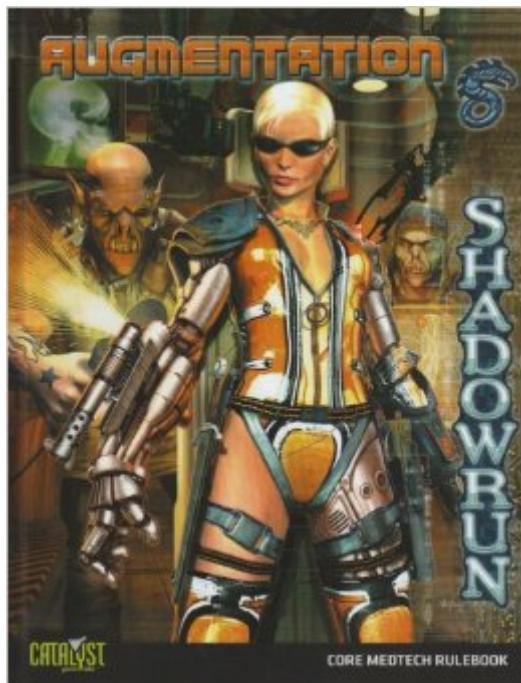


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# Shadowrun Augmentation



## Synopsis

"Augmentation Upgrade or Die! Augmentation is the advanced medtech rulebook for Shadowrun, Fourth Edition, covering everything you need to know about implants--including new cyberware and bioware and where to score the surgery. It provides detailed overviews of genetics and nanotechnology, from regrowing limbs to lethal cutter swarms. It also previews the bleeding-edge of biotech: bio-drones, cybermancy, and full-body cyborgs. Augmentation contains everything players and gamemasters need for implants and body modification in Shadowrun."

## Book Information

Series: Shadowrun

Hardcover: 176 pages

Publisher: Catalyst Game Labs; 4th edition (March 2008)

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Product Dimensions: 8.6 x 0.5 x 11.1 inches

Shipping Weight: 1.4 pounds

Average Customer Review: 4.4 out of 5 stars [See all reviews](#) (17 customer reviews)

Best Sellers Rank: #1,132,465 in Books (See Top 100 in Books) #41 in [Books > Science Fiction & Fantasy > Gaming > Shadowrun](#)

## Customer Reviews

This book offers a very comprehensive review of the body modification technology in the Shadowrun setting. The information is well indexed with logically set up tables and rules, and comes with very interesting fiction and explanation of the pseudoscience and cultural reaction behind each modification/augmentation option in the world. From science fiction tropes such as mechanical eyes and cyborgs to esoteric ideas such as genetically modified symbiotes that can be placed in humans, the book extrapolates the practical applications of various cutting-edge technologies being developed today with enough scientific explanation to not strain credulity and enough fluff to avoid a mental meltdown.

...and the new cover art is miles above what was published the first two printings. Most of the other reviewers of this book have already covered the basics and the details. This is a handy resource for the nitty-gritty about implants and other upgrades, including nano technology, gene therapy, and

organ leggers (I have a game idea there). Everyone needs a good doctor, and if they'll take used cybertech in payment, well, sometimes you might have to just follow the wetwork up with some recycling.

So far, I have been a fan of the 4th edition of Shadowrun, and this book only improves my opinion of the game. If you are wanting to play a character who Chromes themselves out (ie: uses mechanical augmentation, cybernetics) then this book is for you. Not into Chrome? Prefer flesh? No problem, this book has bioware covered too. Lots of new information about how such things are viewed in the world. Lots of new ways to customize your characters. Great fiction (as expected in an SR book). Well worth it, I cannot recommend it enough for Shadowrun 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.

One thing about the Catalyst Shadowrun 4th edition books is that you always get what you pay for and in many cases more than you pay for. :) But if you cannot make the cybered-up character of your dreams using this book then you are not trying hard enough. The only gripe I have at all is that I got a newer printing that had different cover art, a very minor gripe but I wish would at least show the one you are getting.

This book was NEARLY everything I was expecting...However, the real cover is a little provocative... Not that I'm personally complaining, but when you open a box of books in front of your 65 year old mother.... that WASN'T what I was expecting to find....The actual cover art is of an elven woman in a vat tank, with nothing on but a strip of cloth and some ciberware...Just FWI....Aside from giving my elderly mother a start... no worries...

As a supplement it was less useful than I'd hoped, but it has a lot of useful information for the world- just less of what I was looking for, namely gear. I do recommend it for the alternate forms of cyberware and bioware, and the additional medical rules.

Augmentation is an interesting read and offers a lot more goodies. The extra rules sections are probably unnecessary unless your group is particularly fond of micrommanagement. But the book is

well set out and provides plenty of material for GM and players alike. The pages are paper, making them easy to damage and the cover art is simply horrible, but the content is worth the price.

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