

YU

ELF COVERT OPS SPECIALIST/FACE



'THEY CAN'T HIT WHAT
THEY CAN'T SEE.'

'MY TEAM CAN HANDLE THE
TOUGH JOBS, MR. JOHNSON. THE
QUESTION IS, ARE YOU WILLING
TO PAY A PREMIUM PRICE FOR
PREMIUM WORK?'

'(ROGUSH GRIN)'

SHADOWRUNNER DOSSIER

PLAY THIS CHARACTER IF DECEPTION, SNEAKINESS, CHARM,
AND GUILF ARE YOUR WEAPONS OF CHOICE!

READ THIS FIRST

All you need to read are these two pages, and with the GM, you can dive into the adventure! The rest of the pages of this dossier bring the character to life in various ways, expand your understanding of game play, and give you the tables you need to make that play smoother.

1. YOUR CHARACTER SHEET

This is you, chummer! All your flash and attitude, your warts and weaknesses. Whether you're convincing a suit to part with their nuyen, trying to tail a mark without being spotted, or hitting your target when the lead flies, the stats here guide you to whatever brilliant action you want to play out at the table.

If there's anything on this sheet not covered in the quick-start rules, work with the GM to make it up and build your character into legend!

2. PERSONAL DATA

Your quick-and-dirty rundown. The name makes the runner; make sure it sings. And then you've got the metatype, critical to your overall identity. Whether you're human, dwarf, elf, troll or ork, this will shape the characteristics that define you.

3. ATTRIBUTES

Attributes are the foundation of your character. Do you have a body to tempt an angel? A mind capable of solving P versus NP? A will to overcome the darkest experiences? You'll build off these attributes to make a whole shadowrunner.

4. INITIATIVE

At the start of combat, you roll your Initiative Dice (1D6) and add the total to your Initiative rank (9) to get your Initiative Score. Let the GM know what it is!

ACTIONS

During a **combat round**, you will take a player turn. Your basic Action allotment during your turn is **1 Minor Action** and **1 Major Action**, plus 1 additional Minor Action for each of your Initiative Dice (in your case, 1). The **Sample Actions table**, on the last page of this dossier, describe which actions you might take and whether they fall into the Minor and Major categories. Meanwhile, on the second to last page, the **Sample Yu Actions table** contains actions tailored to your character, with Dice Pools pre-calculated.

5. EDGE AND EDGE POINTS

Much of *Shadowrun* is structured around gaining and using Edge. Your Edge rank indicates how many points you have to start, and the Edge Points tracker can be used as you gain and spend Edge. See the **Edge Boosts table** on the last page for ways to spend your edge on extra fantastic feats.

6. DEFENSE RATING

This is a combination of Body, worn armor, and other effects, including augmentations and magic. It is used in comparison to an opponent's Attack Rating to determine bonus Edge when trying to avoid a blow.

7. SKILLS

Where you place your heart is where you will flourish. The best foundation languishes without dedication and care to adding abilities to it. Time lavished on your skills transforms you into the runner legends are made of, be it a hacker, a gun-runner, spell-slinger—you name it.

8. AUGMENTATIONS

Trading flesh and blood for chrome and steel is commonplace in the Sixth World. You might get a datajack at the temple for ease of Matrix surfing. Or a discreet cyber-arm for enhanced strength. Or an entire skin and muscle replacement. How you combine flesh and chrome is utterly up to you—and the price you're willing to pay.

1

SHADOWRUN

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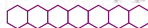
PERSONAL DATA

NAME/PRIMARY ALIAS Yu

Metatype Elf		Ethnicity Cantonese	
Age 28	Sex Male	Height 1.8 m	Weight 77 kg
Reputation		Heat	
Karma	Total Karma	Misc	

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ATTRIBUTES

Body	3	Essence	6
Agility	6	Magic/Resonance	
Reaction	4	Initiative	9 + 1D6
Strength	3	Matrix Initiative	
Willpower	5	Astral Initiative	
Logic	5	Composure	13
Intuition	5	Judge Intentions	13
Charisma	8	Memory	10
Edge	2	Lift/Carry	6
Edge Points		Movement	5/10/+1
Unarmed		Defense Rating	6

