



Ebook Directory
the best source of ebook

The book was found

Awakenings: New Magic In 2057 (Shadowrun RPG)



Synopsis

Revises and expands on existing rules for magic in Shadowrun, Second Edition and The Grimoire, Second Edition, offers new and expanded rules for adepts, and includes rules for the magical system of voodoo.

Book Information

Paperback: 160 pages

Publisher: FASA Corporation (December 1995)

Language: English

ISBN-10: 1555602738

ISBN-13: 978-1555602734

Product Dimensions: 0.5 x 8.5 x 11 inches

Shipping Weight: 13.6 ounces

Average Customer Review: 4.5 out of 5 stars 2 customer reviews

Best Sellers Rank: #1,722,599 in Books (See Top 100 in Books) #82 in Books > Science Fiction & Fantasy > Gaming > Shadowrun #20305 in Books > Humor & Entertainment > Puzzles & Games #324063 in Books > Textbooks

Customer Reviews

Revises and expands on existing rules for magic in Shadowrun, Second Edition and The Grimoire, Second Edition, offers new and expanded rules for adepts, and includes rules for the magical system of voodoo.

This book is an important improvement to the SR arsenal for magical characters. It is unfortunate that this book wasn't released about 5 years ago!! It is _the_ book if you have someone that has never played a magical character in SR before. It gives an excellent explanation of SR magic. Other important features are multiple takes on how magic 'really' works, as well as expanded rules for both mages and phys-ads. I highly suggest using this as your primary SR magical resource, using the Grimoire2 as the book you go to when your characters mature sufficiently to need all that fancy stuff.

This manual adds lots of flavor to the Shadowrun game. There are all types of new twists added to the standard magic system by this book. This book spends lots of time making magic much more personal. There are many tales of Lore from the perspective of the magician in this book. It also

adds new twists to the Meta-Magics. It also nearly doubles the number of physical adept powers. This book also gives rules for many new and interesting totems. And, of course, there are many new spells.

[Download to continue reading...](#)

Awakenings: New Magic in 2057 (Shadowrun RPG) Magic Cards: Magic the Gathering - 33 Killer Tips from a Magic Master! (Magic Cards, Magic the Gathering, Magic Decks, Magic the Gathering Tips, Magic Card Tips, How to Play Magic, Magic) Shadowrun Street Magic (Shadowrun (Catalyst Hardcover)) First Run (Shadowrun RPG, FAS7329) Target: UCAS (Shadowrun RPG, FAS7214) Shadowrun 3rd Edition RPG The Well-Tempered Clavier, Complete: Schirmer Library of Musical Classics, Volume 2057 (Schirmer's Library of Musical Classics) Darkness Falls on the Land of Light: Experiencing Religious Awakenings in Eighteenth-Century New England (Published by the Omohundro Institute of ... and the University of North Carolina Press) Shadowrun Damage Control Boardroom (Shadowrun (Catalyst)) Shadowrun Sacrificial Limb Boardroom 2 (Shadowrun (Catalyst)) Shadowrun Unwired *OP* (Shadowrun (Catalyst Hardcover)) Shadowrun Runners Companion (Shadowrun Core Character Rulebooks) Shadowrun: Shadows of Asia (FPR25007) (Shadowrun (Fanpro)) Shadowrun Attitude (Shadowrun (Catalyst)) Shadowrun Seattle 2072 *OP* (Shadowrun (Catalyst)) Shadowrun Corporate Enclaves (Shadowrun (Catalyst)) Aztlan: A Shadowrun Sourcebook (Shadowrun 7213) Shadowrun Corporate Intrigue (Shadowrun (Catalyst)) Shadowrun Arsenal *OP* (Shadowrun (Catalyst Hardcover)) Shadowrun Sprawl Site NA (Shadowrun (Catalyst))

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)