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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.

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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.

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.

The material in the book is spot on, the binding of the book is horrible. The first time I opened it the pages started falling out.

I was looking to buy the fourth edition and for some reason if you click soft cover you get this book even with the website saying it's fourth still.

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 their 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.

I've been playing Shadowrun for well over a decade now. With few exceptions, it has the best, most efficient rules, and the rules expansions when they come out don't contradict the old rules (save where erratas are concerned, of course), but expand on them. Strength modifiers to recoil, for example. A troll with a 12 strength would have a much easier time holding an assault rifle on target through a burst than would an elf with a 2 strength. The basic rules come in the following

categories:1) Attributes (Unlike D&D and other RPG's you don't roll dice for attribute points, but select how many points you wish to devote to attributes. The more you devote to attributes, the less you may have to purchase skills, magic, starting money, etc.)2) Magical abilities (If any, these come in 3 basic categories: Shamans, Hermetic mages and physical adepts, but even these categories vary amazingly widely within themselves. It's unlikely any two physical adepts will be even remotely alike, the same is true with hermetics and shamans.)3) Active Skills (such as melee combat, assault rifles, etc. These can be further refined using specializations, such as Assault Rifles(AK-97). There are also Build/Repair skills, which means if you have Assault Rifle (B/R), you know how to repair a damaged weapon, customize one, and possibly even build one from scratch.)4) Knowledge Skills (these are skills not used in combat and are not specifically defined the way active skills are. Generally speaking, if a college offers a degree in it or even a course in it, then it can be considered a knowledge skill. You can have the Active Skill Assault Rifles, which allows you to fire an assault rifle, and the knowledge skill Assault Rifles which means you know a great deal about the workings and history of assault rifles.)5) Cyberware/Bioware (these are technological implants that can improve your physical and even mental attributes, though they don't generally work too harmoniously with magical beings.)6) Edges/Flaws (Edges are advantages that a character can purchase during creation, such as bonus attribute points, night vision, photographic memory, and more. Flaws are the opposite, you can purchase a flaw to give you bonus points with which to purchase edges). There are even more niceties for creating/customizing characters, but this would require a whole novel to even begin to touch on. The most wonderful thing (from a player's perspective), is the use of Karma. Karma are experience points granted for good roleplay, succeeding in accomplishing goals, and even just surviving a campaign. These points can be spent to upgrade attributes, improve skills or gain new skills or (if you have enough karma) even allow a non-magical person to become magically active. For anyone who's into cyberpunk, fantasy magic/dragons/sorcery or ESPECIALLY both, this is THE GAME to play! See you in the shadows, chummer! Ruckus, Wolf totem street-shaman initiate.

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