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SKILLS

Skill	RTG	ATT	DP	Type	Skill	RTG	ATT	DP	Type
Biotech	1	L	6	A	Con	6	C	14	A
Close Combat	4	A	10	A	Influence	6	C	14	A
Firearms	2	A	8	A	Piloting	2	R	6	A
Perception	2	I	7	A	Stealth	6	A	12	A
Outdoors	1	I	7	A	Close-up Magic				K
Architecture				K	Wildlife				K

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AUGMENTATIONS

Augmentation	Rating	Notes	Essence
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IDS / LIFESTYLES / CURRENCY

Primary Lifestyle**Nuyen** 3,500¥**Licenses****Fake IDs / Related Lifestyles / Funds / Licenses** Fake SIN (rating 4/ w/ fake Firearms license)



CHARACTER Yu
PLAYER _____
NOTES _____

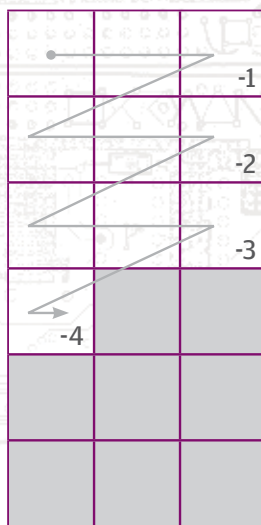
CORE COMBAT INFO

Primary Armor	Lined coat	Rating	
Primary Ranged Weapon	Ares Light Fire 75 (Light Pistol)		
DV	2P	Mode SA	Close 10 Near 7 Medium 6 Far 6 Extreme -
Extras: Ammo 16(C), w/ silencer, smartgun]			
Primary Melee Weapon			
DV	AR		

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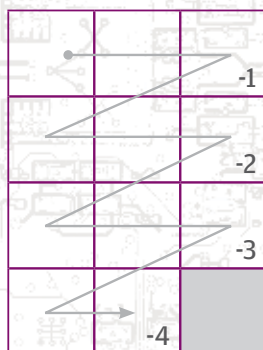
CONDITION MONITOR

Physical Damage Track



Characters have 8 + (Body + 2, round up) boxes on the physical damage track; black out extra boxes.

Stun Damage Track



Characters have 8 + (Will + 2, round up) boxes on the stun damage track; black out extra boxes.

For every 3 boxes of damage on any one damage track, the character takes a -1 Dice Pool modifier on tests; these modifiers are cumulative within and across damage tracks.

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QUALITIES

Quality	Notes	Type
Catlike		
Double-Jointed		

12

CONTACTS

Name
Billy Shen, an Octagon Triad lieutenant, enforcer, and arms dealer
Four-Finger Wong, a cyber-surgeon and street doc
Mia, part-time fixer and waitress at Peaceable Kingdom

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GEAR

Item	Rating
Disguise kit	
First Aid K	
Erika Elite commlink	DR 4, 2/1
Fake SIN	rating 4, w/ fake Firearms license
Contacts	w/ smartlink
Lined coat	+3
Passkey	rating 4

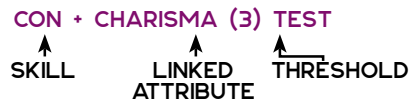
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TESTS

Anytime you take an action where there's a chance for failure, you'll need to perform a test, where you generate a dice pool, roll to get a result, and then see if you succeeded. There are two basic types of tests: **Simple** and **Opposed**.

SIMPLE TESTS

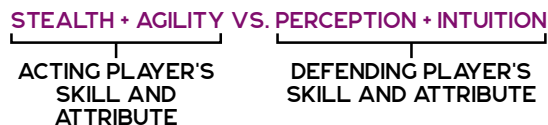
In a Simple test, you roll your dice pool, count your hits, and see if you meet or beat a threshold of hits established by the gamemaster. A Simple test is written like this:



OPPOSED TESTS

In an Opposed test, two parties (usually the player as PC vs. the gamemaster as NPC or object) roll dice pools and compare the number of hits. The one with the most hits wins.

An Opposed test is written like this:



9. ALL THAT GLITTERS...

Do you tip the bartender a thousand nuyen at the hot-new dance club? Or do you shuffle empty credsticks around, hoping there's just a bit more electronic cash floating inside as you flop in a dump in the Barrens? Feast or famine is all too often the runner way.

10. CORE COMBAT INFO

Sure, you can own a bevy of weapons and armor. But really, you always attune to a few favorites. Treat 'em well, and they'll return it. Love 'em. Name 'em.

