

SLEDGE

ORK STREET SAMURAI



'WE TOOK THE JOB, WE DO THE JOB.'

'I'M GONNA NEED MORE
AMMO FOR THIS GIG.'

'EVERYONE GETS ONE CHANCE
TO BACK DOWN. YOU'RE SPENDING
YOURS RIGHT NOW.'

SHADOWRUNNER DOSSIER

PLAY THIS CHARACTER IF YOU LIKE SHOOTING AND SLICING
THINGS IN THE NAME OF BEING A PROTECTOR.

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 (4D6) and add the total to your Initiative rank (11) 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, a total of 4). 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. Also on the second-to-last page, the **Sample Sledge 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 cyberarm 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.

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SHADOWRUN

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PERSONAL DATA

NAME/PRIMARY ALIAS Sledge

Metatype Ork

Ethnicity White

Age 27

Sex Male

Height 2.1 m

Weight 140 kg

Reputation

Heat

Karma

Total Karma

Misc

3

ATTRIBUTES

Body 5

Essence .55

Agility 5 (7)

Magic/Resonance

Reaction 4 (7)

Initiative 11 + 4D6

Strength 7

Matrix Initiative

Willpower 4

Astral Initiative

Logic 2

Composure 6

Intuition 3

Judge Intentions 7

Charisma 2

Memory 5

Edge 2

Lift/Carry 9

Edge Points

5/10/+1

Unarmed

Defense Rating 12

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SKILLS

Skill	RTG	ATT	DP	Type	Skill	RTG	ATT	DP	Type
Athletics	3	Agi	10	A	Perception	4	Int	7	A
Close Combat	5(6)	Agi	12(13)	A	Stealth	2	Agi	9	A
Blades	+2	Agi	14(15)	A	Sneaking	+2	Agi	11	A
Firearms	5(6)	Agi	12(13)	A	Ork Underground				K
Automatics	+2	Agi	14(15)	A	Security Systems				K
Influence	2	Cha	4	A	Small-Unit Tactics				K
Intimidation	+2	Cha	6	A					

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AUGMENTATIONS

Augmentation	Rating	Notes	Essence
Cyberarms	—	alphaware	1.6
Cyberears	3	—	0.3
Cybereyes	3	w/smartlink	0.3
Damage compensators	4	—	0.4
Orthoskin	1	—	0.25
Reflex recorder	—	Close Combat, Firearms	0.2
Wired reflexes	3	alphaware	2.4

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IDS / LIFESTYLES / CURRENCY

Primary Lifestyle

Nuyen 700W

Licenses Fake concealed-carry permit

Fake IDs / Related Lifestyles / Funds / Licenses Fake SIN (Rating 4)

PROFILE

BACKGROUND

A lot of kids growing up in Seattle's Ork Underground (now just known as the Underground) dream of bigger and better things—but Sledge reached out and grabbed them. He got through early life by being tough and mean enough to make sure that anyone who tried to make trouble for his family would get more than they bargained for. As he got older, Sledge worked his way up through sheer toughness and grit. He learned how to use a knife, then a handgun—a little Streetline Special he still keeps tucked away, partly as a reminder of where he started, and partly because nobody's ever managed to take it from him. He collected other guns—submachine guns and assault rifles being his favorites. First he used them to protect himself. Then some families in an Underground cave not far from his said they'd pay him if he used his guns to protect them, too.

VITAL CONTACTS

- **Elkarra Johanssen**, ork beat cop
- **"Red Dot" Dottie**, arms dealer
- **Sturm**, Skraacha smuggler

Those families became Sledge's first clients. Word got around that he'd take jobs for pay, and with every payout, Sledge upgraded his body like he'd upgraded weapons. His cyberarms were and still are his pride and joy, built both to look tough and be tough. Over time, the jobs got bigger—especially after Sledge met Ms. Myth and started taking work topside—until they got too big to handle alone. Hardpoint and his drones were Sledge's first recruits, then Gentry and his cyberdeck, and Coydog and her spirits. The four have become a solid team, and Sledge fully intends to keep carving out his place in the world with his own two cyberarms.

NEW EQUIPMENT AND CYBERWARE

Sledge is the perfect vehicle for introducing some new equipment to the *Beginner Box* rules. His new weapons function the same as existing weapons in the set, using the stats listed here. He also has cyberware, augmentations to his body that boost his capabilities (and lower his Essence). Here's a quick rundown of what his 'ware does.

