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Shadowrun 20th Anniversary Edition



Synopsis

The year is 2072. Magic has returned and creatures of myth and legend walk among us as megacorps bleed the world dry. You're a shadowrunner – a deniable asset, a corporate pawn – using bleeding-edge science and magic to make your meat body and mind better-than-flesh. Stay on the edge, and you may survive another run on the mean sprawl streets. Shadowrun, Fourth Edition offers a completely new rules system that is simple, integrated, and accessible. The state-of-the-art has also been advanced, introducing a new level of augmented reality, new gear, and new magical discoveries. This full-color rulebook contains all the rules gamemasters and players need to create characters and ongoing adventures set in the popular Shadowrun universe. Shadowrun, Fourth Edition 20th Anniversary Core Rulebook is fully compatible with all Shadowrun, Fourth Edition books.

Book Information

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Customer Reviews

For anyone who played the Original few versions of Shadowrun. This version breaths new life into, most of the changes are for the better. First: The book is Hardback and well bound. I haven't had a single page come loose, which was a real problem with the older versions. Second: They updated everything so that modern tech no longer outpaces theirs in the year 2072. Since they take place in the future they needed a Wireless system. They also found a better way to use both Cyberware and Bioware together. Third: They revamped the system. It loses some of its originality (dice pools), but those did tend to confuse people. Now it has a system more like White Wolfs (w/D6's). You take a Base Attribute and a Skill and roll them together. All Target numbers are now 5 and you take dice away from your total before the roll to do more difficult activities. Fourth: Since the Matrix is now

Wireless, your Hacker can actually go on runs and be part of the action. They also mixed him in with the Rigger. So now the Rigger can go in the building and not get stuck sitting in the Van. Fifth: Damage no longer has the coding system (9M for an Ares Predator), now it simply does 6 damage. Also if the Armor Value is above the Damage of the Weapon then it becomes Stun instead of Physical (done to simulate the armor catching the bullet). The Defender now rolls his Body (attribute) + Armor Value as a soak role following the rules above. Sixth: Character Creation no longer uses a Priority System. It now has a point based system. You start with 400 points and then spend those on Race, Attributes, Skills, Magic (if you have it), Money and Contacts. Each Category has it's own prices so that you have to choose what means the most to your character (Races cost from 0-40, Attributes cost 8, Skills cost 4, Magic costs 1 for each point of focus, Money costs 1 for 5,000 New-Yen, Contacts cost 1 for loyalty and 1 for value). Overall: The changes seem to make things easier and more streamlined. I approve of their changes and hope others give them another chance.

This book is definitely worth the upgrade cost for three reasons: 1) Organization 2) Fiction 3) Artwork 1) In my opinion, the biggest improvement in this book is the organization. I just started a game 4 months ago and almost everyone at the table is brand new to gaming (including myself) and I found that the learning curve was very steep, in part due to the confusing structure of the core rule book. In the new edition, they have streamlined everything, especially the process of Character Creation. Character Creation can be a very slow and sometimes painful process for new players and my game almost never got off the ground because of it. This new edition makes the whole process much, much more straightforward. It will still take a long time to generate a character but it won't be nearly as confusing and therefore a lot more enjoyable. Almost every other section of the book also benefits greatly from the reorganization and layout changes. 2) The fiction in 20th Anniversary Edition is excellent and a much needed improvement over the previous edition. I skipped over most of the fiction before because I would get confused or bored or both. But I decided to read one of the chapter intro fiction sections and I proceeded to read all the rest before I looked at anything else. Without exception, they were all fascinating, very well written and really got my imagination rolling with adventure ideas. They did a wonderful job of conveying the feeling and atmosphere of this amazing setting. 3) The artwork was also a very welcome change. I've fallen in love with the Shadowrun setting but most of the artwork up to this point has been totally stuck in the 90s. No, not the 2090s, the 1990s. I'm a visual person so I really rely on the artwork to stir my imagination in creating interesting characters and adventures and the new artwork helps a lot. In

particular, the Matrix and Augmented Reality aspects of the artwork did a much better job of matching the written descriptions of the Sixth World. The only thing that I would really liked to have seen is simplified Matrix rules. I still find the Matrix rules very difficult to understand and use and have yet to incorporate them effectively into our game. Other than that, this book is amazing and the game itself is really fun. As a new GM, I only wish I had this book six months earlier.

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