

FROSTBURN

ORK COMBAT MAGE



'THAT'S WHY THEY SAY TO
GEEK THE MAGE FIRST.'

'BORING IS ALWAYS BEST.'

'(LONG-SUFFERING SIGH)'

SHADOWRUNNER DOSSIER

PLAY THIS CHARACTER IF YOU LIKE DAMAGING THINGS WITH
FIRE AND ICE, AND THEN FIXING THE PEOPLE YOU LIKE.

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 (3) 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 Frostburn 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. SPELLS

Beyond the physical realm exists an astral plane of light and energy beyond the dreams of the mundane. But you are Awakened. You can embrace it. Mold it. Shape it to your will to make even the wildest dreams reality.

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SHADOWRUN

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PERSONAL DATA

NAME/PRIMARY ALIAS Frostburn			
Metatype Ork	Ethnicity White		
Age 25	Sex Female	Height 2 m	Weight 115 kg
Reputation		Heat	
Karma	Total Karma	Misc	

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ATTRIBUTES

Body	4	Essence	6
Agility	4	Magic/Resonance	6
Reaction	2	Initiative	3 + 1D6
Strength	3	Matrix Initiative	
Willpower	7	Astral Initiative	
Logic	5	Composure	10
Intuition	1	Judge Intentions	4
Charisma	3	Memory	6
Edge	2	Lift/Carry	7
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
Astral	3	I	4	A	Athletics	1	A	5	A
Close Combat	2	A	6	A	Firearms	3	A	7	A
Perception	3	I	4	A	Sorcery	6	M	12	A
Stealth	1	A	5	A	Magical Security				K
Seattle Underground				K	Security Procedures				K

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SPELLS

Combat Sense, Fireball, Flamestrike, Heal, Ice Spear, Improved Invisibility, Levitate, Mana Barrier

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IDS / LIFESTYLES / CURRENCY

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



CHARACTER FROSTBURN
 PLAYER _____
 NOTES _____

CORE COMBAT INFO

Primary Armor Lined coat Rating _____

Primary Ranged Weapon Walther Palm Pistol (Hold-out Pistol)

DV 2P Mode BF Close 12 Near 7 Medium - Far - Extreme -

Extras: Ammo 2(b)

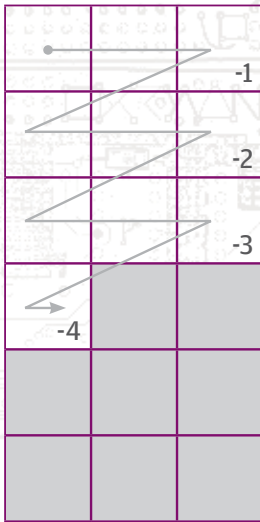
Primary Melee Weapon Extendible baton (Club)

DV _____ Close 5

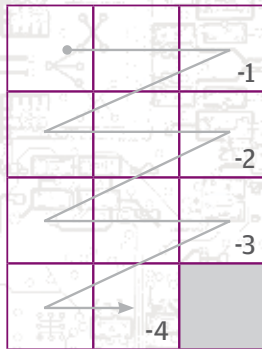
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CONDITION MONITOR

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 _____

Built Tough, Dependents, Low-light Vision, SINner, Socially Awkward

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CONTACTS

Name _____

Brimstone, elf combat mage, former NeoNET coworker and current fellow runner

Harrison Kellerman, talismonger and owner of the Io Pan! lore store in Downtown Seattle

Jules Maguire, ork rigger, Frostburn's older brother and Cascade Ork smuggler

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GEAR

Item	Rating/Notes
Lined coat	+3
Renraku Sensei commlink	DR 3, 2/0

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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:

LOGIC + 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. 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.

CASTING SPELLS: STEP BY STEP

On the last page, the **Casting Spells: Step by Step table** will walk you through building your dice pool as you take actions slinging mana.

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: *Walther Palm Pistol*, *Extendible Baton*, *Lined coat*, *Renraku Sensei commlink*, *Combat Sense*, *Fireball*, *Flamestrike*, *Heal*, *Ice Spear*, *Improved Invisibility*, *Levitate*, and *Mana Barrier*.

PROFILE

BACKGROUND

As a child, Frostburn was a made-for-trid underdog success story. She and her family were forced out of the then-Ork Underground by dwarfs intent on “reclaiming” property they hadn’t cared about when it wasn’t worth anything. They ended up in Redmond, scraping by on Frostburn’s mom’s job as a janitor at a NeoNET office building—until Frostburn Awakened. The megacorp fell all over itself to secure the woman’s future, even giving her a full scholarship to the University of Washington. The day she showed up at the NeoNET offices, though, old stereotypes had started to creep in. Frostburn’s tusks got her assigned to the Seattle division of NeoNET’s corporate security force. Even if it wasn’t her dream job, Frostburn would eventually decide that NeoSec wasn’t such a bad place to work. A few years into the job, she was happy enough that when some “loss-prevention consultant” gave the ork mage her commcode and said to call if she ever got tired of NeoSec, Frostburn took the pretty troll’s contact info, then promptly forgot all about it.

