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Shadowrun: Third Edition (FPR25000)



Synopsis

Where Man Meets Magic & Machine The year is 2060. Magic is as real as the mean streets of the mega-sprawls. Corporations call the shots while nailing each other through covert operatives in cutthroat competition. Flesh and machines have merged - the street samurai with his smartguns and impossibly fast reflexes, the decker who can plug his own brain into the worldwide computer network, the rigger who links his mind to his vehicle and takes hairpin turns at fantastic speeds. And you're a part of this wired world, where corporate skyscrapers glitter over the dark shadows they cast. You live in those shadows. You're a shadowrunner - a street operative. You may be human or troll, dwarf or elf. You may throw fireballs, pull out your trusty Uzi or slice through computer security with a program as elegant and deadly as a stiletto. No matter what, you get the job done. You're a shadowrunner - a professional. You don't just survive in the shadows - you thrive there . . .! for now. Shadowrun, Third Edition is a complete rulebook for gamemasters and players. It contains all the rules needed to create characters and ongoing adventures set in the popular Shadowrun universe. Shadowrun, Third Edition updates, revises, expands and clarifies the rules from previous Shadowrun rulebooks. It is compatible with previous versions of Shadowrun and with previously published Shadowrun source material.

Book Information

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Customer Reviews

Most of the book was fine I didn't notice any typos or editing errors, the colored pages and art style was very cool. The binding was atrocious after enduring casual use (1 character creation and trial session) a section of the book started getting loose and the colored pages were removed to avoid further damage (ripping tearing or loosening other sections of the book) the binding is very sub-par I

recommend using a pdf or finding a different version of this product.

This is my favorite Role Playing Game. The system is phenomenal for those willing to put the effort into using it. I love the free formed and abstract nature of the rules. It really puts the game in the hands of the player but also balanced so that the Game Master still has over all control. Im not saying that this game is easy by any stretch because it is role play heavy. It has plenty moments for action but there is also alot of interaction with NPC's to be had. So to those used to more ridged (and by ridged I mean that you only have specific choices you can make given a particular character class) systems like D20, its much harder to get used to the freedom. I mean you use a priority based character creation system. Selecting your options from most important to you to least. Then you used the amount of "points" you chose for attributes, skills, magic if you choose, and spend your money as you choose. You can choose any skill and any spell. You can buy any weapon or item you want (well their are rules governing what you can buy but their has to be some kind of rule). The game is an experience that really is hard to explain. But, it is well worth the time. If you don't like the blandness of D20 Modern or the confines of the d20 system try this out. Heck try it out anyway its great. I personally find this a breath of fresh air.

Let's face it, Shadowrun has always been a flawed system. Out of the box it needed a helping hand. I have heard good things about fourth, but a member of my group was adamant on playing third. The things that are broken still need fixed, but there is stuff included herein that are not in the previous editions, so that's a plus for this one.

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