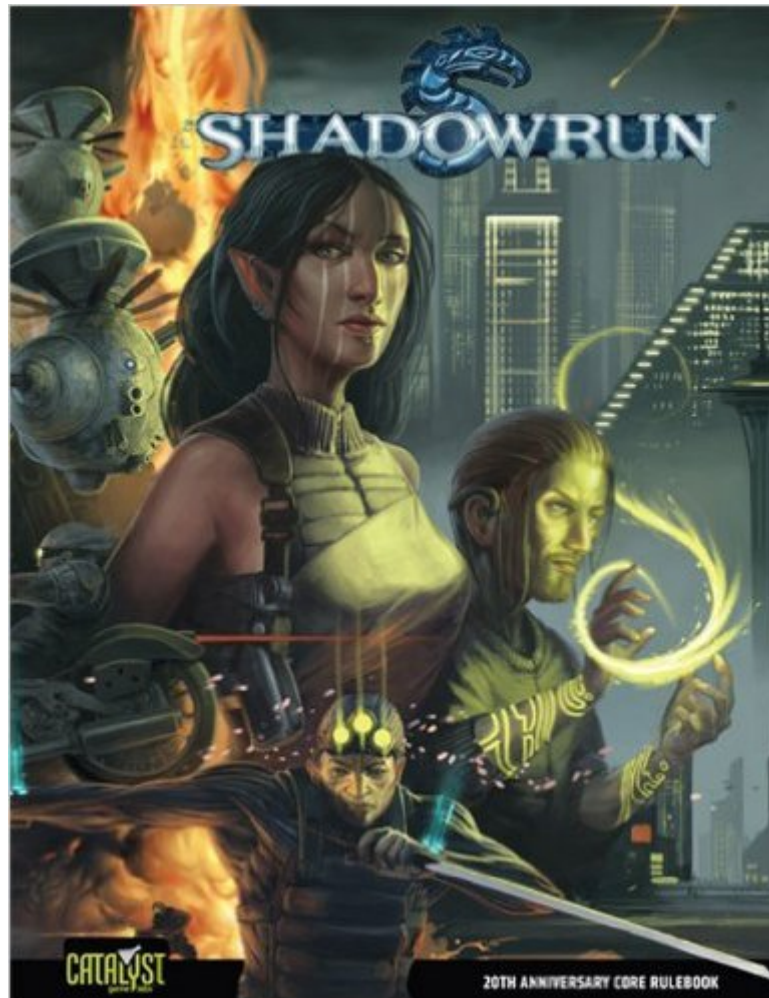


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# Shadowrun 20th Anniversary Edition



## 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

If you're new to Shadowrun or to the 4th edition, be sure to look at the reviews of the old 4th edition book here: [Shadowrun 4th Edition](#) or visit Shadowrun's official website. I picked up the 4th edition core book (BBB) shortly after it came out and it made me want to finally put all of my 1st and 2nd edition stuff on the shelf (we'd been using them since 1994- duct-tape keeping them alive- [3rd edition didn't offer enough incentive for me to buy a whole new edition]). At first glance the system seemed to have made a quantum leap forward allowing it to compete with other high order RPG rules sets like White Wolf's Storyteller System. We began playing 4th e- but with some difficulty. We would regularly run into problems in the rules and have to come up with a work around, house rule or snap GM decision to keep things moving, but we still had a great time with it. I found that I had a

particularly hard time reaching a working understanding of the matrix rules (let's face it- the Matrix is a notoriously tricky thing to get your mind around). I realized, after some time, that I couldn't find ANYONE who understood it well. There were holes in that chapter so big that you could drive an Ares Citymaster through them. Then came Catalyst (bless their little hearts) who began doling out our regular fix of source books and really bringing the game to life. With the 20th Anniversary Edition, I feel that Catalyst has reached the pinnacle of Shadowrun's evolution. It's packed with great new fiction, the rules have been tweaked here and they've entirely rewritten the chapter on the matrix.

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 roll 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.

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