

ZIPFILE

DWARF DECKER



"HOW CAN YOU SUPPORT A SYSTEM THAT PAYS US TO DESTROY ITSELF?"

"EISH! THAT IC IS WIZI!"

"(TRIUMPHANT VUVUZELA NOISE)"

SHADOWRUNNER DOSSIER

PLAY THIS CHARACTER IF YOU LIKE ILLICIT HACKING
AND WEAPONIZING PEOPLE'S DEVICES AGAINST THEM.

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 (10) 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 Zipfile 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.

1

SHADOWRUN

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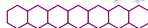
PERSONAL DATA

NAME/PRIMARY ALIAS Zipfile

Metatype	Dwarf	Ethnicity	Bantu
Age	23	Sex	Female
Height	1.1 m	Weight	36 kg
Reputation		Heat	
Karma	Total Karma	Misc	

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ATTRIBUTES

Body	5	Essence	3.7
Agility	3	Magic/Resonance	
Reaction	4	Initiative	10 + 1D6
Strength	4	Matrix Initiative	
Willpower	6	Astral Initiative	
Logic	6	Composure	9
Intuition	6	Judge Intentions	9
Charisma	3	Memory	12
Edge	4	Lift/Carry	9
Edge Points		Movement	5/10/+1
Unarmed		Defense Rating	8

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SKILLS

Skill	RTG	ATT	DP	Type	Skill	RTG	ATT	DP	Type
Cracking	6	L	12	A	Electronics	6	L	11	A
Engineering	2	L	8	A	Firearms	2	A	5	A
Perception	3	I	9	A	Cyberdeck Models				K
German Expressionist Cinema				K	Matrix Security				K

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AUGMENTATIONS

Augmentation	Rating	Notes	Essence
Cyberjack MPI	4	7/6, +2 Matrix initiative	2.3

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MATRIX STATS

Programs Decryption, Exploit, Overclock

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IDS / LIFESTYLES / CURRENCY

Primary Lifestyle

Nuyen	3,500¥	Licenses	
Fake IDs / Related Lifestyles / Funds / Licenses			



CHARACTER Zipfile
PLAYER _____
NOTES _____

CORE COMBAT INFO

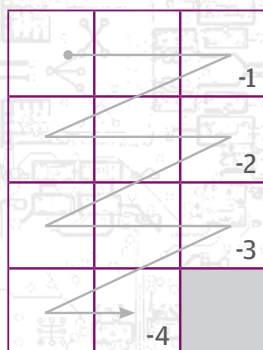
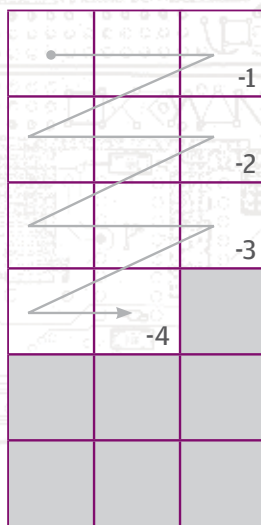
Primary Armor	Armor vest	Rating	
Primary Ranged Weapon	Ruger Super Warhawk (Heavy Pistol)		
DV	4P	Mode	--
		Close	8
		Near	11
		Medium	8
		Far	--
		Extreme	--
Extras:	Ammo 6(cy)		
Primary Melee Weapon			
DV		AR	

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CONDITION MONITOR

Physical Damage Track

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.

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

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QUALITIES

Quality	Notes	Type
Gearhead		
Guts		

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CONTACTS

Name
Arclight, combat mage and coordinator for the Black Star neo-anarchist shadowrunner collective
Casey Connors, owner of the Cathode Glow
Jules Maguire, Cascade Ork smuggler

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GEAR

Item	Rating/Notes
Armor vest	+3
Hermes Ikon commlink	DR 5, 3/0
Renraku Kitsune cyberdeck	DR 4, 7/6, 8 slots

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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:

PERCEPTION + INTUITION (3) TEST



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:

STEALTH + AGILITY VS. PERCEPTION + INTUITION



9. MATRIX STATS

You don't just use the Matrix it. You live it. You exist in it. And through these programs you slave it to your will.

10. 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.