COMBAT: STEP BY STEP

On the last page, the **Combat: Step by Step** table will walk you through building your dice pool and making an Opposed test to see if you succeed and if you don't, how to take damage.

11. CONDITION MONITOR

If you think you can run the mean, sprawl streets without getting blood on your collar, time to step back out of the shadows. Still here? Good. Use the Condition Monitor to track the damage your mind and meat takes—and the consequences.

12. QUALITIES

Do you always seem to break things? Perhaps you don't notice a cut until the blood is pooling? Or maybe you just never get sick. These are the extra quirks only you bring to any table—good or bad.

13. CONTACTS

It's who you know. Who can you tap for that extra bit of knowledge you need, or for that hidey hole when the chips are down and there's nowhere else to turn?

14. GEAR

A steel heart and a quick tongue will get you out of many situations. But the right gear can tip the balance in tough spots.

GRAB YOUR TOOL CARDS Once you've reviewed these two pages, and the GM has explained the rules, grab your Tool Cards and review. These cards have items from your character dossier, often with more details, presented in an easy-to-access way.

Take the following cards to use during a game: *Ares Light Fire 75*, *Lined coat*, and *Erika Elite commlink*.

PROFILE

BACKGROUND

Once upon a time, Yu was a corp kid from the Canton Confederation, living a life of relative abundance. He always assumed he'd end up a wageslave like his parents, until the Second Matrix Crash erased his family's identities and sent the corp they worked for into bankruptcy. Mere months later, Yu's parents were killed by Black Chrysanthemum Triad members demanding protection fees they couldn't pay, and ten-year-old Yu fled from Foshan to Hong Kong. He ended up as a member of a pickpocket gang, then joined the Red Dragon Triad as a thief and enforcer.

VITAL CONTACTS

- **Billy Shen**, an Octagon Triad lieutenant, enforcer, and arms dealer
- **Four-Finger Wong**, a cyber-surgeon and street doc
- **Mia**, part-time fixer and waitress at Peaceable Kingdom

Yu probably would've spent the rest of his life with the Red Dragons, but one of his Triad brothers got wrapped up in better-than-life chips and went on a frenzy, and Yu was forced to kill him in self-defense. The Triad bosses knew it wasn't Yu's fault, but they couldn't let the killing go unanswered, so they shipped him off to an allied syndicate in Seattle. There, Yu met Billy Shen, and Billy passed his name along to Ms. Myth when the troll fixer was putting her new crew together.

PREFERRED TACTICS

Making trouble without being seen is Yu's bread and butter. The skills he acquired as a thief—moving silently, picking locks, placing and palming items without being seen—have served him well in the shadows. He prefers to be completely invisible when possible, but he's gotten pretty good at using disguises if the situation calls for it.

Since meeting Ms. Myth, Yu has seen the value in being able to get what he wants through charm as well as deception. He's turning his natural elven charisma toward being the team's face and often takes the lead in negotiating with prospective employers who approach them for jobs. Ms. Myth sometimes ropes him into helping with her corporate infiltrations, now that she is looking after a new crew along with her old crew of Sledge, Coydog, Hardpoint, and Gentry.

FAVORITE HANGOUTS

- **Peaceable Kingdom**, a Chinese restaurant in Tacoma
- **The Sports Bar**, a... sports bar in Downtown Seattle
- **Vigilant Iron Schooling House**, a martial arts studio in Redmond



Yu's not afraid to use violence when he needs to, but he does try to keep the body count to a minimum—partly because he knows wageslaves are people too, and partly because he'd rather have those wageslaves' bosses go after them for letting their guard down than come after him to avenge their fallen comrade. He prefers not to "fight" so much as "ambush," and if he finds himself in open combat, he'll do his best to stay behind cover and plink away with whatever firearm he has handy.

ROLEPLAYING TIPS

Yu has two distinct personalities: on the job, and off. Off the job, he's an overgrown teenager who hangs out with his friends, plays sports, sleeps around, experiments with drugs, and uses his charm to get out of trouble. He sees his fellow Red Dragon Triad members and their affiliates, like the Octagon Triad, as family and is loyal to them to a fault. He won't take a run that goes against the Red Dragons' interests, but he's upfront about it and tries to make sure his refusal won't screw the team over somehow.