Cyberarm: Boosts Agility, includes weapon holster and retractable spurs that use knife stats.

Cybears: +1 die on tests involving balance, sound recording capabilities, bonus Edge on tests to find source of sound (must be spent immediately or it is lost).

Cybereyes: Built-in camera, elimination of negative effects from flashes, bonus Edge in low-light conditions if opposition does not have low-light vision.

Damage compensators: Ignore 4 boxes of Physical damage when calculating damage penalties (does not affect when character loses consciousness).

Orthoskin: Provides Defense Rating bonus equal to its rating.

Reflex recorder: Increases rank of listed skills by 1.

Wired reflexes: Adds 1 point of Reaction, 1 Initiative Die, and 1 Minor Action per level.

PREFERRED TACTICS

At heart, Sledge is a just a regular dude who likes to fight. He doesn't get sentimental about killing—if that's what it takes to get the job done, that's what he'll do. He's equally comfortable at range and in melee, especially when melee includes his custom *Neil the Ork Barbarian* replica monoblade, although he's smart enough not to make himself a target for no reason by insisting on using his sword.

He's completely happy to make himself a target when he has a good reason, though. Sledge knows that being an ork, he's tougher than anyone else on the team, and he's taken it upon himself to put himself in harm's way on their behalf—although with Coydog's habit of concealing herself with invisibility spells, it's often Gentry that Sledge ends up protecting, much to the ork's chagrin. Still, Sledge enjoys his role as the team's protector, holding the line against all odds while the others do their thing. He's even considered getting "Built Ork Tough" as his next tattoo.

FAVORITE HANGOUTS

- **Crusher 495**, an ork-owned bar and unofficial community center in Redmond
- **Indelible**, a tattoo parlor in Touristville
- **The Biz**, the largest black market in the Seattle Underground (especially when they've got new 'ware)

ROLEPLAYING TIPS

In many ways, Sledge is the archetypal ork: stubborn, defiant, and more given to action than navel-gazing. He's proud of his orkish heritage, proud of how he built everything he has with his own hands (and the small armory's worth of weapons he wields). Running the shadows is Sledge's way of getting what he wants in a world that doesn't give you anything for free, especially when you've got tusks. The fat cats might not respect him, but they need him, and Sledge is perfectly happy to take advantage of that. Part of him would love to rub it in more often than he does, but another part knows he can't get *too* cocky if he wants to keep the nuyen flowing—which is why he leaves the talking to Ms. Myth.

FAVORITE DOWNTIME ACTIVITIES

- Getting new tattoos with Coydog
- Making fun of Gentry's elf fixation
- Training the Ork Underground's Skraacha militia/unofficial police force

Sledge isn't heartless or completely selfish, though. Like every kid in the Underground, he learned early on that many hands make light work. He understands the value of being part of a team and how important it is for every team member to pull their weight. Sledge might not always get along with his teammates, particularly Gentry, but he does care about them, particularly Coydog—although he's still kind of baffled that he'd fall for someone who was both an elf *and* a magician, the two things he likes less than almost anything else.

EXAMPLE RUN

MEETING MR. JOHNSON

Sledge already didn't like this run. For one thing, he doesn't like any elf that wasn't Coydog. Doesn't trust 'em. He hates the monkey suit Ms. Myth made him wear, too. Myth said it was "tailored," but to Sledge, that just means "too tight to move in easily," and it covers his cyberarms. The only good thing about the damn "Berrick Stupid-Fancy-Name Suit" was that Coydog thought he looked good in it.

He'd sized Mr. Johnson up the second they walked in the door—well, the second the snooty doorman at the fancy "elfen restaurant" stopped giving him and Myth dirty looks. Telestrian Industries, Mr. Johnson said, like the unbearable smugness and Tír Tairngire accent hadn't told Sledge that already. The keeb starts off by complimenting the team—which sets off warning bells in the ork's head, because even a not-a-people-person like Sledge knows that stuck-up keebbs saying nice things about non-elves was bullshit—saying he's certain that "prime runners" like them are cut out to take the job he's offering.

Sledge is about to tell the keeb to get on with it when Johnson finally says what the job is: He wants them to retrieve some magical doohickey from inside Cavilard Research Center. The place belonged to NeoNET before that corp fell apart, Mr. Johnson says. There isn't much time to grab the item before the new owners clean everything out.

To Sledge's ears, this is sounding worse and worse. He likes magic even less than he likes elves. When Ms. Myth asks the team what they think, his reflex is to say no—but he knows that Coydog and Gentry will never let him live it down, so he says "more nuyen" instead, and goes back to grumbling to himself.

