# Shadowrun Fifth Edition

*Catalyst Game Labs*

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**Shadowrun Fifth Edition** Catalyst Game Labs
The newest version of one of the most popular and successful role-playing worlds of all time- a fusion of man, magic and machine in a dystopian near-future. With rules for characters creation , magic combat, Matrix hacking, rigging and more. You have everything you need to face the challenges of the Sixth World

## Shadowrun Fifth Edition Details

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# From Reader Review Shadowrun Fifth Edition for online ebook

## Joey says

Needs better editing. Rules are...okay. Why did they omit the Stun rules? *sigh* Could have been better, so much better.

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## KP says

I normally don't read roleplaying manuals cover-to-cover, and I normally don't mark them on my 'read' list (if I did, ALL the DnD manuals would be here, given how often I've had to pour over them), but I found the Shadowrun manual so interesting that I actually read it all the way through. It has some organizational issues that I suspect I'll find frustrating if I'm able to play a game at some point, but the information itself was absolutely captivating. I guess I'll always be a sucker for dystopian stuff.

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## Seth Kenlon says

First of all, this isn't a novel (graphic or otherwise), but a rulebook. So don't pick this up unless you enjoy reading gaming systems, or are just really into Shadowrun.

Packed with information and lore and ideas. This is a dense book with lots of information; a great example of serious world-building. It's got a few short stories sprinkled throughout, plus plenty of info about all the places and technology and weapons of the Sixth World.

There's a lot of "kits" in the book; drop-in collections of things or situations that are nice and pre-packaged for you, giving you a great starting point for building a character's backstory or to quickly equip them. It also expands a lot on the meta-humans already established in the Shadowrun series, introducing a few new rare forms that pop up here and there. There's also a whole section on liabilities and weaknesses; character traits that bring along with them a penalty of some sort (like an addiction, or a complusion, or a superstition).

There are a few oddities. The title, for start, has nothing to do with the content. "Run More" would be more accurate, although, admittedly, not nearly as catchy. It's a little strange, though, because I really did expect a section on literally increasing the speed of your character, or of the game, or something like that. Never happens; just poorly titled. There are also some design and style quirks. Throughout the book, in some places, they clearly are going for the online-messageboard feel; fictional characters interject comments as if posting responses on a forum or mailing list. That's kinda clever, except that nothing else in the book identifies that it's supposed to be an online message board, and even the comments are put in as bullet points, with a separate bullet for the comment and for the signature, so it looks like there are random bullet lists in the middle of text.

Not a big deal. Just sometimes quirky. Mostly it's just a really well done rulebook, and a really enjoyable read.

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## Mark says

I've spent so much time reading this lately that I feel it should account for it in Goodreads.

Not much fluff though, so it mainly functions as a manual more than anything.

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## Michael Bilitewski says

In my opinion the most playable edition of Shadowrun. The Setting is great as always.

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## Krzysztof says

Technically, I completed this book a week into 2016, but didn't want it to count towards my reading challenge, hence the different end date.

So after a few months of trudging through this colossus, I'm finished with it, and frankly I'm more than a little torn on what to think about it. Frankly, I'm almost ready to put it in the same category as stuff like Star Wars Saga: a near impenetrable ruleset which puts a ridiculous weight on the GM and players.

To each his own, but I'm definitely a rules-light GM and this one was a nightmare to read through. To add insult to injury, there's very little info about the world here, all things considered. There's a bunch of info buried amongst the rules (which are thematic if nothing else, to give credit where credit is due), but I feel like I don't know a lot more about this world than I did before diving into this book - and all that previous info was from the Shadowrun cRPGs by Harebrained Schemes.

So yeah, chances are I will never play Shadowrun with these rules, and the problem is that there's not many more reasons to keep this book around. And I've got two copies of it (softcover and hardcover) because I was so excited about it that I bought a softcover version and then got the hardcover for my birthday from a couple of friends... that's just another level of disappointment.

Lessons learned, I guess, but I'll be bitter about this for a while, I'd imagine.