VITAL CONTACTS

- **Brimstone**, elf combat mage, former NeoNET coworker and current fellow runner
- **Harrison Kellerman**, talismonger and owner of the Io Pan! lore store in Downtown Seattle
- **Jules Maguire**, ork rigger, Frostburn’s older brother and Cascade Ork smuggler

When NeoNET collapsed, that commcode became Frostburn’s lifeline. The troll woman, known as Ms. Myth, didn’t seem the slightest bit surprised when Frostburn called. Myth assured her there were plenty of jobs for a spell-slinger with a background in corporate security—if she was willing to work on the grey side of the law. Not wanting to see her family back in the Redmond Barrens (or worse), Frostburn took her first step into the shadows.

PREFERRED TACTICS

Frostburn knows better than anyone else on the team that magic can turn the tide of a battle—and that chucking fireballs at every enemy she sees will have her passed out on the floor from the drain before she has a chance to really make a difference. Ironically, the “fire and ice” combo of spells that earned the mage her street name are usually a last resort. Instead, she prefers illusory spells to make the team’s enemies less effective or defensive spells to protect the others against hostile magic, and she can cast a Heal spell if one of her fellow runners takes a blow. If the team needs to capture a target alive, whether to question them about further resistance or because Mr. Johnson

FAVORITE HANGOUTS

- **Crusher 495**, ork-run nightclub and community hub in Redmond
- **Downfall**, Awakened-friendly bar in Redmond
- **Magician’s Feast**, Salish-American restaurant in Auburn offering illusion shows



wants them retrieved, she’ll use spells focused on stunning the target instead of killing them.

In extended battles, Frostburn will summon spirits to fight on her behalf or resort to firearms to minimize drain, though she’ll happily take potshots with her trademark elemental spells if she gets the chance. She also frequently uses astral projection to scout targets during the planning stage of a run.

ROLEPLAYING TIPS

Frostburn doesn’t take anything for granted. Her Awakening might’ve made her special, but she tries not to let it go to her head. She’s used to being the provider for her family, and she takes that role seriously, which sometimes means taking jobs that make her squeamish for the sake of paying the bills. She’s also the closest thing the group has to a “team mom,” constantly fussing over the others, which sometimes makes her seem like a bit of a party pooper. The rest of the team knows she has their back, though, even if they wish she’d get off it sometimes.

Playing against ork stereotypes, Frostburn is also the most levelheaded member of the team (besides Rude, anyway). She likes runs going according to plan and would rather play it safe for a guaranteed payday than risk going double or nothing. She doesn’t lose her cool when a run starts going to drek—hell, her job at NeoNET was to show up when things had already gone to drek—and she has enough leadership experience to rally her comrades when the going gets tough. If she ever blows a run, it won’t be because she gave up.

FAVORITE DOWNTIME ACTIVITIES

- Hiking and camping in the rural parts of the metroplex
- Listening to goblin rock
- Spending time with her family

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, alright? 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¥, with half up front, as is customary in the shadows.

The wheels in Frostburn's head began turning as soon as Satou started talking. It hasn't been that long since she was a corporate security mage herself, and based on what she remembers from her old job, she has some idea of what the team might face inside the Ares facility if it comes down to a fight. The price Satou's offering sounds reasonable, but just to be safe, Frostburn slips into astral perception and inspects Satou's aura to make sure there's no magical trickery afoot. Satisfied that there isn't, Frostburn nods to Yu when he asks her whether she's all right with the fee, and lets the face do his thing when the haggling starts.



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. Frostburn's is to take an astral stroll around the Ares facility to check out their magical security. Having been a corporate sec-mage herself, she knows that being spotted by a patrolling spirit or astrally projecting magician will draw a lot of unwanted attention. A skilled astral tracker might even be able to ID the team and follow them after the run's finished, and Frostburn can just imagine how Ms. Myth would react if that happened.

Back at home after the planning meeting, Frostburn parks her hoop inside the magical lodge in her study and steps out of her body, then sets off for the Ares facility via the astral plane. When she arrives, she's careful not to get too close to the building as she surveys the astral space around the building, drawing on her own experience to make some educated guesses about the security setup. If it's anything like what she did at NeoNET, the patrolling spirits aren't going to worry about a server full of data on mothballed projects unless an Awakened intruder—like her, or a spirit she might send to help Yu—showed up to steal it. That was good news. As long as Emu and Rude didn't get too trigger-happy and bring a High Threat Response team down on their heads, they weren't likely to run into any hostile magic.



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

During Satou's introductory speech, Frostburn asks the gamemaster if her Security Procedures Knowledge skill will tell her what kind of resistance the team should expect to face on this run. The gamemaster asks Frostburn to make a Memory test. She reviews her character sheet, finds the Memory Test Dice Pool, rolls her Logic + Intuition and gets 6, 1, 1, 3, 4, 5: two hits. That's enough for Frostburn to remember that the average corporate building would have relatively light security—just standard corpsec guards, a few spirits, and maybe an astrally projecting magician or two. Nothing the team can't handle.



