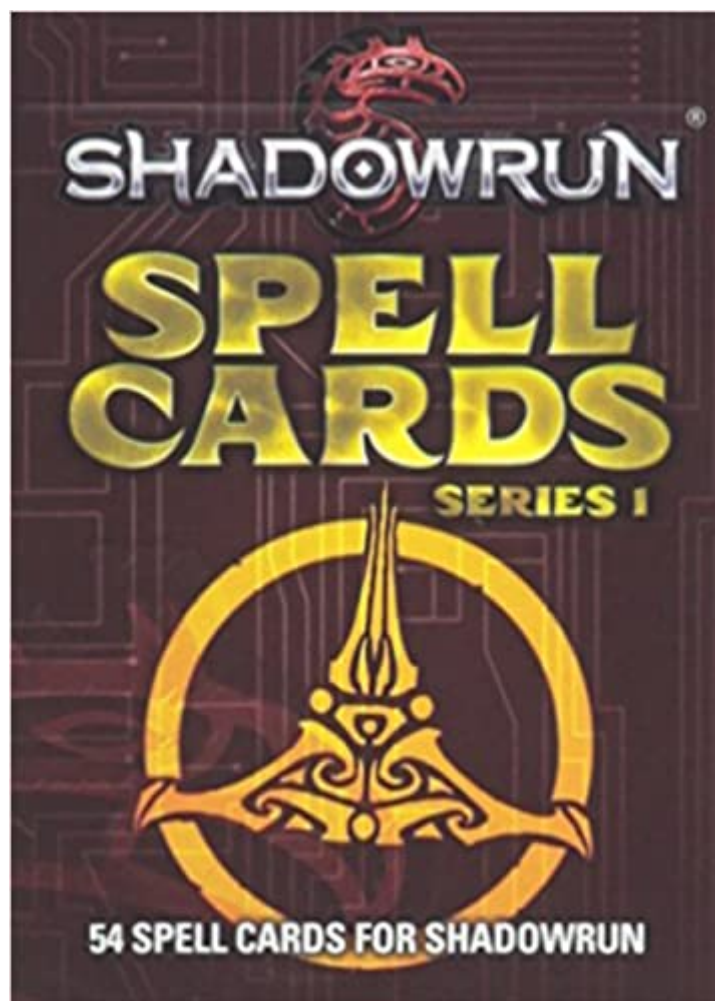


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# Shadowrun Spell Cards Vol 1



## Synopsis

SR: Spell Cards, Series 1

## Book Information

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## Customer Reviews

SR: Spell Cards, Series 1

This makes my life at gaming much easier. It is easier to have my cards out and next to me than to constantly flip through a book. The information on the cards is good and you do not need to refer to the book more for additional information.

great

Purchased because we have a newbie playing group, and being able to choose spells out of a deck instead of a book is a huge boon, and because having a reference during the game saves a lot of time. Unfortunately, these cards don't include text of the spell mechanic, so they won't work as a real reference. They also don't include even all of the core spells, which feels pretty silly. What do they expect, that we'll just pick spells with cards? That we'll have some cards for reference but just memorize the others?

Do you have a few dollars to buy a pencil and flash cards? Then you have the ability create cards with more information and flavor than these cards provide! There is no art to speak of and only the most basic info provided, the same info you would have with a character sheet. For some reason

they decided to make these cards only 1 sided (because I know so many GMs that decide to shuffle and random draw what spells the enemy Magician is gonna cast). Do yourself a favor, if you need help with spells in SR5, save your money and write it down on scratch paper.

The spell cards could have been a lot better. While they contain the most minimal amount of information needed for the spell there was so much more they could have added. For instance, there is enough space on the card to provide slightly more rules information like what is needed to be rolled to resist the spell.

Nice add-on for my games

The only good thing about this spell deck is how it looks. It completely fails to do what a reference deck, any reference deck, is designed to do, and that is to eliminate the need to flip through a rulebook for information. In fact, every card lists the page number where the actual spell effects can be found in the core rulebook, making the cards a completely redundant and useless piece of gaming gear. These cards, literally, have nothing on them that a standard character sheet does not except for a tiny bit of flavor text. Also, this deck contains 52 cards. **THERE ARE OVER 70 SPELLS IN THE CORE RULEBOOK ALONE!** If this kind of trend continues in all of the Shadowrun 5th Edition products, look for there to be a Shadowrun 6th Edition within 5 years.

I own the street grimoire version and I was very disappointed. These decks do not contain every spell/item. The cards aren't double sided. They don't have the full spell text or what type of spell it is. Very disappointed.

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