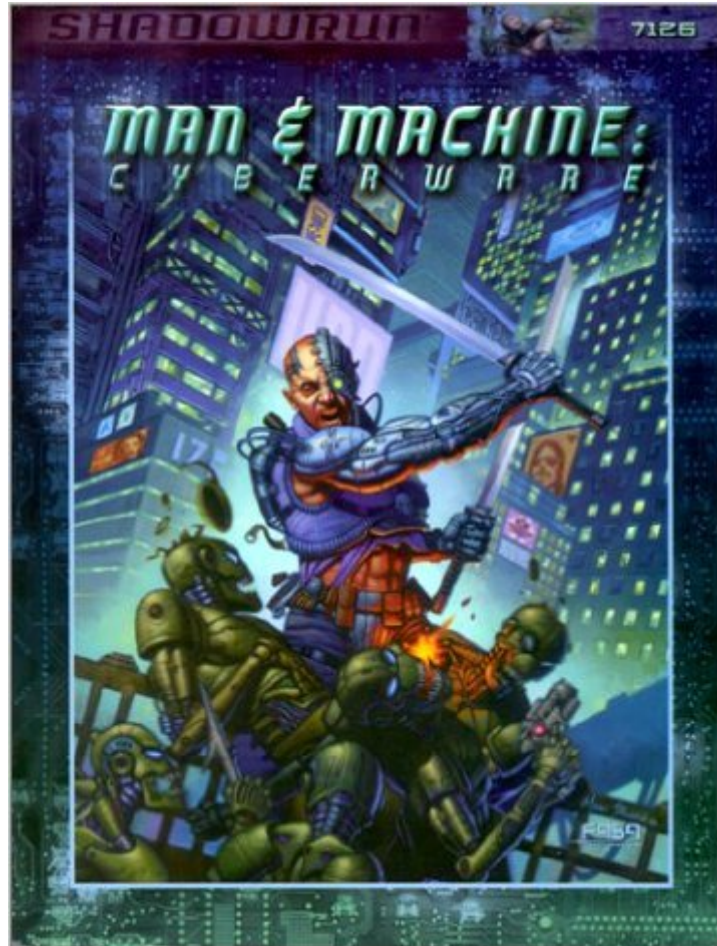


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# Man & Machine: Cyberware (Shadowrun (Fasa Corp.))



## Synopsis

Man and Machine: Cyberware, the new sourcebook for the Shadowrun (SR3) game line, finally does what Shadowrun fans have been waiting for since its first edition: a complete text on every type of technological implant in the SR3 universe and the rules to use them. It includes cyberware, bioware (not seen since 1st edition), chemistry, and newly explained nanotech, gathering material from the Cybertechnology, Shadowtech, Lone Star, Corporate Security Handbook, and Street Samurai Catalog, among others. In the same vein as Virtual Realities 2.0, Rigger 2, and Magic in the Shadows, it can truly be said to be the definitive Shadowrun book for cybernetics and the like.

## Book Information

Series: Shadowrun (Fasa Corp.)

Paperback: 144 pages

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Average Customer Review: 4.2 out of 5 stars [See all reviews](#) (13 customer reviews)

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## Customer Reviews

...and some that do. Man & Machine is the "tech" book for Shadowrun, Third Edition (SR3). It replaces Shadowtech and Cybertechnology, and collects all the myriad bits of cyberware, bioware, and chemicals into one easy-to-use volume. There is no Shadowtalk, as this is, primarily, a rulebook. What's in? There are extensive discussions on cyberware and bioware, including a revised way of combining the two that reduces the interaction considerably. While I'm not entirely happy with that, I can see the reasoning behind it. An entire new category of equipment, nanoware, is included. It's not the all-powerful nanotech of transhuman science fiction, but it's at an appropriate usefulness for a technology still in its infancy. We also have chapters on chemistry and pharmaceuticals, from thermite and fuel-air explosives to new cocaine derivatives. There are also rules for cybermancy, and a brand-new section on medicine, surgery, and healing for the game. What's good? Actually, the single best thing about the book is the chart detailing EVERY

SINGLE PIECE of personal enhancement in the game. It's almost like the nigh-deity-like chart from Fields of Fire. The contents are uniformly of fairly high quality, and it's very useful. It re-introduces bioware (which skipped SR2 entirely, save from using Shadowtech), and adds decent other material and rules, which are always good if they're filling a hole (as they are here). What's bad? Not much, really. Just little individual bits...like the fact that cyberlimbs are, by and large, useless. I have to agree with a previous reviewer that having a lot of marginally useful cyberware isn't very good. The major part is revealed in the designers' notes...where they discuss what they decided caused Essence loss...

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