11. 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.

12. 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.

13. 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.

14. 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?

15. 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.

USING THE MATRIX: STEP BY STEP

On the last page, the **Using the Matrix: Step by Step** table will walk you through building your dice pool as you take actions in the Matrix, using your cyberdeck.

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: *Ruger Super Warhawk*, *armor vest*, *Hermes Icon (commlink)*, *Description (Program)*, *Exploit (Program)*, *Overclock (Program)*, and *Renraku Kitsune (cyberdeck)*.

PROFILE

BACKGROUND

Zipfile grew up in the urban brawl hotspot of Emfuleni, part of Azania's Pretoria-Witwatersrand-Vaal Metroplex. As a young girl, she loved the excitement, the chaos, the adrenaline-junkie rush that came with watching the local brawlers every weekend. It almost made her forget how she used to live in one of the buildings inside that urban arena, until Ares had evicted her family from their home and turned Emfuleni into an international spectacle.

VITAL CONTACTS

- **Arclight**, combat mage and coordinator for the Black Star neo-anarchist shadowrunner collective
- **Casey Connors**, owner of the Cathode Glow
- **Jules Maguire**, Cascade Ork smuggler

As a teenager, Zipfile lost both of her parents when De-Beers-Omnitech literally worked them to death in one of their mines. The shock and bitterness over their deaths led Zipfile and her younger brother to join a neo-anarchist cell in PWV. The neo-anarchists saw potential in her and sent her off to one of their training camps, where she learned how to use her cyberdeck to disrupt the system. Zipfile ultimately left Azania, though, when a conflict between neo-anarchist groups turned violent and most of her former runner team got killed. She met Ms. Myth through a fellow decker who was an urban brawl fan, and she uses her nuyen from those jobs to support both the neo-anarchist cause and the brother she left in Azania.

PREFERRED TACTICS

Zipfile has never been one for the subtle approach. She delights in acting as a virtual saboteur, throwing wrenches in the corps' Matrix machinery until it collapses under its own weight. As far as she's concerned, disrupting systems is a metaphor for disrupting *the* system, and she considers tagging corporate hosts with virtual graffiti a vital component of her neo-anarchist outreach. She doesn't just want to beat the "tools of the establishment" at their own game; she wants to make sure they know who beat them. Zipfile isn't completely lacking in discretion though. She knows her team will only succeed if they support each other, so she will (grudgingly) pass on chances to make the corps look bad if doing so would jeopardize the run or her teammates.

FAVORITE HANGOUTS

- **Dawn of Atlantis**, a Matrix-based fantasy RPG set in "historical" Atlantis
- **The Cathode Glow**, an e-sports bar and tech museum in Tacoma
- **The Sports Bar**, a ... sports bar in Downtown Seattle



Due to her love for urban brawl, Zipfile has gone out of her way to make sure she's a passable runner-and-gunner in addition to her Matrix expertise. She's pestered Rude into helping her improve her marksmanship, and she regularly takes her Ruger Super Warhawk on runs, although she has yet to fire it in anger (outside of a *Miracle Shooter* game, anyway).

ROLEPLAYING TIPS

What Zipfile lacks in physical stature, she makes up for in personality and presence. She's outgoing, bombastic, and more cheerful than anyone not perpetually stoned has any right to be. She's also a walking encyclopedia of random facts, which is how she got her runner handle; a fellow decker christened her Zipfile because she's "a lot of data in a compressed package."

Zipfile is also the most principled member of the team. She doesn't hesitate to preach about the virtues of neo-anarchism and doesn't always take kindly to people questioning her beliefs. She's equally apt to argue with her fellow neo-anarchists though, since she's willing to take nuyen from the system to fund her efforts to bring it down. Zipfile's zeal for her cause is rooted in one of the rarest qualities in the shadows: caring. She cares about her teammates, her fellow neo-anarchists, her brother in Azania, and the people of the world in general. She's been on the receiving end of the worst that corps and governments can inflict on people, and she truly believes that her ideals are the best way to solve that problem.

Finally, although she's not big on nations—governments are part of the system, too—Zipfile takes pride in her heritage. When people ask her about her accent or verbal tics like the omnipresent *eish*, she'll gladly tell them that she's Xhosa, and she can often be spotted wearing merch from the PWV Imikhonto urban brawl team (and feeling guilty for giving in to her consumer urges).