PLANNING AND LEGWORK

Sledge is busy figuring out how he's going to plan this run. Being the "gun guy," it's his job to deal with the physical security—guards, entrance and exit routes, that kind of thing. Building plans would help, but that'd mean asking Gentry to hack the place and download them. Sledge knows the team's counting on him, so he swallows a resigned sigh and starts to ask the decker for help—until Ms. Myth cheerfully says she knows someone who could help with that. Sledge will even like her, Myth promises, which earns raised eyebrows from the rest of the team.

Turns out, Myth's contact is a former NeoNET secmage—and an ork! That part puts Sledge in a much better mood about the whole thing. Sledge and Coydog spend an afternoon with, uh, Freezer Burn, who luckily has a better memory for building layouts and security procedures than Sledge does for names. Freezer Burn helps them draw a map of the target, with as many details as she can remember about the security procedures there.

Once Sledge has the intel he needs, the ork mage takes off and Coydog goes for a nap, leaving Sledge to work. With the intel Freezer Burn shared on the camera and drone locations (guard patrols aren't an issue—they all lost their jobs the same time Freezer Burn did!), Sledge has a pretty good idea of how the team should move around the corp facility to minimize their chances of being seen. Whether they actually stick with his plan is another question ...



DRAMATIS PERSONAE

Sledge: Ork Street Samurai

Coydog: Elf Shaman

Gentry: Human Decker

Hardpoint: Dwarf Rigger

Frostburn: Ork Combat Mage

Ms. Myth: Troll Team Fixer



When the team arrives at The Edge, a fancy elfen restaurant in Downtown Seattle, the maître d' at the door gives Ms. Myth and Sledge a hard time due to their metatypes. Sledge doesn't want to get the team thrown out on account of his temper, so he makes a Composure Test (Willpower + Charisma) and gets 4, 6, 2, 6, 1: two hits. He spends two points of Edge to raise the 4 he rolled to a 5 for a third hit, just to make extra sure he doesn't go off on the maître d', and the gamemaster confirms that Sledge kept his orkish temper in check. Hopefully Mr. Johnson won't be as annoying.

Inside the restaurant, Sledge sizes up the tactical situation, rolling Perception + Intuition. He has a **Knowledge Skill** called Small-Unit Tactics, which gives him the chance to discover information on that topic with his dice roll. He rolls 6, 6, 6, 1, 1, 3, 4: three hits. The gamemaster tells Sledge that the table where Johnson is seated has a good mix of visibility of the entrances and cover from potential attacks—the best of anywhere Sledge can currently see.



Sledge's portion of the planning starts with the gamemaster laying out what Frostburn (i.e. Freezer Burn) remembers about the layout of the team's target—which doesn't mean the team's guaranteed to get all the right info. When the gamemaster's done, Sledge asks if he can count the info that Frostburn's giving him as a Teamwork test to his planning roll. The gamemaster says yes and tells Sledge that he and Frostburn will both be rolling Perception + Logic, utilizing their Security Systems Knowledge Skill. The gamemaster then rolls Perception + Logic on Frostburn's behalf and tells Sledge that the ork mage got two hits, so Sledge will get a +2 bonus to his own dice pool for that test. Good thing, too—Sledge's Logic is only 2, so he'll take all the help he can get.

Sledge rolls Perception + Logic, adding the +2 dice pool bonus from the Teamwork test. He gets 2, 4, 4, 5, 5, 4, 5, 3: three hits. The gamemaster tells the team that, thanks to Sledge's thoroughness, they'll all get a bonus Edge on any Stealth test they make to stay undetected (but not to vanish again if they're spotted) while they're at the target facility.

TEAMWORK TEST

To perform a Teamwork test, select one person as the leader; any one else involved is a helper.

They all roll the same test—namely, whatever test they're trying to pull off together. The helpers roll first; any hits become extra dice added to the leader's dice pool. The total amount of dice added by all helpers cannot be greater than the leader's applicable skill rank (or the higher of the attributes, if it's a test involving two attributes).

EXAMPLE RUN

DOING THE JOB

The night of the run, the team members all pile into their rigger's van and head for Cavilard Research Center. This whole thing still makes Sledge a little uneasy—it's magic, after all—but Coydog assures him she'll take care of that side of things. He just has to worry about keeping them all alive long enough to get the job done. No pressure, right?

