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Shadowrun: Street Magic (FPR26004)



Synopsis

Master Your Mojo The advanced magic book for Shadowrun, Fourth Edition. Details the nature of magic and its effects on society in the year 2070. Also contains advanced rules for alternate magic traditions, initiation and metamagic, enchanting, new spells and adept powers, the metaplanes of astral space, and a host of magical threats. **Street Magic** contains everything the players and gamemasters need for magic in Shadowrun, Fourth Edition

Book Information

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Customer Reviews

The book is next to essential if you want to play a magic user. The way shadow run is designed playing one out of the core book is next to impossible. There are some absolutely fun options presented in this book. A change of magic tradition and adding a few different spell and you turn a bland barely playable character to someone you're group will be talking about for years. The books design and art are very nice (even given it's black and white) and it simple to navigate. I only gave the book a 4 because it's technically out of date. It doesn't matter 90% of the time but the multibook index in the core book doesn't always match up with the old copy. All in all the book is well worth the fey bucks that are being asked for.

great book for players. Excellent book. Version is celebrating 20 years of Shadowrun is the best. Very complete book. Highly recommend. This supplement Shadowrun comes complete some small details that are missing in the basic book. The Work of the publisher is impeccable.

Rain got my gaming bag and ruined a few books. Need to replace and this one is in great shape.

got this super quick and i love this game it dosent have anything wrong with the condition just awesome

IT does what you want it to. It is what you expect. Hope you enjoy playing as much as I do.

Other than a few annoying typos within the book, it's a very good product. I would recommend this for anyone who's looking to get into Shadowrun.

Street Magic is the magic system update/compilation for Shadowrun 4th edition. As a fan of Shadowrun for 15 years now, I have to say this is not the best effort I've ever seen put out for one of role-playing's most original, in-depth settings. While having access to 4th ed. rules for all the nice crunchy bits the good folks behind Shadowrun have come up with in the preceding years is good, I was honestly expecting more; more backstory, more mystical advancements, more supernatural challenges. These updates to the magic rules could have been printed in a booklet format. There are no new revelations about the world of magic in Shadowrun, and that's a big disappointment. That being said, if you plan to play a magic-rich game of Shadowrun, this book is still worth the nuyen. At the least, it'll give you the tools to make new players go, "But that kind of magic wasn't in the book!" To any of Catalyst Game Lab's folks who might read this: SOTA effects everything, chummers, even magic.

It has a lot of goodies to help and hurt magic users. Not as many new mentor spirits as I was expecting, but more traditions than I expected. Also, the idea of aspect mages being regular with a negative quality is ridiculous. Some of the optional side bars look like good ideas.

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