FAVORITE DOWNTIME ACTIVITIES

- Attending neo-anarchist events
- Playing Matrix games, especially *Dawn of Atlantis* and *Miracle Shooter*
- Watching urban brawl

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 would love to change that. Satou has discovered that Ares is storing 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 customary in the shadows.

Zipfile's tempted to hack Satou's commlink and see what kind of paydata she can come up with—there's probably something her anti-corp activist chummers would love to see! Ms. Myth warned her that trying to hack a megacorporate Johnson's commlink during a meet could get them in hot water, but it only counts if Satou finds out, right? Zipfile goes to inspect Satou's commlink in AR, but her scan of the device comes up with nothing—which means it's probably a cyberdeck, not a commlink. The decker doesn't want to risk blowing the job by having Satou catch her in the act, so she reluctantly backs off.

PLANNING AND LEGWORK

After some debate, the team decides 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. Emu will be in the car with Zipfile, ready to pick Yu up after the run, while Frostburn and Rude hang out on the roof of the building across the alley. If something goes wrong and Yu needs to make a quick escape, Rude will shoot out a window on that side of the building, and Frostburn will use her Levitate spell to float Yu to safety.

At the end of the meeting, each team member has a legwork task to complete. Zipfile's is to try getting a copy of the Ares facility's layout, along with any other security data she can find. Since she doesn't want to risk tipping Ares off that someone's planning a run against them and has a little time to work, she takes the quiet approach, creating a neat little backdoor into the building's alarm instead of breaking in by force. Sliding into the device is easy, but it looks like taking control of it will be a tougher. Zipfile doesn't want to risk slipping up and having Ares increase their security ahead of the actual run, so she settles for grabbing a map of the building and logging off.

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



To get an idea of what she's up against, Zipfile decides to make a Matrix Perception test against Satou's commlink before she tries to hack into it. She rolls Electronics (6) + Intuition (5) and gets 1, 4, 2, 2, 1, 5, 6, 2, 1, 1, 3: a paltry two hits. Zipfile has an Edge rank of 4, though, so she decides to spend two Edge to increase the 4 she rolled to a 5, bringing her total hits to three; she can't use the other two points to reroll other dice because that would go over the limit of one Edge expenditure per roll.

The gamemaster rolls Satou's Sleaze + Willpower and informs Zipfile that the Matrix Perception got zero net hits, and that because she has the Matrix Security Knowledge skill (and because she's a decker herself), Zipfile would know that a persona that can evade her Matrix Perception is most likely another decker. When the gamemaster offers to let Zipfile try the Matrix Perception roll again, Zipfile decides she isn't that reckless, and declines.



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.

Planning meetings before a run shouldn't usually require dice rolls beyond characters possibly using Knowledge skills to find useful information. Although run planning happens in-character, any conflicts should be resolved through roleplay, not players rolling dice to compel each other's characters to act in certain ways (unless everyone involved agrees to that beforehand).

First, Zipfile makes a Matrix Perception roll to get an idea of how powerful the Ares security system is. She rolls 1, 6, 4, 5, 4, 5, 6, 1, 1, 6, 6: six hits. The gamemaster tells Zipfile that she got two net hits, and that the security system is Rating 5, with Data Processing 6, Firewall 5, Attack 4, and Sleaze 3.

Next comes the actual Hack Action. Zipfile's cyberdeck has Sleaze 7 and Attack 6, for an Attack Rating of 13. The system has Data Processing 6 and Firewall 5, for a Defense Rating of 11. No Edge is gained! To attempt the Hack, Zipfile rolls Cracking (6) + Logic (6) and gets 2, 5, 4, 1, 6, 5, 6, 3, 1, 5, 3, 3: five hits. The gamemaster rolls for the security system and gets two hits. They tell Zipfile she has basic access to the system. She can poke around, but she can't really get into the guts of the system just yet. Behind the scenes, the gamemaster sets Zipfile's Overwatch Score to 2, thanks to the hits the system got on its Defense test.

