

RUDE

TROLL STREET SAMURAI



"YOU SAID NON-LETHAL. HE
AIN'T DEAD. YOU GONNA YAP 'TIL
HE BLEEDS OUT?"

"I DO THE JOB, I GET PAID."

" "

SHADOWRUNNER DOSSIER

PLAY THIS CHARACTER IF YOU LIKE BREAKING THINGS, SHOOTING THINGS,
AND FORGETTING TO CARE WHAT PEOPLE THINK OF YOU.

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. Also on the last page, the **Sample Rude 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.

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SHADOWRUN

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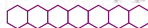
PERSONAL DATA

NAME/PRIMARY ALIAS Rude

Metatype	Troll	Ethnicity	White
Age	29	Sex	Male
Height	2.4 m	Weight	310 kg
Reputation		Heat	
Karma	Total Karma	Misc	

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ATTRIBUTES

Body	5	Essence	5.5
Agility	6	Magic/Resonance	
Reaction	6	Initiative	10 + 1D6
Strength	6	Matrix Initiative	
Willpower	4	Astral Initiative	
Logic	4	Composure	6
Intuition	4	Judge Intentions	6
Charisma	2	Memory	8
Edge	5	Lift/Carry	11
Edge Points		Movement	5/10/+1
Unarmed		Defense Rating	7

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SKILLS

Skill	RTG	ATT	DP	Type	Skill	RTG	ATT	DP	Type
Athletics	3	A	9	A	Close Combat	3	A	9	A
Engineering	2	L	6	A	Exotic Weapons				
Lockpicking	+2	A	10	A	(Grapple Gun)	3	A	9	A
Firearms	6	A	12	A	Exotic Weapons				
Influence	2	C	4	A	(Grapple Launcher)	4	A	9	A
Perception	3	I	7	A	Urban Brawl Teams				K
Firearms Manufacturers				K					
Security Systems				K					

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AUGMENTATIONS

Augmentation	Rating	Notes	Essence
Cybereyes	2	w/smartlink	0.2
Reaction enhancers	1		0.3

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IDS / LIFESTYLES / CURRENCY

Primary Lifestyle

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



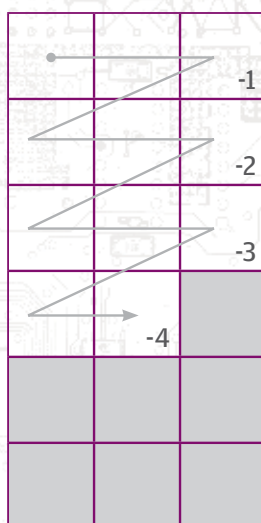
CHARACTER Rude
PLAYER _____
NOTES _____

CORE COMBAT INFO

Primary Armor		Armor jacket				Rating							
Primary Ranged Weapon		Ares Desert Strike (Sniper Rifle)											
DV	5P	Mode	SA	Close	3	Near	10	Medium	10	Far	10	Extreme	10
Extras: Ammo 14(c), w/ imaging scope, shock pad													
Secondary Ranged Weapon		Ares Predator VI (Heavy Pistol)											
DV	4P	Mode	-	Close	9	Near	9	Medium	9	Far	7	Extreme	-
Extras: Ammo 15(c), w/ smartlink													
Primary Melee Weapon		Sword (Blade)											
DV	3P			Close	9								

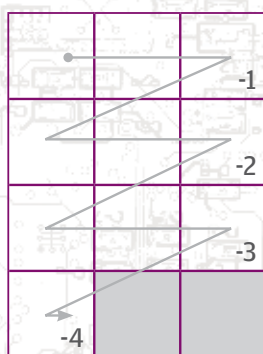
CONDITION MONITOR

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.

QUALITIES

Quality	Notes	Type
Built Tough, Dermal Deposits, High Pain Tolerance, Socially Awkward, Thermographic Vision		

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

GEAR

Item	Rating/Notes
Armor jacket	+2
Sony Emperor commlink	DR 2, 1/1

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:

FIREARMS + AGILITY (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

ACTING PLAYER'S
SKILL AND
ATTRIBUTE

DEFENDING PLAYER'S
SKILL AND ATTRIBUTE

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 Desert Strike*, *Ares Predator VI*, *Sword*, *Armor jacket*, and *Sony Emperor commlink*.

