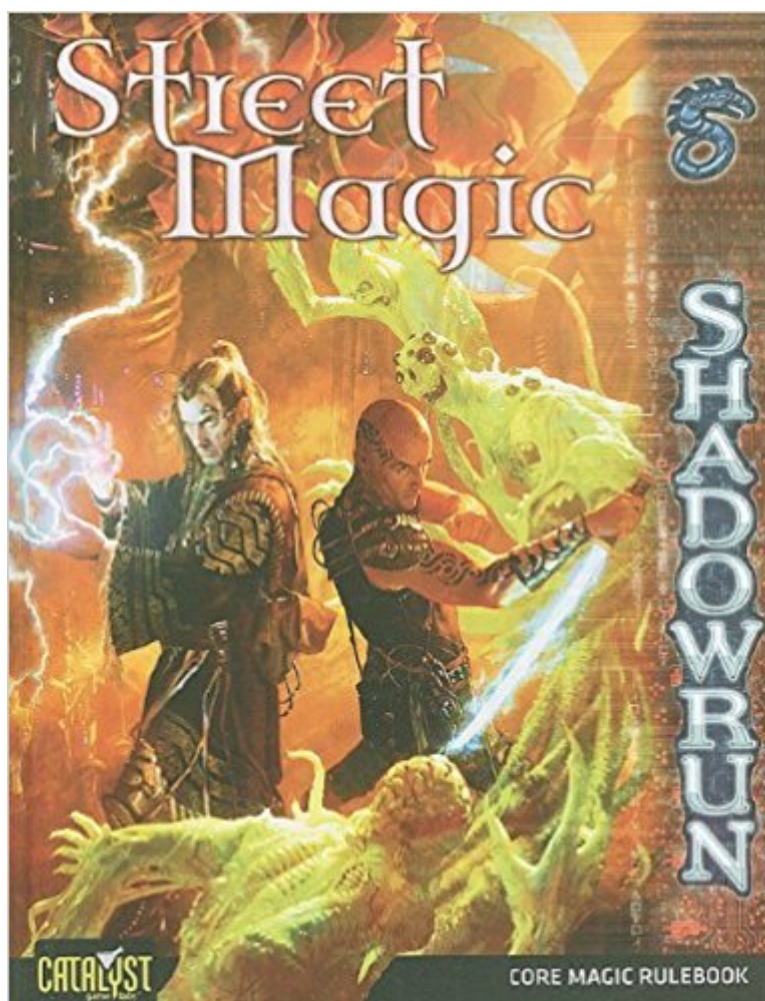


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# Shadowrun Street Magic (Shadowrun (Catalyst Hardcover))



## Synopsis

CAT26001 Shadowrun Street Magic Role Playing Game RPG by Catalyst Game Labs  
Street Magic Master Your Mojo  
Street Magic is the advanced magic rulebook for Shadowrun, Fourth Edition. It provides background details on everything known to magic in the year 2070, from the nature of mana and astral space to and its effects on society and the Awakened. It also covers a few things that are not known - or at least understood - such as the metaplanes and hostile spirits. It also contains advanced rules for magic traditions and groups, initiation and metamagic, enchanting, and new spells and adept powers. Street Magic contains everything the players and gamemasters need for magic in Shadowrun.- 192 Pages Hardcover

## Book Information

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## Customer Reviews

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New spells and traditions are the hot of this book, you will get dozens of them, and they are all very

balanced and descriptive. The book gives you many new adept powers, many of them based on martial arts movies (paralyzing palm strikes) and movie stunts (wall walking). The book gives you many ideas to make different kind of spellcasters, not only the traditional mages and shamans from the source book, among a few: necromancers, demonologists, wiccans, druids, hindu magicians, chinese esoterists, etc. The downside of the book though, is that those traditions are generic, many share the same stats and spirits, a lot of them are very similar to each other rules wise, giving the character little identification other than a different archetype. In an attempt to fix this, they gave us new mentor spirits aswell, which many are variations of the existing ones (like thor, zeus, quetzacoatl and thunderbird, all being related to lightning). Another hot topic is the lore view of population about all sort of magicians, how is media treating the mages, how are the corporations paying them and for what kind of jobs, what about other countries, are they hunted anywhere? Are they praised as gods anywhere? How the catholic church is reacting for the past decades? Etc. Overall, its a pretty good book, the runners comments all through the book makes the reading enjoyable.

Any and every fan of Shadowrun needs this book! It goes into such wonderful details about different types of magic and how magic itself effects everyday life in the setting of the series. From education, entertainment, politics, law-enforcement/crime, even faith/religion; this books expands on views of magic and how it effects all things in the Shadowrun universe. It even shows different kinds of magic I had not known about and am happy to be introduced too. Again a must have book for fans of the series.

a lot of interesting filler items but was a little short on meat

This book is awesome. It arrived with some other books that I ordered, and it was in the new expected condition. It has a lot of great information on magic, and the new adept powers and spells add a little variety to the game. I have not had the chance yet to read the entire book, but this book is an excellent supplement if you are playing Shadowrun 4th edition.

A+++

Great addition to my Shadowrun books!

Well expands the magic from the core book. I found a lot of the spells very useful and would recommend this to anyone who plays shadowrun.

this book was very useful to me, i like to run a adept and this gave me new options for powers and disciplines. Also new mentor spirits. has alot on summoning and other magic too.

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