Now that Zipfile's inside the system, she can see a bunch of nested systems inside it, and the gamemaster asks her to make a series of Matrix Perception rolls. The first system Zipfile examines is unrelated, but she finds a likely location for the information she wants. Each roll she makes represents another turn with illegal access, increasing her OS by 1.

Zipfile then uses the Search aspect of Matrix Perception to dig around until she finds a map of the building. She rolls Electronics + Intuition and gets four hits, which the gamemaster says will give her the map she wants, then she uses the Enter/Exit Host and Jack Out actions to log off. Her OS did not get high enough to trigger convergence, and it is set back to 0 upon her departure.



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 shadowrunning. On the day of the run, Zipfile hops in the car with Emu instead of hanging at her apartment, so she can make sure she has some useful programs loaded—and if something goes wrong and she gets Grid Overwatch Division on her tail, she won't have to pack up her apartment and move. When they're in position, she dives back into the Ares employees-only host; the gamemaster rules her previous entryway is still functional. A few moments later, she's snuck into the security host so she can guide Yu through the building and open any doors that his maglock passkey can't handle.



When Yu arrives at the nested server and plugs his commlink in, Zipfile waits until the infiltrator is out of the camera's sight, then logs off the security system and reboots her cyberdeck—no sense in making it too easy for GOD to find her. When she's back online, she sneaks into the employee host and starts looking around for the paydata, checking each encrypted file against the hash code Johnson gave the team—which takes a while, because there are a lot of files, and she keeps having to duck the host's Patrol IC.

Zipfile eventually finds the file she wants though, and her Decryption program cuts through the encryption like a hot knife through soy butter. It only takes a moment to copy the file to her cyberdeck—but when she does, alarms start going off, and she knows danger is sure to follow. Zipfile knows the intrusion countermeasure has backup en route, and more importantly, building security is going to be heading Yu's way any second. Zipfile warns him via text message that he's about to have company, then vanishes from the host before the Patrol IC's friends show up.

To give Yu some cover while he escapes, Zipfile lines up a virtual shot at the facility's employees-only server. The firewall gives way under her mighty blow, and she jumps into the server to look for a way to buy Yu time—and remembers that elevators, like the ones headed toward Yu with building security inside, are often designed to return to the ground floor in case of a fire. With a triumphant cackle, she triggers the fire alarm and logs off before Ares's security deckers can catch up with her. When she emerges from virtual reality into the real world, she grins at the klaxons coming from inside the Ares facility, until they're drowned out by the roar of the engine as she and Emu speed away.

When she's close to the facility, Zipfile decides to hack into the security system again. With the same setup as before, neither Zipfile nor the system gains Edge, and Zipfile rolls 12 dice to the system's 5



Zipfile's Hack roll comes up 6, 2, 1, 6, 6, 6, 5, 5, 4, 6, 4, 3: seven hits. The gamemaster once again rolls 2 hits, so Zipfile is in. While Zipfile does not have full control of the system, she at least has a chance see what the security cameras are seeing, so she uses the Snoop Action to keep an eye on Yu via the building's security cameras, using her Overclock program to add two dice to her roll. She gets 4, 2, 6, 2, 2, 1, 5, 4, 2, 3, 4, 4, 5, 6 for a total of four hits. That's enough for her to access the camera feeds to monitor Yu's progress. Since she still has illegal access, her OS goes up by 1, and it bumps up 3 more thanks to hits on the system's Data Processing + Firewall test, so it now sits at 6.

When Yu plugs his commlink into the nested server, Zipfile jacks out and jacks back in to clear her Overwatch Score, then repeats the Matrix Perception and Hack process to get access to the system. Inside, she uses Matrix Perception (Electronics + Intuition) to find the files Satou wants, periodically rolling Sleaze + Willpower to avoid being spotted by system security then uses the Crack File Action (Cracking + Logic) to remove the copy protection. Her Decryption program grants her a +2 bonus to her dice pool, which comes up as 5, 5, 2, 3, 5, 1, 5, 6, 4, 2, 5, 6, 4, 6: 8 hits! The encryption doesn't stand a chance, but the gamemaster rules that messing with such a sensitive file triggers an alarm, and those alarms make Zipfile decide to flee the system with an Enter/Exit Host Action.

