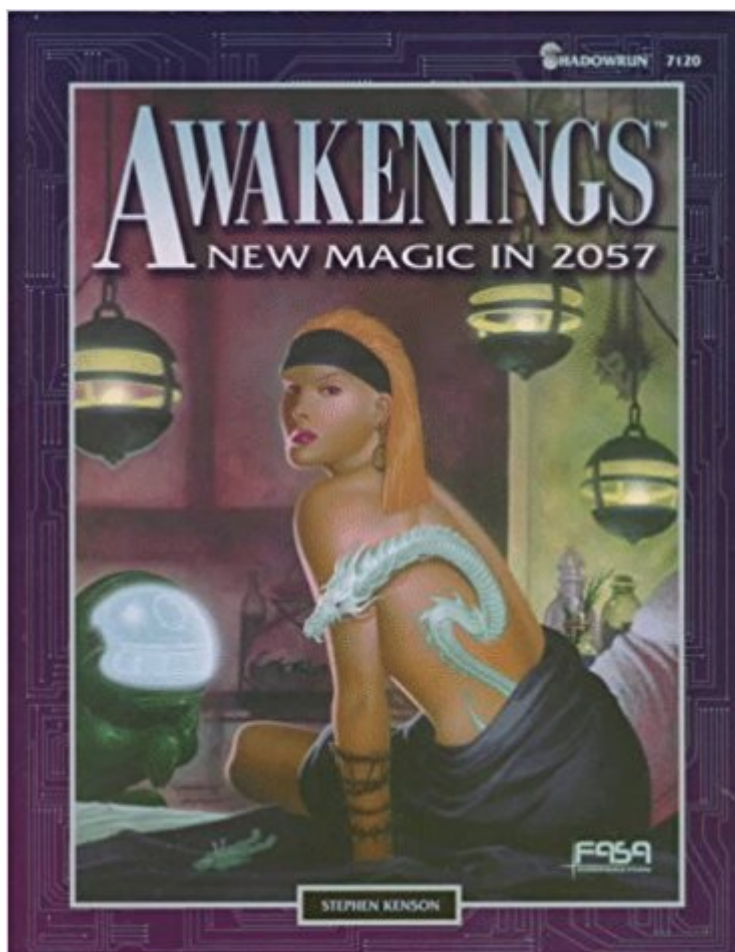




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Awakenings: New Magic In 2057 (Shadowrun RPG)



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

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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.

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