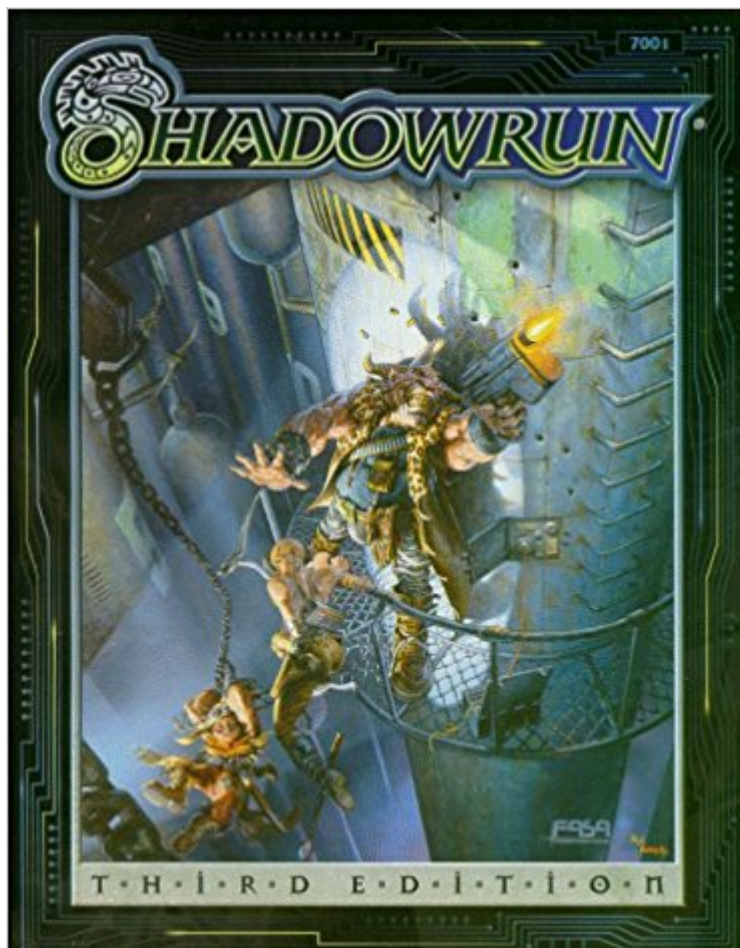The book was found

Shadowrun (3rd Edition)

Synopsis

Shadowrun (3rd Edition)

Book Information

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Customer Reviews

Shadowrun (3rd Edition)

This is probably the best edition. I've played 4th and 5th edition and something was just lost in the system. I love that it is easy to convert 1st and 2nd edition weapons, spells, ect. That is just one of the many things that the later editions just dont have. This was a wonderful buy.

It was a fairly good quality used book. Certainly don't have to worry about breaking it in but it is for use not for display. Good value for the price. It has arrived on time.

Surprised by how inexpensive this is. The real deal, and in perfect condition.

One of a series of cyberpunk role-playing games that is also crossed with elemental summoning and magic. This Third Edition bring more clarity and speed to the players who enjoy this game, and to the referees who need quick resolution of tasks and combat.While speeding up the character creation and combat systems, Jordan Weisman and his cohorts put together an awesome resource for the proliferation of this gaming series: "Shadowrun".Bringing the Second Edition into the Third, there are tables for use to convert some of the basics from the 2nd edition to the 3rd. Magics and

summoning have been refined and added to, to make this new 3rd edition a much more fluid and viscous gaming system.This is also one of many games in my RPG collection, and a MUST HAVE if your are planning to purchase 4th Edition "Shadowrun." And grab some of the supplemental material for any of the previous iterations, 1st, 2nd and 3rd. This additional information is invaluable for extended play in the "barrens of Seattle" and the twisted convolution of the world that we so knew. Science fiction at its finest!I play. I have friends who play. I am looking forward to playing the "Shadowrun" game for the XBOX 360, based in part on the 3rd Edition and grounded sharply on the 4th.

I love the Shadowrun setting, and like the rules, and can say that if you are a fan this is a great book to own, with rules changes and flavor/background text that make it worth having. However, if you want to start playing Shadowrun this is not the book to get. Produced during the final disintegration of FASA as a functioning company it is riddled with major errors and inconsistancies. It is painfully obvious that the editors were the first people layed off, and they couldn't even be bothered to offer a copy of the book to a dedicated fan to look it over before the print run. There are many small errors and huge, glaring ones, like half the text on one page being repeated, suddely and exactly, on another page. If you want to start playing the game, I recommend either the Fourth edition, for a preference, which is a new, well edited, book with a sturdy binding, produced by FanPro, along with a set of improvements and innovations that does make it better than previous editions. Alternately get the old second edition, a much more usable book than third, although with a classic FASA disintigrating binding.

Way back in 1990, I wandered through the bookstore and saw Shadowrun, 1st edition. I got it. It was an enjoyable game, but I never really got to play it until 2nd edition, Freshman year, which was *all* I played in college.So, I have most, if not all, of the sourcebooks, and I consider myself a diehard fan. When I saw the new edition, I had mixed reactions.Some of the good points are that it looks nicer now, and that character creation has been cleaned up and improved...suddenly, metahumans are a lot more common than they used to be. They cleaned up a lot of rules, and rationalized things, which happens when you've got a bunch of supplements for each area out there.Bad things...well, I'm not convinced they've fixed magic quite the way they want to. The skills are kind of odd...I like having the background/knowledge skills, and the extra skill points, but certain decisions are just odd. There's no good reason to have separate skills for shotgun, rifle, and assault rifle, as they work the same. I'd've used something like Millenium's End's way, which has skills for

smallarms, longarms, and autofire, and use the lowest of the appropriate skills (i.e. if I'm using a rifle, I use longarm, but if I'm firing a burst, use autofire).All in all, it's a good book. The system had gotten overly sprawling, and this reboot was pretty much necessary to rationalize everything.

The 3rd version of Shadowrun Role Playing Game is great! It is well written and is very easy to understand and remember. It has added a few new rules to make the game more fun and realistic and is definitly a great choice for avid RPGers or people that have never tried them before! To fully understand and be able to allow the gameplay flow, the Game Master should read ALL the rules and memorize the most important ones, bottom line: It might take a 4-6 hours to learn everything, but it is well worth it.Players feel imersed in a land of crime, shadows, magic and intense situations. I especially find it cool that it's most set in Seattle, me being from Washington. Reality seems to blend with unreality well and all the technological devices seem plausible. If you have a few freinds willing to spend a few hours to immerse themselves in a world of action and suspense, then I recommend this game wholeheartedly!

First off, the setting has been revised and updated, and organized in a much nicer presentation(the index is more organized as well). Next off, the fiction story to introduce new players to the pretty schizo genre is much better than the previous ones.Overall the book does a good job of immersing an individual in the setting without simply throwing terms around without explanation. The absence of a map,critters,and contacts section is felt, but considering the sheer bulk of the rules included and the quality of the presntation, it's likely to be small qualm at best. initiative has been made more fair, and magic now works like the rest of the game system,while maintaining a unique feel. Much of the gear seems very skimpy, but considering that most of the SR players I know of already own all the perfectly compatible SR and SR2 books, that hardly seems like a drawback. Overall, a strong product.

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