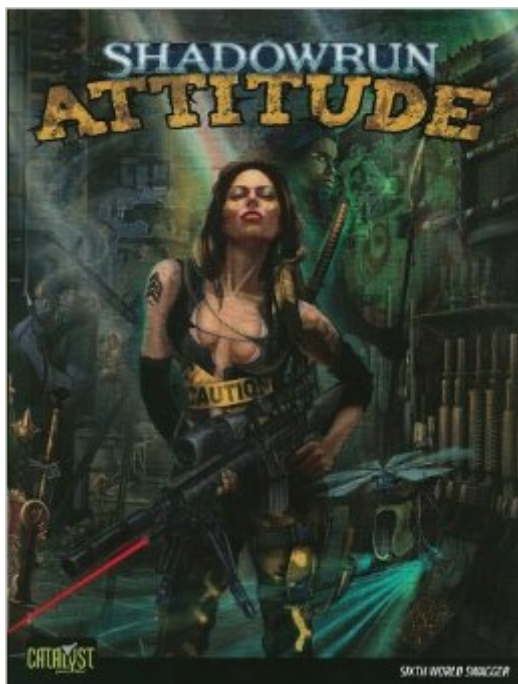


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# Shadowrun Attitude (Shadowrun (Catalyst))



## Synopsis

Series/Type: Fourth Edition/Sourcebook Compatibility: Requires Shadowrun, Fourth Edition; provides background information, game rules, and details of the different ways runners can be independent of major corporate or crime syndicate influence; also offers information on the media, sports, music, and entertainment scenes in the Sixth World, following in the footsteps of Shadowbeat, one of the most beloved early-edition sourcebooks. Selling Points: o Makes the Sixth World come to life by describing things like Urban Brawl, Combat Biking, Ork Thrash Metal, and other elements that add depth and excitement to the Shadowrun setting o Provides rules and gamemaster instructions to help players add variety to their campaigns. o Builds on the edge and attitude that have always been part of Shadowrun to present lively, compelling stories and characters that players can drop into their adventures. o Continues the Shadowrun tradition of making the Sixth World come to life through eye-catching art. Target Market: o Current Shadowrun players and gamemasters interested in learning the full depth of the Sixth World setting, or those looking to add new elements to their campaign o Shadowrun fans eager to learn about the whole scope of the Sixth World and the things people do in the setting when they aren't shooting at each other.

## Book Information

Series: Shadowrun (Catalyst)

Paperback: 210 pages

Publisher: Catalyst Game Labs (April 27, 2011)

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Shipping Weight: 15.2 ounces (View shipping rates and policies)

Average Customer Review: 3.7 out of 5 stars [See all reviews](#) (7 customer reviews)

Best Sellers Rank: #1,616,667 in Books (See Top 100 in Books) #72 in [Books > Science Fiction & Fantasy > Gaming > Shadowrun](#) #108055 in [Books > Teens](#)

## Customer Reviews

I'll preface this by saying that I'm one of those long-in-the-tooth cyberpunks from when the term actually was avant-garde and Shadowrun only had a 1st and 2nd edition that weren't too different. I love the series and glad that somebody still carries the torch for the system. Attitude is the modern

inheritor of the old "Neo-Anarchist's Guides" series that details a lot of fluff and background about Shadowrun. While not as global in scope as Sixth World Almanac, it does a very good job of taking the proverbial slice of daily life in the dystopian near-future. In this sense, it has a great time capsule glimpse into the setting which ultimately is useful for die-hard fans and more likely GM's eager to paint their campaigns with color. Mind you, this has very minimal rules to offer of value and serves purely as inspiration for those eagers to immerse themselves into SR. As a printed paperback version, it's not much different than any other sourcebook than previous products save that the black and white art has gotten more detailed but sometimes not as evocative as the earlier stuff (Tim Bradstreet for example). The binding is solid, paper quality is average (better than SR2, but not as good as SR3 if that means anything to you) and there were few errors with print or proofread that I would care to look for. So here's why I gave it a "4" star rating: having owned and read numerous previous works, I wasn't as drawn into the material as compared to older books. The return of the BBS style commentary adds much to the flavor, and is consistent with the story in-between the lines with famous characters like Slamm-O and Picador (boy do I miss Hatchetman).

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