On the other hand, when he doesn't have to worry about the Red Dragons, Yu extends the same loyalty to his shadowrunner comrades as he does to his Triad family. He won't willingly turn on them for anything, and if one team member has a problem, he's always willing to help—for as long as they're willing to endure his barrages of terrible puns, anyway.

FAVORITE DOWNTIME ACTIVITIES

- Hanging out with his fellow Triad members
- Playing and watching basketball
- Studying martial arts

On the job, Yu's a chameleon. He can be as charming or as cold as he needs to be, and he'll work with just about anyone—and do so with a smile—regardless of their background. The only people he refuses to deal with are BTL dealers and organleggers, because of how those two trades have wreaked havoc on his life. He takes a certain joy in tearing them down.

EXAMPLE RUN

MEETING MR. JOHNSON

This run, like most runs, begins with a call from Ms. Myth, the team's fixer. "Looks like you guys just made the big leagues," she says. "A Mr. Johnson—Mr. Satou, actually—from one of the triple-A megacorps has a job for you." Myth's set up a meeting for the team with Satou tomorrow night at the Big Rhino, a Downtown Seattle landmark known for its genuine ork cuisine. "And behave yourselves, all right? There are plenty of Knights downtown, and if you do anything stupid, it's my rep on the line," she reminds everyone.



When the team arrives, they see that "Mr. Satou" is the textbook image of a middle-aged Japanese megacorp executive. Satou invites them to sit and order drinks. Once everyone's refreshments arrive, he explains the job. Ares Macrotechnology is at the top of the arms business—and their competitors, including Satou's employer, would love to see that change. Satou has discovered that Ares is storing research data from on-hold research projects in Seattle. He wants the runners to steal the data from one of those projects, currently stored on a nested host at Ares Plaza in Everett. He offers them 10,000 nuyen, with half up front, as is typical in the shadows.

Yu turns to the team to see their reactions, and nobody objects. He decides to see if he can squeeze a little extra money out of Mr. Satou though, because isn't that why they're all here? Yu points out that Ms. Myth already has a reputation for hiring teams that work quickly and quietly, and if Mr. Satou is asking for services beyond the usual standard, it's only fair that he should pay a premium. Satou's heard the argument before, but if a paltry few thousand nuyen gets the job done that much faster—and puts a much-bigger bonus in Satou's pocket—it's worth it. The extra nuyen will only come with the second half of their payment though, because the certified credsticks carrying their advance only hold 5,000 nuyen each. Satou also gives the team the hash code they'll need to identify the plans containing the files he wants, so they don't have to decrypt and scan every file on the host.

PLANNING AND LEGWORK

During their planning meeting, the team decides that if Mr. Satou wants "fast and quiet," the best way to pull paydata from the nested server will be to disguise Yu as an Ares Matrix technician. When he reaches the server room inside the Ares facility, he'll plug his commlink directly into the server so Zipfile doesn't have to hack through seven proxies to reach the paydata. The others will be on standby in case something goes wrong, such as Yu's cover being blown.



At the end of the meeting, each team member has a legwork task to complete. Yu's is to acquire the uniform he needs to pose as an Ares employee. He calls Ms. Myth to see if she knows anyone who would sell them, and she gives him the name of a black-market clothier—for a price, because everything has a price in the shadows. Once Yu's forked over the nuyen, Ms. Myth warns him that it might take some persuading for him to get on to her associate's client list, but he's confident that he'll find a way. Within a few days, he's got his hands on the uniform he needs.

DRAMATIS PERSONAE

Zipfile: Dwarf Decker
Frostburn: Ork Combat Mage
Emu: Human Rigger

Rude: Troll Street Samurai
Yu: Elf Covert Ops Specialist/Face
Ms. Myth: Troll Team Fixer

The earliest part of the run, when the runners first meet with their prospective employer, is one of the easiest places for a charismatic character to shine. After all, negotiations are their bread and butter, and what runner doesn't want a little more money?



Yu's player adds the ratings of Yu's Influence skill (6) and Charisma attribute (8) for a total of 14 dice, then rolls. The results are 4, 5, 3, 2, 5, 3, 5, 6, 5, 3, 2, 4, 3, 2: a total of five hits. The gamemaster tells Yu that he got two net hits, and Satou raises the team's fee by 500 nuyen per net hit, for a total of 11,000 nuyen each. They'll still only get 5,000 nuyen up front, though.

The planning and legwork phases of a run are where Contacts and Knowledge skills are most likely to be useful, either because a character's experience is relevant to the run, or a character can see whether a Contact can do or get something for the team.



