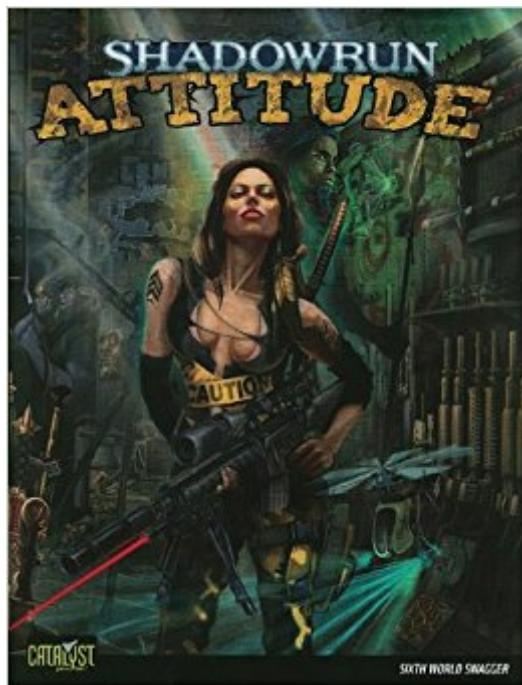


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Shadowrun Attitude (Shadowrun (Catalyst))



Synopsis

Series/Type: Fourth Edition/Sourcebook Compatibility: Requires Shadowrun, Fourth Edition; provides background information, game rules, and details of the different ways runners can be independent of major corporate or crime syndicate influence; also offers information on the media, sports, music, and entertainment scenes in the Sixth World, following in the footsteps of Shadowbeat, one of the most beloved early-edition sourcebooks. Selling Points: o Makes the Sixth World come to life by describing things like Urban Brawl, Combat Biking, Ork Thrash Metal, and other elements that add depth and excitement to the Shadowrun setting o Provides rules and gamemaster instructions to help players add variety to their campaigns. o Builds on the edge and attitude that have always been part of Shadowrun to present lively, compelling stories and characters that players can drop into their adventures. o Continues the Shadowrun tradition of making the Sixth World come to life through eye-catching art. Target Market: o Current Shadowrun players and gamemasters interested in learning the full depth of the Sixth World setting, or those looking to add new elements to their campaign o Shadowrun fans eager to learn about the whole scope of the Sixth World and the things people do in the setting when they aren't shooting at each other.

Book Information

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Customer Reviews

I'll preface this by saying that I'm one of those long-in-the-tooth cyberpunks from when the term actually was avant-garde and Shadowrun only had a 1st and 2nd edition that weren't too different. I love the series and glad that somebody still carries the torch for the system. Attitude is the modern

inheritor of the old "Neo-Anarchist's Guides" series that details a lot of fluff and background about Shadowrun. While not as global in scope as Sixth World Almanac, it does a very good job of taking the proverbial slice of daily life in the dystopian near-future. In this sense, it has a great time capsule glimpse into the setting which ultimately is useful for die-hard fans and more likely GM's eager to paint their campaigns with color. Mind you, this has very minimal rules to offer of value and serves purely as inspiration for those eagers to immerse themselves into SR. As a printed paperback version, it's not much different than any other sourcebook than previous products save that the black and white art has gotten more detailed but sometimes not as evocative as the earlier stuff (Tim Bradstreet for example). The binding is solid, paper quality is average (better than SR2, but not as good as SR3 if that means anything to you) and there were few errors with print or proofread that I would care to look for. So here's why I gave it a "4" star rating: having owned and read numerous previous works, I wasn't as drawn into the material as compared to older books. The return of the BBS style commentary adds much to the flavor, and is consistent with the story in-between the lines with famous characters like Slamm-O and Picador (boy do I miss Hatchetman). I also got the impression that despite the best efforts of a well-thought out writing team, it was still a narrow interpretation of the future. It didn't really add anything to my campaign efforts and sits in my collection as a pure enjoyment. Pros: good print, good work, good material if you're brand new to the setting. Cons: adds little to a game in progress or a veteran Shadowrunner. Happy gaming, chummer!

For the die hard fan, SR 'Tude is kinda cool to have around. For the novice, it's not that useful because there's so many other things with which to keep up. But, if you want to flesh out your knowledge and backstory, your scenarios and modules, your games and adventures, your contacts and corrupt officials, 'Tude's for you. I haven't found any typos or errors to speak of, so I'd say it's produced with the general care that Catalyst uses for their premiere products.

great book for players. 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.

My favorite single supplement since the Street Samurai Catalog.

Shadowrun Attitude is mostly that, attitude. Some of the comments and discussion are fun if you are deeply into the world, but there is surprisingly little steak to go with the sizzle. Not much light is shed

on either game mechanics or world personalities and events and what material there is feels random and scattershot. I would recommend this book only for those SR aficionados who can't bear the thought of an incomplete collection. It is in no way whatsoever necessary to play and enjoy the game.

First, I like Shadowrun. I've been playing forever. However, *Attitude*, above all, marks the biggest single problem that Shadowrun has. It has a rich, detailed world that can be massively inconsistent, and with no lifelines for a GM about how to govern the ways that different sorts of NPC groups might behave or be capable of. Nor is there a good sense of what transgressions should get a runner in trouble, socially or physically. Is a show a strength and confidence something that Ares corporate culture would find impressive? Threatening? A gesture as ridiculously cute as a kitten trying to stare down a tiger? *Attitude*, the book of Shadowrun etiquette and culture doesn't answer that. The way that they lay out how a runner should do an approach for a Johnson, for example, would take an hour of game play. And it's a good way to approach a Johnson. However, it's also something that almost none of the published missions support. It's something that almost none of the literature supports. There's inconsistent "rules to live by" where an idea is presented as a sort of "runner best practice" and then two pages later, it's suggested that anyone who follows that rule would be a pariah and not likely to live. Ultimately, I wanted this book to give some sort of common Runner culture and etiquette that players and GM's could be expected to understand as "this is how a character who's acclimated to the shadows would behave" and this book isn't that by a long shot. And that's one of the core problems that Shadowrun has; it doesn't really offer a GM, or a player, and good indication of how various NPC organizations would behave. Corps are presented on the one hand as being omnipotent organizations carefully balanced against each other in a shifting game of shadow warfare, where any runner than seriously crosses a corp can't expect to live long. But they're also presented as splintered organizations, riven with internal factions and politics; many-headed beasts who can't control the body individually, and therefore can't bring it's might to bear on anything so insignificant as a single runner. Criminal organizations are either multinational conglomerates that rival corps, or bit players, grateful for the crumbs that the corporations let fall from the table to them as they "sanction" a bit of criminality and vice to fall down to their employees, the better to control them. So, if you're hoping that this book will settle these internal inconsistencies in the world of Shadowrun, too bad. If you're looking for ideas for how to nail the fog of Shadowrun to the wall, then you might be in luck. Just highlight the passages that make a consistent world for you and your players and share them around.

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