



## STREET MAGIC™

**Series / Type :** Fourth Edition / Core Rulebook

**Compatibility:** Requires *Shadowrun, Fourth Edition*; greatly expands on the rules and available Magic.

**Selling Points:**

- First hardcover core rules expansion for the best-selling *Shadowrun, Fourth Edition*.
- Greatly expands upon the setting and character development options available to all types of magical characters in the Sixth World.
- Contains easy and quick to implement advanced rules for Spirits, Enchanting, Spell Design, an expanded Grimoire and a slew of new Adept Powers.
- Introduces a variety of mystical traditions, magic groups, and new initiation and metamagics to further develop your magical characters.
- Provides gamemasters with an indepth look at astral space and the metaplanes beyond, as well as a menagerie of mystical threats to challenge and scare even the most hardened shadowrunner.

**Promotion:**

- Advertised in Game Trade Magazine and Greater Games Industry Catalog.

**Target Market:**

- Current *Shadowrun* players and gamemasters
- Third Edition *Shadowrun* players looking for a smoother rules system, or those waiting for further Fourth Edition books before buying in.

**Up-Sells & Cross-Sells:**

- *Augmentation* [CAT26002]
- *Arsenal* [CAT26003]
- *Unwired* [CAT26004]
- *Runner's Companion* [CAT26005]

### STREET MAGIC

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