



Find Your Own Truth

Robert N. Charrette

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FIND THE MAGIC!

He was only a "beginner" shaman, but Sam Verner had to find a cure to ward off the curse on his sister. Only something of great magic would do the trick. It was this quest that took him to a mystical citadel in Australia, where, with the aid of his shadowrunner friends, he recovered the strange artifact he hoped would prove helpful. But instead of anything that even remotely resembled help, an unexpected and ancient terror was released - a terror that erupted into a shadow war for dominion over an awakened earth. And while the evil kept growing, inexorably drawing him into battle, the curse's power over his sister was also growing, bringing her closer and closer to death. Soon a truly desperate Sam realized that the last and only hope for saving his sister was to find the greatest shaman of the Sixth World, former leader of the Great Ghost Dance - a man who may no longer exist . . .

Find Your Own Truth Details

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From Reader Review Find Your Own Truth for online ebook

Seth Tucker says

The best Shadowrun book that I've read to date. This trilogy focusing on Sam Verner and his exploits in the shadows has been great with a climax that explores all sides of the world of Shadowrun, from teams on impossible missions, to magic, to different metatypes, and into the matrix itself. Fans of Shadowrun will love this book as well as anyone who enjoys a good fantasy adventure.

Bryan457 says

This was a satisfying conclusion to the first three books in the Shadowrun world. Sam Vernor's story is a bit more bittersweet tragedy than I normally like, but this was quite good. Unfortunately, it has been so long since I read the first two books that I was rather fuzzy on some of the details on characters and previous events that were referenced.

Ken says

As I was reading this book, the memories came back. After the rather disappointing second book in this trilogy, I was preparing for the worst. But I turned out to be pleasantly surprised. The book was a very quick read and I liked the ending in particular. The writing was basically the same as in the previous book, meaning it had its flaws but was OK overall. A good ending for the trilogy and a good Shadowrun book.

Mandy says

Entertaining, but not as well done as the previous two. It moved along at a certain pace, began to drag, and then picked the pace up again so quickly that the ending felt quite rushed. I dunno if there's more books centered on these characters, but I dunno if I'd pick them up again if there are due to my mild disappointment with this one.

Rob says

For a RPG-based novel, the Secrets of Power series holds up pretty well, asking fairly thoughtful questions about some basic 'realities' of the Shadowrun World. There are real dilemmas, real choices, with real consequences. Warning: don't expect a 'happy' ending: As the hero finds in the end, to gain power, for whatever end, sacrifices must be made.

David Sarkies says

The conclusion to a very ordinary trilogy

7 February 2012

I might step away from exploring the Shadowrun Universe and instead look at some ideas that come out of this novel (or at least its title). This is the third Shadowrun novel and the final book in the initial trilogy. The protagonist, Samuel Verner, returns to North America to help his sister. His sister has had a double whammy in that she metamorphosed into an Orc, but was then infected by the HMHV (Human Meta-human Vampiric Virus) and has become a Wendigo.

In the Shadowrun universe Vampires are not the scheming manipulators that we discover elsewhere but rather diseased individuals that feed on others and then infect them. They are not undead, as one expects them to be, but rather diseased individuals that turn into mindless monsters (much like the creatures in *I Am Legend*). The virus turns humans into vampires, while it turns orks into Wendigos (which means that there is little difference between the two creatures – they are both ravenous blood sucking monsters). However, I don't believe the real Wendigo is vampiric, though I can't be bothered actually researching it (that is, typing Wendigo into Wikipedia).

The one thing that I have noticed about Shadowrun is that there are no undead. In Shadowrun death is pretty much death. There is no magic that brings the dead back to life, or even reanimates their dead corpses. The creatures in the Shadowrun world that are named after undead creatures tend to be diseased, which made me think that something like the Rage virus would be perfect for this world. Unlike the 28 days movies, there is much more of an ability to defeat, and even cure, people afflicted by the virus.

The title of this book to me is a little corny, and reeks of existentialism. It is the idea that we discover our own truth, and that truth is entirely relative. While I believe that truth is objective (a table is still a table no matter what name you call it, and if you bang your leg on one, it hurts) I can understand where concepts of truth can be misunderstood. Somebody stating that all Port Power supporters are losers is not speaking a truth, but giving an opinion. While somebody may say to you that they are your friend, the fact that they said it does not make it a truth, it is only, once again, an opinion. To me, football supporters come in all shapes and sizes, some are good, some are bad. Friendship is not defined by words but by actions. Somebody who says that they are your friend but who will never lift a finger to help you is probably not a friend.