In this case, Yu's doing the latter, using Ms. Myth as a Contact to try digging up a genuine Ares Matrix technician's uniform (or something close enough to pass for genuine at a glance). The gamemaster asks Yu to roll Influence + Charisma. Yu does so, and gets three hits—but unfortunately for him, Ms. Myth gets four. Apparently the charming troll still has a few tricks left to teach him. She gives him the information, because she wants the team to succeed, but she squeezes some money out of Yu for the favor.

EXAMPLE RUN

DOING THE JOB

The legwork is done, and the team's as prepared as they're going to get. Now, it's time for some shadow-running—well, almost. Before the run begins, Yu takes the time to make every little detail of his wageslave disguise as close to perfect as he can get—after all, it's a lot easier to not draw attention to yourself if you don't give people a reason to be suspicious. Then he stashes his collapsible baton in his pocket and sets off for the Ares facility.



Yu's first challenge is the keycard-controlled elevator in the facility's lobby. He crosses his fingers in his pocket as he swipes his trusty maglock passkey through the cardreader and punches the button for the twenty-fifth floor—but the elevator refuses to budge. Luckily, the keycard works the second time, then a third when Yu lets himself into the server room on the twenty-fifth floor.

Since Zipfile won't be able to loop the server room's cameras while she's hacking the server, Yu ducks out of the security camera's view and plugs his commlink into the mainframe. A tense minute passes until Zipfile lets out a cheer—followed immediately by a curse. The decker got the paydata but tripped an alarm in the process, and building security is on the way to investigate.

Yu grabs his commlink and heads for the elevators, but a few steps into the hallway, someone calls out from behind him: "Hey, you!" Yu stops by reflex and turns around to see a male ork wearing an Ares uniform matching his own. "What were you doing in there?"

"Hey, good thing you're here! I just saw someone plant a bug on the secure host. Come on, I'll show you!" Yu makes a show of searching for his keycard until the Matrix tech just shakes his head and opens the server room door. He then leads the Ares employee into the corner behind the host equipment, out of sight of the cameras. "He was right over there." The technician pushes past Yu to inspect the mainframe—then grunts and doubles over in pain as Yu's extendable baton cracks across his back. Caught off guard, the tech turns around, slack-jawed with surprise. He's too dazed by the blow to warn security before Yu hits him again and sends him tumbling to the floor, unconscious.

Trying to leave for the second time, Yu hears Zipfile's report that she's stalled security by sending their elevators to the ground floor. That buys him some time, but it also means he'll have to get past the goons if he wants to leave that way. Instead, Yu sends Frostburn and Rude a message to switch to plan B, and he heads for the rear of the building. Around the corner, glass shatters, and wageslaves shriek in terror as one of the floor-to-ceiling windows crashes to the ground. Yu gives the Ares employees a jaunty little wave as he strolls to the open window, then pauses for a moment to look out across the twenty-five-story drop before he leaps into empty space—and floats away, suspended by Frostburn's Levitate spell.

Now that Yu has his Ares Matrix technician costume (uniform and tool kit), the last detail he takes care of is disguising his face to prevent anyone who reviews the security feed from recognizing him. As they and the gamemaster agree, Yu uses his disguise kit and rolls *Stealth + Intuition*, getting 6, 4, 1, 5, 6, 1, 1, 3, 6, 1, 2: four hits. Those four hits are now the threshold for a *Perception + Intuition* roll for anyone to see through Yu's disguise.

Yu doesn't need to roll anything to hide his baton—he just makes sure it's collapsed and stuffs it in a pocket. Anyone trying to spot it will have to make a *Perception + Intuition* test, with a threshold determined by the gamemaster based on the Threshold Guidelines in the rulebook (p. 5).



The maglock passkey is an *Opposed* test between the rating of Yu's passkey and the rating of the elevator's maglock. It's a rating 4 passkey, so Yu rolls and gets 1, 4, 3, 3: a failure! Yu decides to wait long enough that he doesn't get the -2 "trying again" penalty for a second roll, but the gamemaster is feeling generous and tells Yu he can go ahead right away. This time, he rolls 1, 1, 5, 5: two hits, and the gamemaster tells him the passkey works.