When the team arrives at the spot that Sledge's plan—a plan he's quite proud of—indicates, everyone jumps out of the van except Hardpoint, who sends a Roto-Drone in his stead. Sledge would've liked to have more firepower, but at least he's got his Raiden and his sword (and a couple other guns, and some grenades, even though he's only got the two arms), and he knows the Coydog's spirits can pack a punch.

The trio waits while Gentry hacks the door into the facility. This part always puts Sledge's teeth on edge—he knows Coydog's spirit is keeping them hidden, but standing still in front of a security camera just feels wrong. At least it doesn't take Gentry long to get them inside. After that, it's only a short distance to the "magical containment area" where the doohickey is being kept. The team takes a detour to a side room where Gentry can safely hop into VR without someone stumbling over him. Once the decker's logged back into the building host, Sledge and Coydog continue on, leaving Hardpoint's drone on guard duty—only to have to wait again while Coydog pushes her spirit through the mana barrier around their target.

Finally, Sledge and Coydog get into the lab where the magical doohickey is. To Sledge, it just looks like a circular amulet about the size of his palm (well, maybe Coydog's palm), but the shaman assures him it's the right object and plucks it from its display case. A moment later, Sledge hears Coydog muttering and smacking her commlink—then Gentry shouts a warning as alarms go off throughout the building.

When Sledge looks over at Coydog, she's already taking off for Gentry's hiding spot. The doors magically open for them as they sprint down the halls, and they arrive back at the hiding spot to find Gentry shaking himself back to wakefulness, already having dropped out of hot-sim. Then, Sledge hears something mechanical moving in the corridor. When the ork sticks his head out the door, he spots a Steel Lynx combat drone—one of the sec-drones that Freezer Burn warned them about.

The drone starts spraying bullets at Sledge, who spits out a curse as he ducks back into the team's hideout. Hefting his Yamaha Raiden, Sledge hits the Happy Switch and leans back into the hallway to return fire. The hail of bullets chews satisfyingly large holes in the Steel Lynx's chassis, sending sparks flying in all directions. A barrage from Hardpoint's Roto-Drone follows, gouging even larger holes, but the Steel Lynx refuses to give up—even after Coydog's lightning bolt leaves a scorch mark on the wall beside it.

The drone fires another stream of bullets. Sledge ducks back into cover to avoid getting shot, then lets loose with another rock 'n roll from his Raiden. It seems like excitement and recoil is getting the better of him, though, because these shots aren't nearly as accurate as the first—or maybe the drone's gotten sly, because Hardpoint's Roto-Drone doesn't have much luck, either. Then Coydog's second lightning bolt hits, and the Steel Lynx explodes into useless shrapnel.

Sighing at the smug look on the shaman's face, Sledge keeps watch for more enemy drones as the team makes their way out of the building. Luckily, their route—his route!—avoids the worst of the potential dangers, and they make it back to the van without incident.



When the team arrives at their target, the gamemaster calls for everyone to make a Stealth + Agility test to sneak inside, with the option to use the bonus Edge from Sledge's legwork. They'll have the same opportunity on other Stealth tests later, but they won't be able to carry that bonus Edge over to any other test—if they don't use it, it'll vanish. The gamemaster won't let Sledge apply the +2 Agility bonus from his cyberarm's Attribute Increase, so Sledge grumbles about The Man keeping orks down, then rolls Stealth + Agility (with bonus dice from his Sneaking specialization) and gets 2, 6, 3, 2, 3, 6, 5, 2, 3: three hits. Between that roll and Coydog's spirit's Concealment power, Sledge probably doesn't need to spend the extra point of Edge—but hey, free is free, right? He chooses to re-roll one of the 2s ... and it comes up as a 1 instead. At least it didn't turn his success into a glitch.

The gamemaster asks the team to make a Perception + Intuition test. Sledge rolls 4, 3, 6, 5, 5, 6, 1: four hits, more than enough to hear the large drone rumbling down the hall outside. When Sledge sticks his head out where the drone can see him, the gamemaster declares that combat is starting and asks everyone to roll initiative.

Thanks to his wired reflexes, Sledge's Initiative rank is 11 + 4D6. The three dice come up 1, 1, 2, 3, which gives him an Initiative score of 18 and four Minor Actions (one for his basic Initiative Die, plus three more from the extra Initiative Dice granted by his 'ware). The gamemaster says that the initiative order is the Steel Lynx, Sledge, Hardpoint, Coydog, Gentry.

