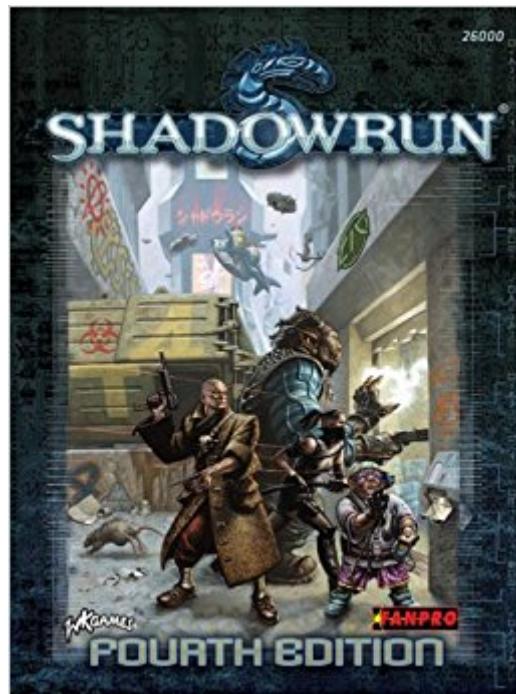


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Shadowrun, Fourth Edition



Synopsis

The Shadows Have Evolved The year is 2070. The world is not only Awakened -- it's wired. Cyber and bioware implants make your meat body better-than-flesh, while the wireless Matrix enhances your perceptions with hyper-real senses. Deals are made in steel and lead more often than gold or nuyen; success and failure live only a razor's edge apart. Creatures of myth and legend walk the streets, while the arcane skills of spellslingers are in high demand. Above it all, monolithic megacorps bleed the world dry, sabotaging each other in covert cutthroat competition as they go to war over the bottom line

Book Information

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Customer Reviews

My original copy was rebound yet still falling apart. My group likes this version, so I picked up a new copy of the 4th edition core-book for them.

Love it.

I first encountered Shadowrun when it was still in its first edition, and I really liked the concepts. Now, in its 4th Edition, it's updated and expanded on that beginning and really done a great job on bringing even more life to this fantastic techno-fantasy world.

Shadowrun has always been about change, adaptation, and growing from the issues of the past. With each new edition that has arrived since the game's conception back in 1989, a new set of

rules, more stream lined, more focused on fun rather than rule mongering, has arisen. Shadowrun 4th edition is the biggest rule change yet. Vets to the game who enjoyed the game for it's rule's, not it's gaming world, have voiced their distaste for the game. I myself was very skeptical of these completely new rules. Let me clarify now, this game has indeed evolved, and these new rules are a step in the right direction. Players of games like Vampire: the Masquerade/the Requiem, Werewolf: the Apocalypse/the Forsaken, and other World of Darkness 1.0 and 2.0 games will find these rules a bit familiar and comforting. Dice tests are no longer single skills with the hopeful adding of a combat or specialty dice pool. Instead, tests are made combining attributes and skills into a combined pool, and all tests aim for the same Target Number "Hit" of 5. Modifiers just add or take away dice now, and the rule of one has been completely reworked. Thus, all vets to the game line will have to learn a whole new set of rules if they want to stay alive in the shadows, but that's something they should be used to, adaptation. New Gamers will find these new rule sets much easier to approach than the older sets. While it feels like character creation is more complicated (which is something shadowrun has been known for), gameplay is smoother, the game suffers less from the same old "specialty classes getting so much alone time while they do their thing and everyone else gets a big break". Instead, with augmented reality (a trend most sci fi groups seem to be taking these days in Cyberpunk games and stories), groups find their Matrix has joined them in the real world. The reason this game loses a star is because there is a standard warning of skepticism. Vets should be warned of the issues with the changed rules. If you loved the rules system and not the game, this isn't an edition you want to pick up. If you want to adapt, and learn a more stream lined system, pick this book up, or go buy the PDF eBook and debate if it's worth your money to buy the physical book follow up.

I played the original Shadowrun. And, I am a runner. I've ran for 30 years. And, I'm still running and playing.

I was very happy with the book. I thought that the product might not be in as good condition as it was, but it exceeded my expectations. Thanks

For anyone looking for your RPG Needs, I definitely recommend this item. Future is yours with cyberware and death dealing lollipops!

Great condition :)

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