PROFILE

BACKGROUND

Ask Rude where he's from, and he'll shrug and say he doesn't know—because he doesn't. There are a lot of things Rude doesn't know, like his real name or what his life was like growing up or how he first descended into the shadows. In fact, he doesn't remember much of anything before he woke up in a street clinic in Chicago about four years ago. He guesses he's from the CAS because he's got a drawl, and he calls himself Rude because one of the only things he does remember is a man calling him "Rudarius" and handing him a wooden sword. He found out later that a rudarius was what people in ancient Rome called a gladiator who chose to keep fighting in the arena after they'd won their freedom, and that those rudiaruses or whatever had received wooden swords too. That wooden sword is the only thing Rude has from whatever his life used to be, just because he likes having it around.

VITAL CONTACTS

- **Hez**, Skraacha gang/neighborhood watch lieutenant in the Seattle Underground
- **Jimmy Vitello**, manager at Max's Ironworks and former Mafia muscle
- **Momma Dot**, owner of BBC Weapon Works

Of course, with no memory of how or why he'd been in Chicago, Rude didn't feel particularly compelled to stay there. Instead, he signed on with a smuggler crew as security and traveled the world. If there was one place Rude kept coming back to, though, it was Seattle; he probably had more layovers there than every other major city on the Pacific Rim combined. He ran into Ms. Myth at a bar in the Seattle Underground during one of those layovers, and when she offered him a spot on her new team, he decided to stick around for a while.

PREFERRED TACTICS

Having a bomb go off inside his brain might've fragged Rude's memories, but it didn't dull his skills. In keeping with the whole "gladiator" thing, his fighting style is direct and brutal. He's most comfortable with hacking his enemies to pieces with a sword, and since being a troll makes him the team's de facto meat shield, he might as well do it in a way the other side won't be able to ignore.

When the situation calls for ranged combat, though, Rude's no slouch with a gun. His favorite sidearm is a beaten-up Ruger Super Warhawk sized to fit a troll, but he's equally comfortable with everything from submachine guns to assault cannons, and he burns through APDS and

FAVORITE HANGOUTS

- **BBC Weapon Works**, a troll-owned gun shop in Renton
- **The Biz**, the black-market hub of the Seattle Underground
- **The Coliseum**, a paracritter-fighting arena in Snohomish



explosive ammo like it's going out of style. He's not at all squeamish about it, either; Rude's idea of "less lethal" combat is taking someone's leg off at the knee.

That said, Rude isn't as "pink mohawk" as some in the shadows. He understands the value of stealth, even if his idea of stealth is "shoot 'em before they see you" instead of "sneak past so they don't." To that end, he's pretty good at moving quietly for someone his size, and he can pick a lock when he needs to.

ROLEPLAYING TIPS

Rude lives up to his name, but not because he goes out of his way to be a jerk—he just doesn't really think about other people's feelings. A life on the streets has hardened Rude's will and stolen a lot of his empathy, and his amnesia means he can't remember what having empathy was like back when he cared. Because of that, he doesn't usually consider whether his words might offend someone before he speaks.

The other side of Rude's lack of empathy, one that hasn't reared its head yet, is that his decisions are motivated solely by his own interests. That's not to say he has a case of chronic backstabbing disorder—Rude knows full well that in the long term, he'll benefit more from working with a competent, trustworthy team and keeping his rep clean than by betraying people over a few extra nuyen. It does, however, mean that he's not attached to working with this particular team. How that might play out in the future is anyone's guess.

FAVORITE DOWNTIME ACTIVITIES

- Browsing gun-aficionado sites for new purchase ideas
- Rocking out at orxploitation shows
- Watching paracritter fights at the Coliseum

Note: Players, please talk to your gamemaster and the rest of your group about what level of selfishness and potential betrayal is appropriate for your table. Playing an asshole is never an excuse to be an asshole.

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.



Rude keeps his head on a swivel from the first moment he gets topside. The meet might be taking place right outside the Seattle Underground—or as the locals call it, the Ork Underground—but it was still Downtown, and Knight Errant loved to harass trolls who sullied their precious Downtown with their presence. At least being head and shoulders taller than everyone else made it easy to spot the pawns' trademark black armor in the crowd. They were over near the Underground entrance, as usual. Some big shot at Knight Errant probably thought it made it look like they were protecting the Underground by putting guards at the door, but to Rude, it looks more like they're warning the topsiders away—making sure none of them wandered into no-man's-land.