The problem with using such an existentialist title for a roleplaying spin off, to me, is just corny. To be honest, I probably would not read such a book anyway because, to me, truth is truth, it is objective, it cannot be anything else. The role of a judge in a court of law is to determine the objective truth of the situation put before him (or her), to weigh up the characters of the people putting forward their versions, determining the credibility of the characters, and then coming to a conclusion. It is a system that I think is good (though the European system is better as more power rests with the judge to investigate rather than with the lawyers who simply put forward opposing versions). Personally, I believe that all this talk about making our own truth, and making our own reality is just plain silly. If anybody comes to me and says that they sincerely believe that the Eiffel Tower is in Berlin, and because they believe it in their own reality, then it must be true, I'm likely to look at them, shake my head, and find some more intelligent conversation. Unfortunately, unless somebody actually moves it to Berlin, the Eiffel Tower is in Paris, and if somebody tries messing with me by changing the name of the tower in Berlin to the Eiffel Tower, I would probably recommend that they confirm that with the French before making such an outlandish statement.

Marco Baier says

It must be a good twenty years when I read the Secrets of Power books, and I still remember the character and the plot well. They are an awesome introduction into the world of Shadowrun and paved the ground for

many fun adventures.

Noah says

Listen, I'm a fan of Shadowrun as a world, and actually played an Elven rigger.

This trilogy is fun fluff, but it could use a notch more action.

Without Dodger and Charrette's relentless detail to his voice, the rest of characters become a bit of an amalgamated slosh in motivation and tone.

Try to burn through them if you can. You'll forget who's who if you don't.

Amelia Laughlan says

Bob Charrette has an amazing ability to both tell a great story and teach you so much about the world of Shadowrun. The third of his Shadowrun novels focusing on magic, and it did a far better job of explaining how magic works in the Sixth World than any of the Shadowrun RPG material I've encountered so far. Honestly, I've always felt like Sam was a bit of a Mary Sue, but that didn't stop this from being a highly enjoyable read - it's the awesomely described world, rather than Sam's plight, that makes this book. I found the Dodger subplot far more intriguing than Sam's story, but perhaps that is just because I love the whole idea of the Matrix.

Highly recommended to anyone looking to learn more about the world of Shadowrun. If you have no interest in the cyberpunk-fantasy genre, the core story is still interesting, but probably not as compelling.

Rene says

grand finale to a very well written Shadowrun trilogy.

James Troxell says

It's okay. I feel like the first two were better and the flaws in the writing come out more in this one.

Burt says

This novel ties up the first Shadowrun Trilogy nicely, resolving Sam's issues with his sisters goblinization and subsequent exposure to the HMHV vector, turning her into an abominable creature known as a wendigo. It also wraps up the AI storyline (for a time) in the Renraku arcology complex, and fully defines several characters who go on to have novels of their own as well as placements that are nigh unto totemic in the series (i.e The Artful Dodger and Kham).

pakz says

Völlig wirr. Das Buch gerät, insbesondere zum Ende hin, in ein völlig heilloses Durcheinander, bei dem es schwer fällt den Handlungssträngen zu folgen. Umso beachtlicher, da das Buch nicht wirklich Tiefgang hat. Man hat das Gefühl, der Autor wisse selber nicht, was er wolle. Und was, bitte sehr, hat dieses Buch mit Cyberpunk zu tun?

Radek says

Podsumowanie dla niecierpliwych: Ta ksi??ka jest kiepska - radz? omija? z daleka.

Gdyby nie fakt, ?e jest to ostatnia cz??? trylogii, prawdopodobnie przesta?bym j? czyta? w 1/3 jej obj?to?ci... i ?a?uj?, ?e tego nie zrobi?em. ?aden z w?tków nie doczeka si? satysfakcjonuj?cego zako?czenia oraz.. nagle... BOMBA ATOMOWA. Co? Jak? Gdzie?

Autor rozpoczyna i porzuca w?tki, a tak?e zmienia profil psychologiczny postaci.. bo powody.

Przemiana siostry z wendigo? Zapomnij. Niezno?ny g?ód ludzkiego cia?a? ?artowa?em. Wykradziony kamie? wielkiej mocy? Zapomnij - oraz atomówki. Gaz z neurotoksyn?? To si? nigdy nie zdarzy?o. Zemsta? Jaka zemsta. Odkupienie? Jakie odkupienie.

Akcja posuwa si? do przodu jak w g?stym syropie. Ksi??ka miast porwa? czytelnika, wyk?ada mu gro quasi-metafizycznych wyk?adów o planach egzystencji, które nie istniej?. Wszystko to przerywane jest.. szama?skim ta?cem. Przyrzekam, mam do?? opisów ta?ca na najbli?szej dekad?. Nie dzieje si? nic.. jest tylko taniec... Oraz atomówki.

Omija?.

Geraard Van Heusden says

for the fans of the shadowrun RPG