The gamemaster then tells Sledge to roll a Defense test against the drone's attack, with the three-quarter cover, giving him +3 to his Defense Rating and a +3 dice pool bonus to the Defense test. That puts Sledge's Defense Rating at 15, and the gamemaster gives him a bonus point of Edge for his Defense Rating being four or more points higher than the drone's Attack Rating.

Sledge rolls his Defense test with the +3 dice pool bonus, and gets 6, 5, 2, 5, 3, 4, 2, 3, 2, 4, 2, 4, 2: three hits. He isn't thrilled with that result, so he spends two points of Edge to upgrade one of his 4s to a 5, giving him four hits total. The gamemaster tells Sledge that the drone's shots narrowly miss him as he ducks back into cover.

Now it's Sledge's turn. He spends his first Minor Action to change the Raiden's fire mode from Semi-Auto to Full-Auto, the second to lean out of cover to fire (because of his three-quarter cover), and the third to Take Aim, giving him a +1 dice pool bonus to his Firearms test for his Attack Action. His cyberarm's Attribute Increase applies to that, too, for a total of sixteen dice, which he splits into two different attacks. Normally his smartlink would grant him a bonus Edge, since the Yamaha Raiden has a smartgun system, but the three-quarter cover prevents him from earning any Edge while attacking.

Sledge rolls, getting three hits on the first attack and six hits on the second. Full-Auto attacks hit for the weapon's full base damage, and Sledge gets one net hit on his first attack and four on the second, meaning the drone had to soak 5P and 8P, respectively.

In the second round, the gamemaster gives Sledge another bonus Edge for his Defense Rating, then asks him to make another Defense test. Sledge gets five hits, staying safely outside the line of fire. When it's his turn, he uses the same Take Aim/Full-Auto Attack Action combo as before. Sledge's first attack only scores two hits, grazing the Steel Lynx without inflicting any damage. His second fares even worse, with only one hit, missing the drone entirely.



EXAMPLE RUN

GETTING PAID

Sledge still hasn't calmed down when the team arrives at the meeting with Mr. Johnson. His head's on even more of a swivel than usual, because he knows Johnsons love to try to backstab runners instead of paying for their work—especially when they're lousy keebz. Luckily for Sledge's blood pressure, the meet goes off quick-as-you-please, and the team walks away with significantly more nuyen in their pockets. That puts Sledge in a good enough mood that he doesn't even give Gentry a hard time for the decker's elfy-talk when the Johnson gives them their credsticks.

Another job, another payday—and Sledge didn't even get shot! It's a good night in Seattle's shadows.



Paranoid, thanks to post-run jitters and dealing with sleazy elven Johnsons, Sledge tells the gamemaster he's rolling Perception + Intuition to search for any signs that Johnson's about to ambush them. He gets 6, 1, 2, 1, 4, 6, 5: three hits. The gamemaster tells Sledge that he doesn't see anything, but not that there's nothing there to see; let the ork believe what he wants!



SLEDGE'S GAME PLAY TABLES

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

Perception: Perception + Intuition (Base Dice Pool: 7)

ACTION	TYPE	TRAITS ROLLED	BASE DICE POOL
Attack (Ranged)	Major	Firearms + Agility	13 (+2 Automatics)
Observe in Detail	Minor	Perception + Intuition	7
Sneaking (Use Skill)	Major	Stealth + Agility	11

QUALITIES

QUALITY	NOTES
Bad Luck	Count dice showing both 1 and 2 for determining a glitch. This does not affect critical glitches.
Built Tough (1)	Character gains a number of additional boxes on their Physical Condition Monitor equal to the level of this quality.
Distinctive Style	Character may not spend or regain Edge when not rocking their distinctive look. Others get a +2 dice pool bonus to Memory tests to recall the character's appearance, or whether they've seen the character before.
Guts	Character gains an extra point of Edge when resisting intimidation or effects that cause the Frightened Status.
Long Reach	When using a melee weapon, Close range is extended to 5 meters.
Toughness	Character gains an extra point of Edge when making Damage Resistance tests. If not used on that test, the point of Edge is lost.

SLEDGE'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

Drop Object (A)
Drop Prone (A)
Move (I)
Reload Smartgun (I)
Stand Up (I)
Take Cover (I)

MAJOR ACTIONS

Attack (I)
Fast-talk (A)
Observe in Detail (I)
Palming (A)
Pick Up/Put Down Object (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.

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. In all stat blocks, SS is always assumed and is never displayed.

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.

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.
- 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.