
- 19 Floor Lighting
- 20 Polished Chrome Floors
- 21 15 Foot Ceilings (Troll Building)

- 22 10 Foot Ceilings (Ork Building)
- 23 8 Foot Ceilings (Human Building)
- 24 6 Foot Ceilings (Dwarf Building)
- 25 Drop Ceiling
- 26 Drop Floor
- 27 Bullet Holes in Wall
- 28 Exposed Brickwork
- 29 Metal Beam Ceiling
- 30 Plaster Ceiling with Elaborate Design
- 31 Cinder Block Wall
- 32 Loose Electrical Wires Dangling to Floor
- 33 Construction Material Piled Against Wall
- 34 Chandeliers in Hallway
- 35 Track Lighting
- 36 Overturned Toilet in Hall
- 37 Fan Drying out Puddle on Floor
- 38 Blue Gel on Walls
- 39 Chain Link Dividers in Hall
- 40 Soundproofed Dividers
- 41 Spiral Staircases
- 42 Steel Mesh Floor
- 43 Real Wood Paneling
- 44 Floral Wallpaper
- 45 Rotting Floorboards
- 46 Insects on Walls
- 47 Ceiling Supported by Emergency Jacks
- 48 Staircase Ripped Out
- 49 Clear Acrylic Floors
- 50 Drinking Fountain

## INTERIOR SCENTS

- 1 Curry
- 2 Mildew
- 3 Seafood
- 4 Fresh Paint
- 5 B.O.
- 6 Urine
- 7 Feces
- 8 Perfume
- 9 Steam
- 10 Chlorine
- 11 Oiled Wood
- 12 Dirty Clothes
- 13 Rotting Garbage
- 14 New Carpeting
- 15 Sulfur
- 16 New Film Canister Smell
- 17 Burnt Flesh
- 18 Burnt Hair
- 19 Smoke
- 20 Mushroom
- 21 Ammonia
- 22 Bleach

- 23 Musk
- 24 Candy
- 25 Correction Fluid
- 26 Melted Plastic
- 27 Cordite
- 28 Gasoline
- 29 Baby Powder
- 30 Popcorn

## INTERIOR SOUNDS

- 1 Air Hissing
- 2 Ventilator Fans
- 3 Torque Wrench
- 4 Typing
- 5 Music
- 6 Trid Dialogue
- 7 Crying
- 8 Screaming
- 9 Pistol Shot
- 10 Fingers Drumming on Desk
- 11 Footsteps
- 12 Doors Squeaking
- 13 Copier Machine
- 14 Frying Food Sizzling
- 15 Water Dripping
- 16 Alarm Clock
- 17 Fire Alarm
- 18 Panic Button
- 19 Phone Ringing
- 20 Intercom Paging
- 21 Slamming Door
- 22 Glass Shattering
- 23 Toilet Flush
- 24 Running Water
- 25 Refrigerator Humming
- 26 Paper Tearing
- 27 Automatic Weapons Fire
- 28 One Sided Phone Conversation
- 29 Spanking
- 30 Thump!

## INTERIOR FURNITURE

- 1 Chrome Chairs
- 2 Folding Chairs
- 3 Lawn Chairs
- 4 Leather Recliner
- 5 Bar Stool
- 6 Church Pew
- 7 Waterbed
- 8 Single Mattress, no Sheets
- 9 Old Wooden Roll-Top Desk
- 10 Hat Rack
- 11 Inset Kitchen Unit
- 12 Operating Table
- 13 Old Steamer Trunk
- 14 Large Industrial Wire Spool (Empty)

- 15 Computer Terminal
- 16 Conference Table
- 17 Dresser
- 18 Bean Bag Chair
- 19 Bar
- 20 Hot Tub
- 21 Gun Safe
- 22 Wall Safe
- 23 Hidden Wall Safe
- 24 Vault
- 25 Floor Safe
- 26 Stainless Steel Sink
- 27 Polyester Couch
- 28 Leather Couch
- 29 Futon
- 30 Drafting Table
- 31 School Desk
- 32 Bookshelves
- 33 Rocking Chair
- 34 Fireplace
- 35 Foam Blocks
- 36 Hospital Bed
- 37 Wall Mounted Trid Unit
- 38 Piano
- 39 Copy Machine
- 40 Sim Rig
- 41 Filing Cabinet
- 42 An Old Boat
- 43 Motorcycle
- 44 Dentist's Chair
- 45 Stainless Steel Table with Squeegee
- 46 Large Oven
- 47 Troll Sized Furnishings
- 48 Table Saw
- 49 Murphy Bed
- 50 Dwarf Sized Furnishings

## REALLY WEIRD DETAILS

- 1 Manual Typewriter
- 2 Sim Deck
- 3 Thermos
- 4 Oxford English Dictionary
- 5 Microwave Oven with no door, still runs
- 6 Pistol on Desk
- 7 Macramé Wall Hanging
- 8 Pin-Up Girl Calendar
- 9 Syringes
- 10 Strange Blue-White Powder
- 11 Beer in Cardboard Drink Box
- 12 Severed Finger
- 13 Aluminum Briefcase
- 14 Crystal Ball
- 15 300 Liter Petrochemical Tank
- 16 Kerosene Generator
- 17 Trunk Freezer Packed with Frozen Rats in Baggies