Next, after Yu reaches the server room and uses the passkey to let himself in, he rolls *Stealth + Agility* to hide and gets four hits. If anyone else comes into the server room, they'll need to get at least five hits on their *Perception + Intuition* roll to spot him. (He doesn't need to roll anything to plug his commlink into the server.)

When he's confronted by the Ares employee, Yu says he wants to lead the tech into the server room and ambush him out of sight of the cameras. The gamemaster rules that it'll take two separate rolls: a *Con + Charisma* roll to bluff the Ares tech into thinking that Yu is a coworker, and an *Influence + Charisma* roll to convince the man to follow him. Since Yu went to the trouble of getting a genuine Ares uniform during the legwork phase of the run, the gamemaster gives him a bonus point of *Edge* for "talker's appearance is perfectly suited for their role." With his base *Edge* of 2, he has 3 points of *Edge* for these Social tests.

Yu makes his *Con* roll first, and gets 3, 2, 1, 3, 5, 4, 6, 5, 5, 3, 2, 5, 4, 3: five hits. The gamemaster rolls the technician's *Intuition + Willpower* and tells Yu that he succeeded, and gives him two more points of *Edge* for "listener is disposed to listen to people like the talker" (the tech thinks Yu is a colleague thanks to the successful *Con* test) and "listener sees clear gain from what talker is saying" (the tech wants to keep his job). Then, Yu makes his *Influence* roll and gets 1, 3, 2, 4, 6, 2, 6, 1, 3, 4, 5, 4, 5, 6: five hits again. The technician follows him into the server room. To draw his baton without the tech hearing him, Yu rolls *Stealth + Agility* and gets three hits, and the gamemaster tells him the technician doesn't notice.

Now, it's time for Yu to bring the pain. The gamemaster declares that combat is starting, and asks everyone to roll *Initiative*. The gamemaster also rolls *Reaction + Intuition* for the tech to see if he is surprised. He gets only 2 hits, so the tech is caught off guard by Yu's attack. Yu's *Reaction* is 4 and his *Intuition* is 5, and the 1D6 he rolls comes up as a 3, which is added to his *Initiative* rating of 9 to get an *Initiative Score* of 12. The gamemaster says Yu goes first. Since he drew his baton before the fight started, Yu uses the *Attack Major Action* to try whacking the technician over the head. He rolls *Close Combat + Agility* and gets 3, 5, 1, 6, 1, 5, 4, 6, 2: four hits. The gamemaster says that all four of Yu's hits were net hits, which are added to the baton's base 3S damage to inflict 7 *Stun*—and the tech's *Damage Resistance Body* roll does not resist any of it.

Since Yu's attack took the tech by surprise, the tech can't act this combat round, so the next combat round starts, and Yu gets his next action. Yu follows up his first baton swing with a second and gets another four hits. The luckless technician doesn't dodge this one either, taking another 6S damage. That fills the technician's *Stun Condition Monitor*, knocking him out.

After the scuffle, there isn't much left for Yu to roll. The gamemaster might ask him for an *Athletics + Agility* roll to jump out the window without slipping on broken glass, or a *Charisma + Willpower* test to keep his cool while he leaps from a twenty-fifth-story window.

EXAMPLE RUN

GETTING PAID

It's finally time for the team to turn their stolen pay-data into a payday. Yu calls the commcode Mr. Satou gave him and arranges a meeting. Even though the job is done, the team's a little tense as they roll up to the meet site; Johnsons regularly try to double-cross runners they hire, killing them instead of paying them. The meeting goes off without a hitch though, and the crew walks away with fatter credsticks—and the promise of more work from Mr. Satou in the future.



Cautious players might want to make Perception + Intuition tests to spot any potential ambushes by a double-crossing Mr. Johnson, but unless one side betrays the other, there's really no need for it—the team's just there to collect their nuyen!



YU'S GAME PLAY TABLES

SAMPLE YU ACTIONS / TRAITS / DICE POOLS (P. 5)

Perception: Perception + Intuition (Base Dice Pool: 8)

ACTION	SKILL & LINKED ATTRIBUTE ROLLED	BASIC DICE POOL
Attack, Melee Combat (Major)	Close Combat + Agility	9
Attack, Weapon Combat (Major)	Firearms + Agility	8
Use Skill, Fast-Talk (Major)	Con + Charisma	14
Use Skill, Palming (Major)	Stealth + Agility	12
Use Skill, Sneaking (Major)	Stealth + Agility	12

YU'S GAME PLAY TABLES

TESTS (P. 5)

Simple Test: Skill + Linked Attribute vs. Threshold

Opposed Test: Attacker Skill + Linked Attribute vs. Target Skill + Linked Attribute

Untrained Test: Attribute - 1 vs. threshold

Buying Hits: One hit for every four dice, rounded down

Trying Again: Retrying a test when circumstances have not changed imposes a -2 dice pool penalty.