Zipfile doesn't stay out long, though, because there is still work to be done. At least she doesn't have to worry about setting off an alarm, because that's already happened. She rolls 4, 1, 2, 3, 1, 6, 6, 1, 4, 1, 5, 1: three hits. Not great, but enough to beat two hits from the system. Zipfile is in with an OS of 2. After using the Enter/Exit Host Action, Zipfile asks the gamemaster if she can use her Security Systems Knowledge skill and her Engineering skill to see if she can do something to slow down building security. The gamemaster says yes, so Zipfile rolls Engineering + Logic and gets four hits. (While she's doing this, her OS increases by 1 to 3, because she still has illicit access). The gamemaster tells Zipfile that she can see that the building's elevators are designed to return to the ground floor if a fire alarm goes off, so Zipfile decides to use the Spoof Command Action to do exactly that. She rolls 6, 4, 5, 3, 4, 4, 5, 6, 6, 2, 1, 6: six hits. The system rolls four hits in defense, not enough to stop her (though making her OS 8, since it increased by 1 for staying in illegally and 4 for the hits). Pleased with herself, Zipfile takes a final Enter/Exit Host Action to get clear.

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; Mr. 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 cred-sticks—and the promise of more work from Mr. Satou in the future.



Cautious players might want to make Perception + Intuition rolls 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!



ZIPFILE'S GAME PLAY TABLES

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

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

ACTION	SKILL & LINKED ATTRIBUTE ROLLED	BASIC DICE POOL
Use Skill, Melee Combat (Major)	Close Combat + Agility	5
Use Skill, Weapon Combat (Major)	Firearms + Agility	6

SAMPLE ZIPFILE MATRIX ACTIONS / TRAITS / DICE POOLS (P. 12)

ACTION (LEGAL OR ILLEGAL/TYPE)	SKILL + LINKED ATTRIBUTE ROLLED	BASE DICE POOL	QSR REFERENCE
Control Device (illegal/Major)	Electronics + Logic	11	p. 13
Crack File (illegal/Major)	Cracking + Logic	12	p. 13
Data Spike (illegal/Major)	Cracking + Logic	12	p. 13
Edit File (legal/Major)	Electronics + Logic	11	p. 13
Enter/Exit Host (legal/Minor)	NA	NA	p. 13
Format Device (legal/Major)	Electronics + Logic	11	p. 13
Hack (illegal/Major)	Cracking + Logic	12	p. 13
Jack Out (legal/Minor)	NA	NA	p. 13
Matrix Perception (legal/Minor)	Electronics + Intuition	11	p. 13
Snoop (illegal/Major)	Cracking + Logic	12	p. 13
Spoof Command (illegal/Major)	Hacking + Logic	??	p. 13
Trace Icon (illegal/Major)	Electronics + Intuition	11	p. 14

ZIPFILE'S CYBERDECK PROGRAMS

- **Decryption:** +2 dice on Crack File Action.
- **Exploit:** Reduce Defense Rating of hacking target by 2.
- **Overclock:** When doing Matrix searches, gain 1 Edge that is either spent immediately on that action or disappears.

ZIPFILE'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 a 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)

USING THE MATRIX: STEP BY STEP (P. 11)

Matrix Attack Rating: Attack + Sleaze

Matrix Defense Rating: Data Processing + Firewall

1. GRAB DICE

Legal Test: Electronics + Logic vs. Threshold

Illegal Test: Cracking + Logic vs. Threshold

Defender: Firewall + Willpower

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

2. DISTRIBUTE EDGE

- Compare Attack Rating 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 programs or gear to situational Edge points? If it balances out, no one gets an Edge.
- Bonus Edge goes away when: leaving a host; exiting the Matrix; Convergence.

3. ROLL DICE

- Any use of pre-roll Edge (Pre) is declared now.
- Roll dice: count hits and glitches.
- Any use of post-roll Edge (Post) is declared now.
- Once hits are tallied, call it a success or not based on whether attacker got more hits than defender.

4. DETERMINE EFFECT

- Check the action that is being attempted, and determine the effect based on that action.

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. Note that in all stat blocks SS is never displayed and always assumed.

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.