- |    |   |     |   |
|----|---|-----|---|
| 18 | Traffic Light                               | 70  | Empty Shell Casings                                       |
| 19 | Desk Lamp with Red Bulb                     | 71  | Box of old Vinyl Records                                  |
| 20 | Hologram of a Perfect Sphere                | 72  | A Single Place Kicking Shoe                               |
| 21 | Zulu Fertility Figurine                     | 73  | Pick Axe  |
| 22 | Holo Album                                  | 74  | Bag of Strange Dried Herbs                                |
| 23 | Digital Recorder                            | 75  | Bloody Saw  |
| 24 | Drum Kit                                    | 76  | Baby's Rattle   |
| 25 | Saxophone                                   | 77  | Badge   |
| 26 | Bloody Axe                                  | 78  | Velvet Pouch full of Diamonds                             |
| 27 | Straight Jacket                             | 79  | Hand Held Radio   |
| 28 | Aquarium                                    | 80  | Four Unmounted Solid Rubber Tires                         |
| 29 | Dried Up Aquarium                           | 81  | Bicycle   |
| 30 | Dog, Tied up with Plastic Restraints        | 82  | Stack of Porno Magazines                                  |
| 31 | Dead Cat, Stiff                             | 83  | Boxed Set of X-Acto Knives                                |
| 32 | Gideon Bible                                | 84  | Airplane Propeller  |
| 33 | Ben-Wa Balls                                | 85  | Bowling Pin   |
| 34 | Inflatable Love Doll                        | 86  | Parachute   |
| 35 | Vibrator                                    | 87  | Optical Memory Chips in a Foam Lines Box                  |
| 36 | Bong  | 88  | 32 Broken Computer Keyboards                              |
| 37 | Concrete Dreams Poster on Wall              | 89  | Pepper Spray  |
| 38 | Bundle of 3 meter, 6 cm diameter PVC pipes. | 90  | Riot Helmet   |
| 39 | Disconnected Sink on Floor                  | 91  | Corpse, Minus Fingers and Toes                            |
| 40 | Shrunken Head                               | 92  | Dialysis Machine  |
| 41 | Down Filled Sleeping Bags                   | 93  | Blood Pressure Pump                                       |
| 42 | Mold Filled Cooler                          | 94  | EEG Monitor   |
| 43 | Package of Razor Blades                     | 95  | Bedpan, full  |
| 44 | Bronze Sword                                | 96  | Blindfolded Yellow Duckling                               |
| 45 | Baggie full of Ork and Troll Tusks          | 97  | Scrabble Game with the Q in a Triple Letter Score Box     |
| 46 | Mirrorshades (Of course)                    | 98  | Charcoal Sketch of Stonehenge                             |
| 47 | Full Sized Replica of Venus De Milo         | 99  | Severed Human Head, Brain Removed, re-placed with pudding |
| 48 | Library of Paperback Romance Novels         | 100 | Hot Box Filled with Petri Dishes                          |
| 49 | Cardboard Boxes Stuffed With Clothing       |     |   |
| 50 | Paper Shredder                              |     |   |
| 51 | Chipper Shredder, bloody                    |     |   |
| 52 | Glass Eye                                   |     |   |
| 53 | Dentures                                    |     |   |
| 54 | Old Shotgun and Box of Shells               |     |   |
| 55 | Phone Number Written on a Matchbook         |     |   |
| 56 | Butane Torch                                |     |   |
| 57 | Microtonics Toolkit                         |     |   |
| 58 | Noose Hanging from Ceiling                  |     |   |
| 59 | Wickedly Sharpened Steak Knife              |     |   |
| 60 | Dumpster                                    |     |   |
| 61 | Front end of a 2052 Mitsubishi Nightsky     |     |   |
| 62 | Steering Wheel                              |     |   |
| 63 | Ship in a Bottle                            |     |   |
| 64 | Hot Plate                                   |     |   |
| 65 | Guitar                                      |     |   |
| 66 | Carton of French Cigarettes                 |     |   |
| 67 | Case of cheap synthahol                     |     |   |
| 68 | Broken Bottles                              |     |   |
| 69 | Blood Stained Table                         |     |   |

## EXAMPLE

The team has just decided to find a place to lay low, while the heat from their latest run dies down. None of the feel secure about their regular hiding places, so they decide to find a random doss to crash into in Redmond.

The GM consults his tables and rolls to determine where this pad is. Redmond is almost entirely Low Class, so we roll a D6 and discover that the building is on an asphalt street, and a D20 roll tells us that the streetlights are all broken in this neighborhood.

That sounds good to the players, so now we decide what the building is. A few more rolls tell us that the building was once a homeless shelter, but it has been abandoned. Probably because of the smell of rotting food that permeates the area.

The PC's go in to investigate, and my rolls tell me that they find some rotting floorboards (maybe the hard way!) and also a blindfolded yellow duckling sitting sadly in a corner.

This simple method allows a stumped GM to quickly make a building that does more than serve as a hide-out for the PC's, it adds color and character to the game.

One of a GM's toughest jobs is creating believable, exciting, vivid descriptions of things he has never seen. As a photographer I've been fortunate to have seen things firsthand others can only imagine. However as a GM there are always things I have a tough time describing.

To help GM's out of these tough spots, I have developed the Shadowrun Random Atmosphere Generator or SRAG for short. Whether you're an experienced GM who just wants to spice up his world, or a new GM who doesn't quite understand this whole concept these tables are designed to make your Sixth World a little more graphic. Enjoy!

## USING THESE TABLES

Feel free to simply pick and choose from these lists to produce exactly the description you want. However if you need a description on the fly, simply roll through the table using the appropriate dice to establish the general look and feel of the location.

As a word of warning – use these charts sparingly! Describing the building as a “Plascrete Stuffer Sack with sagging steel support beams” is usually plenty of detail. Adding that the building “smells of cheap soykaf, has flickering sodium lights, a dead body in the

gutter, and the air is filled with the music of Beethoven” is probably overkill. With these vivid sensory descriptions, less is definitely more.

## INSPIRATION

An old file found on the internet circa 1992 and posted in the Scrawls From the Sprawls APA as the “Random Cyberpunk Atmosphere Generator”.