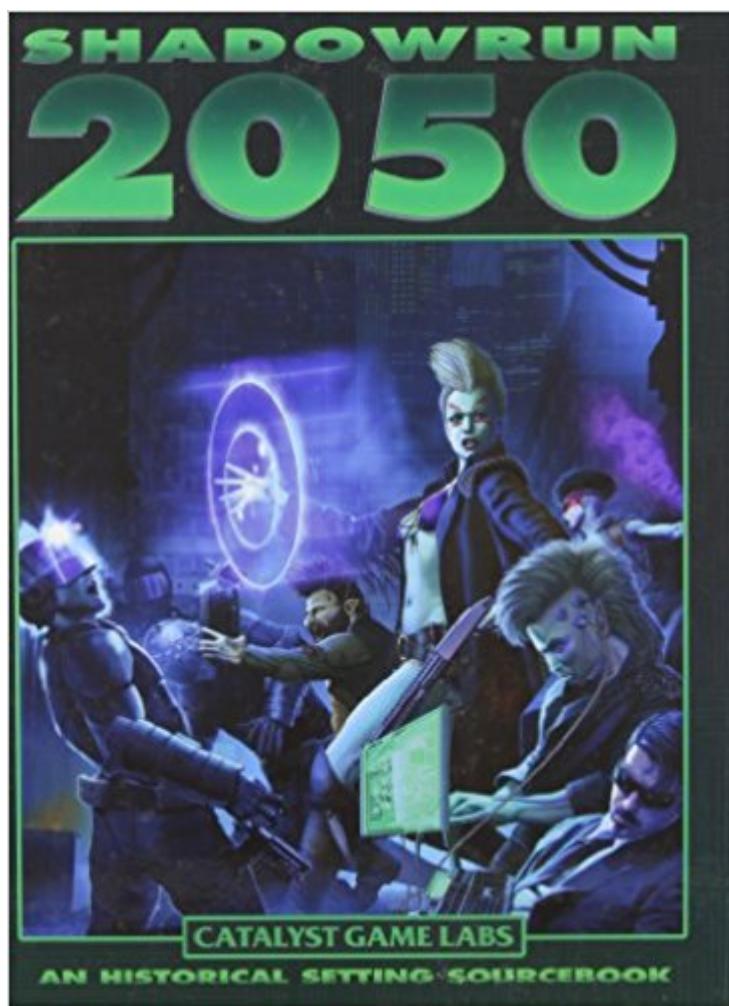


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Shadowrun 2050 (Shadowrun (Catalyst Hardcover))



Synopsis

Chrome eyes. Computers called "decks." Big hair, big cyberlimbs and bigger guns. It's Shadowrun in the year it all started. Take a step back to Shadowrun's roots with Shadowrun 2050, a book that combines Fourth Edition rules - the smoothest, most accessible rule set Shadowrun has ever had - with the setting that first made the Sixth World a legend. Shadowrun 2050 has everything players and gamemasters need to dive into the grimy beauty that kicked off one of the greatest roleplaying settings of all time. With information on how to adapt Fourth Edition Matrix, gear, and magic rules for the 2050 setting, as well as in-universe information about the powers of the world, what shadowrunners will be up to, and who they'll be running into, Shadowrun 2050 puts a new twist on the classic setting. Captain Chaos. Maria Mercurial. The Laughing Man. Sally Tsung. JetBlack. Hatchetman. Nightfire. And the Shadowland poster who just called himself The Big "D." These people and many others are waiting for you in the year that started it all, a setting brought back to life with new, full-color artwork showing the chrome, dirt, neon, and darkness that was in the heart of Shadowrun when it started and remains at its core today. Shadowrun 2050 is for use with Shadowrun, Twentieth Anniversary Edition.

Book Information

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Customer Reviews

Chrome eyes. Computers called "decks." Big hair, big cyberlimbs and bigger guns. It's Shadowrun in the year it all started. Take a step back to Shadowrun's roots with Shadowrun 2050, a book that combines Fourth Edition rules - the smoothest, most accessible rule set Shadowrun has ever had - with the setting that first made the Sixth World a legend. Shadowrun 2050 has

everything players and gamemasters need to dive into the grimy beauty that kicked off one of the greatest roleplaying settings of all time. With information on how to adapt Fourth Edition Matrix, gear, and magic rules for the 2050 setting, as well as in-universe information about the powers of the world, what shadowrunners will be up to, and who they'll be running into, Shadowrun 2050 puts a new twist on the classic setting. Captain Chaos. Maria Mercurial. The Laughing Man. Sally Tsung. JetBlack. Hatchetman. Nightfire. And the Shadowland poster who just called himself The Big "D." These people and many others are waiting for you in the year that started it all, a setting brought back to life with new, full-color artwork showing the chrome, dirt, neon, and darkness that was in the heart of Shadowrun when it started and remains at its core today. Shadowrun 2050 is for use with Shadowrun, Twentieth Anniversary Edition.

Shadowrun 2050, while not being the lengthiest sourcebook in the series, is a beautifully illustrated, flawlessly printed, and skillfully written addition to one of the better (and one of the longest surviving) role-playing gaming worlds. Herein you'll be able to travel back in relative Shadowrun time, back to the beginning, but with the newest ruleset. This is the leftside bookend to the series, chummers, and I'm glad it finally hit the street.

As a Shadowrun player who only has done 4th Edition, I found this book to be an interesting read to get more detail on the Shadowrun past. If you want to do a more classic Shadowrun game, this is a no-brainer, but it didn't wow me for what I use. Good to have, but not a must get at all.

Let's go back in time and play in 2050! 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.

When you get the opportunity to way-lay over 20 years of plot-line and run the game fresh, it is certainly something to go for.

Fantastic source book. It brings all the key elements of the original Shadowrun (complete with slang and decks!) to the rule set of 4th edition. It's thorough without being overly verbose. It has all the conversion rules required while still allowing for a good dose of imagination on the part of the GM. Anyone who likes original Shadowrun but enjoys the new rules should ABSOLUTELY purchase this book!

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