Using Edge: The guideline for using Edge are as follows:

- Only one expenditure of Edge per action.
- Edge can be accumulated up to a limit of 7.
- Edge accumulated over your base rank goes away when you complete any ongoing confrontation.

Depending on how much Edge is spent at once, various bonuses are possible, see Edge Boosts table at right.

COMBAT ROUNDS & PLAYER TURNS (P. 8)

- **Initiative:** Roll Initiative Dice and add the total to Initiative Score
- Combat round = approximately three seconds and consists of one player turn for everyone in combat.
- During their turn, each participant may take 1 Minor Action and 1 Major Action per turn.
- Players get 1 additional Minor Action for every Initiative Die they have.
- Major Action can be used to perform a Minor Action. Can trade 4 Minor Actions to perform 1 Major Action.

SAMPLE ACTIONS (P. 8)

MINOR ACTIONS	MAJOR ACTIONS
Drop Object (A)	Attack (I)
Drop Prone (A)	Fast-talk (A)
Move (I)	Observe in Detail (I)
Reload Smartgun (I)	Palming (A)
Stand Up (I)	Pick Up/Put Down Object (I)
Take Cover (I)	Ready Weapon (I)
	Reload Weapon (I)
	Sprint (I)
	Use Simple Device (I)
	Use Skill (I)

COMBAT: STEP BY STEP (P. 7)

1. GRAB DICE

Attacker: [appropriate weapon skill] + Agility

Defender: Reaction + Intuition

Buying Hits: One hit for every four dice, rounded down

2. DISTRIBUTE EDGE

- Compare Attack Rating of weapon to Defense Rating of target. If either is 4 or greater than the other, player with bigger value gets a bonus Edge point.
- Does either combatant have visual enhancements or gear to compensate for environmental situations: raining, dark, overcrowded, and so on? Compare and toss an Edge to whoever has the advantage. If it balances out, no one gets an Edge.
- Review if any gear that might influence Edge distribution comes into play.

3. ROLL DICE

- Any use of pre-roll Edge (Pre) is declared now.
- Roll dice: count hits and note glitches.
- Any use of post-roll Edge is declared now.
- Once hits are tallied, call it success or miss based on whether the attacker got more hits than defender. If a success, add net hits to base Damage Value of weapon.

4. SOAK SOME DAMAGE

- If miss, stop.
- If hit, defender rolls Body attribute as a Damage Resistance test. Each 5 and 6 cancels a point of Damage Value from above. (Edge may be used here.)

5. BRING THE PAIN

- Apply damage left after Step 4 to appropriate Condition Monitor.

EDGE BOOSTS (P. 6)

1 EDGE

- Reroll one die (Post)
- Add 3 to your Initiative Score (Any)

2 EDGE

- +1 to a single die roll (Post)
- Give ally 1 Edge (Any)
- Negate 1 Edge of a foe (Pre)

3 EDGE

- Buy one automatic hit (Any)
- Heal one box of Stun damage (Any)

4 EDGE

- Add your Edge as a dice pool bonus to your roll, and make 6s explode (Pre)
- Heal one box of Physical damage (Any)

5 EDGE

- 2s count for glitches for target (Pre)
- Create special effect (gamemaster discretion)

SPECIAL RULES FOR COMBAT (P. 8)

Movement: All characters move 10 meters a turn with the Move Minor Action. Sprint: 15 meters per turn and make Athletics Skill + Agility test—each hit adds 1 meter.

RANGE CATEGORIES

Close: 0-3 meters

Near: 4-50 meters

Medium: 51-250 meters

Far: 251-500 meters

Extreme: 501 meters +

FIRING MODE

SS: Single bullet. No changes to a weapon's attributes. SS is always assumed in stat blocks and not listed.

SA: Two bullets. Decrease Attack Rating by two and increase damage by 1.

BF: Four bullets. Narrow burst: decreases Attack Rating by 4 and increases damage by 2; Two Targets: split dice pool between two targets and count each as an SA-mode shot.