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## Alex says

Wirklich erstaunlich, dass manche Rollenspielsysteme auch fast dreißig Jahre nach ihrem ersten Erscheinen noch immer vor allem für Leute gemacht scheinen, die echt auf Würfelformeln stehen. In einer Zeit, in der, so scheint es mir, viele Spiele dem sanften Weg von Universalsystemen wie GURPS und D20 gefolgt sind, türmt *Shadowrun* immer noch Tabellen auf Tabellen, um für jede beliebige Spielsituation eine Regel parat zu haben (und das nur im Grundregelwerk). Am atemberaubendsten finde ich es, dass die Macher es bis heute nicht geschafft haben, Matrix- und Magieregeln so zu integrieren, dass sie nach den gleichen Prinzipien funktionieren wie der Rest. Immer noch heißt und funktioniert überall alles anders, das Spiel steht sogar dazu und empfiehlt Spielleitern, die Spielenden zu Expert*innen zu machen. Etwas versöhnlich stimmt das Kapitel "Spielleiterhinweise", das wirklich einige gute Grundlagen und Spielhilfen vermittelt und enthält, die

den Start im System vereinfachen sollten. Die Welt von *Shadowrun* begeistert mich nach wie vor nachhaltig und hat ihre Langlebigkeit bewiesen, inklusive des über die Jahre an reale Entwicklungen angepassten Cyberspace, aber ihr Regelwerk ist und bleibt vor allem eine Spielwiese für einsame Nerds, die gerne Waffenmodifikatoren ausrechnen.

## Xandromas says

I liked it, though the fourth edition had more of the history.

## Marcos says

In all, I think I like this edition more than the last.

Good points: Matrix rules have been somewhat simplified, deckers are back, there is a whole section devoted to game masters which (specially) newbie GMs will find very useful.
Bad points: Rigging and vehicle combat rules are still a bit messy.

I think I may need to get used to it, but in all I think it's a good evolution for Shadowrun and I'm really looking forward to GM my first game with the new system.

## Keith says

I feel like I should own up and admit that although I haven't read this cover to cover, this is the one book I've had my nose buried in more than anything else the past few months. And let's get it straight -- RPGs are an area in which I've been a longtime nerd fetishist, without playing a single game until about a year ago when I convinced a nerdier nerd than I to help me roll up some mutant kangaroos for a round of Mutants Down Under.

A year later, I now GM a weekly game of Shadowrun, despite having only played that one other game -- not merely just the one game *system*, but only one other very short campaign of *anything* -- in my entire life. My fellow players (all of whom have actual experience in the field of diceslinging) say Shadowrun is the crunchiest RPG they've ever played ("crunchy" = lots of math and lots of dice), and yet the interwebs tell me that this new edition is the most simplified version of SR ever released.

In short, Shadowrun is Dungeons & Dragons meets *Blade Runner* -- a cyberpunk dystopia that is somehow also populated with orcs, elves, and dragons. In addition to choosing whether or not their characters will have pointy ears or curled horns, players also get to run around in multiple realities: the physical plane of 2070s Seattle, the magical plane of something-whatever, as well as their own version of the interwebs, an enchanced-reality mess straight out of 90's sci fi movies because it is actually-really-seriously called The Matrix, jesus christ.

And if you, for no apparent reason, find yourself planning a Shadowrun campaign without even fully understanding what the hell an RPG actually is, the good thing is that you kind of have room to do whatever you want. It may be that the system is so hopelessly complex that you realize that the rules and structures put

in place by the sourcebook don't actually matter, and what's far more important is putting forth the *idea* that order is possible, suggesting that there is the *potential* for structure to form the backdrop of the game, when in practice this is absolutely false. The nice thing about the gamebook itself is that it performs the same alchemy: there's a table for everything, a theoretically close-ish answer to any question you might have, and enough pretty pictures to encourage you that everything is going to be okay.

It's taken me a little while to learn this, of course. While I began several months ago by sticking to every bit of filler text in each campaign module I downloaded, at this point I feel comfortable deciding for myself, for example, that Shadowrun's suggested stats for monofilament weapons are "good enough" on those nights that you've suddenly decided your players need to fight a female ninja with cybernetic prehensile braids. And when your group's getaway driver wants to know if the force from the grenade that blew up under their camouflaged van is enough to allow them to temporarily drive across the front of a building, you can feel comfortable saying "yes" -- because you've already looked up what the force of impact is going to be when they land and ram into the killer clown gang's armored car at the end of the street.

It's this kind of assurance that's worth the price of admission, both when deciding to wade knee-deep into the dice-counting overflow of your friendly neighborhood RPG, and when you want to sink your teeth into something hardcore, so you don't turn into another one of those hipster fucks playing Pathfinder.

Because you're a *real nerd*, goddammit, and you've got a sense of fucking agency. You've got no time to waste with babysteps.

Now go cyberhack a dragon, bro -- you've absolutely earned it.

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