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.

When Yu—or as Rude calls him, "Elfy-Pants"—turns to the team, Rude just shrugs in agreement. A job is a job, and this one didn't sound that hard. If Elfy-Pants managed to talk Satou into paying them more, that was just fine with Rude, but he wasn't about to quibble over a grand here or there. This job was enough to pay his bills with some extra left over, and that was what counted.

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



Rude tells the gamemaster he wants to look around and see if there are any Knight Errant officers nearby. The gamemaster asks him to roll Perception + Intuition. Rude does so, and gets 6, 4, 5, 6, 2, 2, 6: four hits. The Knight Errant officers aren't really trying to be stealthy (you can't have a "visible police presence" when nobody can see you), so the gamemaster rules that Rude can see three beat cops hanging out by the entrance to the Seattle Underground.

When Rude inspects Mr. Satou, he tells the gamemaster that he's looking specifically for whether their prospective employer is carrying any concealed weapons, then rolls Perception + Intuition again and gets 6, 6, 5, 1, 1, 4, 2: three hits, enough to see the pistol Satou is carrying.

EXAMPLE RUN

PLANNING AND LEGWORK

After some debate, the team decides that 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. Rude's is to scout out the hotel across the alley from the Ares facility where he and Frostburn will conduct overwatch for the rest of the team. He wishes Frostburn—or as Rude calls her, “FB”—was coming with him for this, honestly. He has to get up on the roof somehow, but he can't turn invisible and fly like FB can, or erase himself from camera feeds like Zip, or talk his way past building security like that elfy-pants face. No, he's gotta do this the troll-fashioned way: climb up the side of the fraggin' building with a grappling hook and a rope.

Rude's first step is to do nothing—or rather, wait until after nightfall, when the darkness will hide him without hindering him, thanks to his cybereyes. When it's fully dark out, he digs out his grapple gun and climbing gear (along with all the other drek he usually carries) and heads up to Everett. He parks his bike in a nearby alley, then looks around for any obvious security, whether it's people or cameras. Not seeing any, Rude digs the grapple gun out of a saddlebag and aims it upward. The hook flies up with a compressed-air thump, and a few seconds later, the troll hears a faint clang from above.

Rude gingerly tests the line and is relieved to find that it holds his weight. Before he actually begins his ascent, he fiddles with his commlink for a minute, figuring it'd be good to play some CrimeTime with his climb time. With orxploitation music grinding in his ears, Rude starts upward. It doesn't take long for Rude to start enjoying the climb—it's damn nice to get out and stretch for once, instead of walking around being hunched over all the fraggin' time. By the time he hauls himself over the edge of the roof, he almost wishes the building were taller.

A job's a job, though, and there was no sense in dawdling. Rude looks up at the Ares facility, scanning the twenty-fifth floor, where Elfy-Pants will break into the Matrix host. The windows don't look all that tough. A few good hits from his Desert Strike sniper rifle should clean the glass out easily, he decides, and any over-penetration will go into the ceiling instead of a nearby wageslave, which will keep Myth happy. Plus, he'll get a good chuckle out of using one of Ares' own weapons on a run against them. Rude uses the image link function on his commlink to take a few pictures of the Ares facility and marks down which windows he identified as being easiest to shoot out. Then, he swings his legs over the side of the building, clips himself in, and rappels down to the alley. The only question was what he'd do with the rope when he got there...

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.



Before Rude starts climbing the side of the building, he rolls Perception + Intuition to use his Security systems knowledge to spot any cameras, guards, or other security features that might be watching him, and gets 5, 6, 4, 3, 3, 6, 2: three hits. The gamemaster tells him he doesn't see any signs of being watched, so Rude takes out his grapple gun and fires it up the side of the building with Exotic Weapon (Grapple Gun) + Agility, rolling 5, 1, 3, 3, 1, 5, 2, 1, 6: three hits. The gamemaster rules that Rude's grappling hook lands securely on the building's roof. To climb, Rude makes a series of Athletics + Strength rolls (each being a Major Action), with his climbing gear allowing him to move 1m/hit, the GM decides. Luckily, his long troll limbs make short work of the distance.

When he reaches the top of the building, Rude tells the gamemaster he wants to see what it would take for him to blow out one of the windows in the Ares facility if the run actually does go south. He makes another Perception + Intuition roll and gets three hits. The gamemaster tells Rude that the building is as sturdy as any other large, public office building, but not heavily reinforced. The windows probably wouldn't stand up to heavy gunfire, let alone explosives.

Rappelling from the rooftop takes an Athletics + Body roll against a threshold of 2. Rude succeeds on all three rolls he needs to get down to the ground safely. If he'd failed, he would've taken falling damage instead.

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. Rude and Frostburn show up to the hotel well before Yu makes his entrance, and under cover of the mage's Improved Invisibility spell, Rude hot-wires the maglock on the maintenance stairwell door. Then, the pair make their way up the stairs until they reach the hotel roof.



Rude leaves the chattering-on-the-comm part to FB while he retrieves his Ares Desert Strike from the oversized duffel bag on his shoulder and finds a perch at the edge of the roof. Since he has a little time and doesn't really want someone to spot him just by looking up, he lies prone beside an air duct to break up his silhouette, and lines up the rifle's sights with the window he'd chosen earlier. Now, it's just a matter of waiting until something happens—if anything would actually happen. It's probably better for the run if it doesn't, but at least some action will take the edge off waiting.

Just when Rude feels boredom start to set in, he hears Elfy-Pants over the commlink, telling him to go with Plan B. The street samurai leaps into action—as much as anyone can leap while lying on their stomach and looking down a rifle scope. He draws a bead on his target window and lets fly. A split-second later, the bullet lands, and glass goes flying in every direction. Good thing Rude upgraded to explosive rounds, even if they were fraggin' expensive.

Rude waits at the scope long enough to make sure nobody's chasing Yu, then packs up his rifle and goes to hot-wire the stairwell maglock again while FB levitates the elf to the hotel rooftop. A few moments later, they hustle back inside, leaving the alarms going off at the Ares facility in their wake.

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 have a reputation for trying 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.



For his lockpicking attempt, Rude rolls Engineering (with his Lockpicking specialization) + Agility. The roll comes up 3, 1, 5, 6, 4, 4, 2, 1, 5, 1: three hits, enough to beat the maglock's rating.



Even with Frostburn's Improved Invisibility spell, Rude figures it won't hurt to give himself a little extra cover, so he tells the gamemaster he's going to hide behind the air duct. This is a Stealth test to make it harder for others to see you. Since Rude is a massive troll, the gamemaster rules that the threshold for Rude's Stealth + Agility roll is his own Body rank. Rude rolls and gets 3, 1, 1, 2, 1, 2, 5, 4, 3: one hit, not nearly enough to beat his Body score of 5. Maybe he'd better leave that to Frostburn's spell after all.

The window Rude's shooting at might not be moving, but net hits on the attack roll still count towards damage, so the gamemaster asks him to roll. They first look at the Ares Desert Strike Weapon Card, and notes the "imaging scope" in the extras. Since they have time to line up Rude's shot, they pitch to the GM that the imaging scope would give Rude a +1 dice pool bonus to his Firearms roll, and the GM agrees. The gamemaster tells Rude that the window is at Medium range, so his Desert Strike will have an Attack Rating of 10.

Rude rolls his Firearms + Agility, adding the bonus die, and gets 1, 5, 4, 5, 3, 5, 2, 4, 5, 2, 3, 4, 3: four hits. The Desert Strike's base DV is 5P, and the explosive ammo Rude's using increases that to 6P (the player made a good case to the GM to make this happen). With the four net hits, that's 10P overall. The gamemaster judges that that's enough damage to put a sizeable hole in the window.

As before, Rude's roll to bypass the maglock is Engineering + Agility, plus 2 dice for his Lockpicking specialization. He gets three hits, and the maglock clicks open.



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

RUDE'S GAME PLAY TABLES

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

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

ACTION	SKILL & LINKED ATTRIBUTE ROLLED	BASIC DICE POOL
Use Skill, Melee Combat (Major)	Close Combat + Agility	9
Use Skill, Weapon Combat (Major)	Firearms + Agility	8
Use Skill, Exotic Weapon Combat (Major)	Exotic Ranged Weapon (Grapple Gun) + Agility	9
Use Skill, Exotic Weapon Combat (Major)	Exotic Ranged Weapon (Grapple Launcher) + Agility	10

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.

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.