When Frostburn switches to astral perception and declares she's assensing Satou, the gamemaster asks her to roll Astral + Intuition. She does, and gets three hits, which is enough to see that Satou is mundane and there aren't any other astral signatures present in his aura.

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.



The magical lodge at Frostburn's apartment is a warded area that magicians use for things like ritual magic or binding spirits. It also provides magical protection like a mana barrier does, which will keep certain kinds of magical nasties from trying to take over Frostburn's body while she wanders around the astral plane.

Frostburn doesn't need to roll anything to astrally project, although if she were in combat, it would take a Major Action. Traveling in the astral plane is incredibly fast—"walking speed" is 100m per Combat Round, while "running speed" is 5km per Combat Round—so it doesn't take her more than a few minutes to get from her apartment in Tacoma to the Ares facility in Everett. When Frostburn gets to the target, she rolls Perception + Intuition to examine the magical security setup outside the building and gets 4, 6, 5, 2, 1: two hits, and she spends two points of Edge to boost the 4 to a 5 for a third hit. Since she has the Magical Security Knowledge skill, the gamemaster tells Frostburn that the security around the building is light and would be focused on protecting the most important (and most valuable) work in the building, unless there was an active magical intrusion—or the team gets rowdy enough that building security calls a High Threat Response team deal with them.

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. Frostburn and Rude show up at the hotel well before Yu makes his entrance. The mage casts Improved Invisibility on the street samurai first, then herself, while Rude bypasses the maintenance stairwell maglock. When Rude finishes a few minutes later, the two tuskers climb the stairs together until they reach the building's roof.



Topside, Frostburn comms the rest of the team to tell them she and Rude are in position, and reminds them they're on the clock. Her brusque manner isn't just because of her corpsec-officer background: even though Yu's the one risking his neck most directly, Frostburn and Rude are the most exposed members of the team. The spells that keep the pair hidden from physical sight have the opposite effect on the astral plane, where the spells' astral constructs glow bright with magical power, practically highlighting the two tuskers. The longer it takes for Yu to get the job done, the more likely it is that a patrolling security mage will spot the astral signatures and decide to investigate, and Frostburn knows that "Awakened ork and cybered troll with guns" is Knight Errant-speak for "send a High Threat Response team."

Frostburn also decides that, since she's lighting up the astral like a Christmas tree anyway, it won't hurt to keep an eye on the astral to spot trouble before it spots her. That's far easier said than done, though: switching to astral perception is as simple as ever, but the two Improved Invisibility spells she's sustaining are too distracting for her to give the search her full attention. For now, she settles for making sure that none of the astral forms she can see get too close to her and Rude's perch.

To Frostburn's relief, the first part of the run is uneventful: Yu enters the building without any fuss, and Zipfile seems to be hacking through the nested host's security easily. For a split second, the mage lets herself hope that the entire job will go off without a hitch—and immediately regrets her hubris as Zipfile starts cursing about an alarm.

When Yu tells the team to go to Plan B, Frostburn drops the two Improved Invisibility spells she's sustaining. She'll need all the focus she can muster for this part of the escape plan, or the face will end up an elf-shaped splatter on the sidewalk. She waits for Rude to shoot out the window he'd pointed out to her earlier, and a moment later, Yu appears at the edge of the now-open space. Now it's all on her—no pressure, right? With a deep breath and something like a muttered prayer, Frostburn focuses her will to wrap Yu in a telekinetic shroud—and nails it, lifting the elf as easily with the spell as Rude probably would with his cybernetic arm. The effort leaves her a little dizzy, but she holds her ground.

It takes less than a minute for Yu to float from the Ares facility to the rooftop where Frostburn and Rude are waiting. By the time he lands, Rude's already popped the maglock on the stairwell back into the building. When Yu is safely on his feet beside her, Frostburn drops the Levitation spell and looks into the astral to check for any magical pursuit, then takes a moment to wipe her astral signature clean before following her teammates into the hotel and vanishing into the night.

To cast Improved Invisibility, Frostburn makes two rolls: a Sorcery + Magic roll to cast the spell, and a Willpower + her Tradition Attribute (Logic in this case, since she's a Hermetic mage) to resist the Drain. Her Sorcery roll comes up 2, 1, 1, 4, 3, 6, 4, 3, 4, 1, 6, 6: three hits. The spell grants Rude the status of Improved Invisibility (3), which means both living and technological observers will need to roll at least three hits in a Perception test to spot him.

Then, Frostburn makes her Drain Resistance test, using Logic + Willpower. Improved Invisibility has a Drain Value of 4, and Frostburn rolls four hits, shrugging the Drain off like a pro. If she'd gotten fewer hits than the spell's Drain Value, the difference would've been applied to her Stun Condition Monitor.

The second time Frostburn casts Improved Invisibility works exactly the same as the first, except that since she's already sustaining one spell, she takes a -2 dice pool penalty to her Sorcery + Magic test. She still rolls four hits on it, though, granting herself Improved Invisibility (4), and another four hits on her second Drain Resistance test (which doesn't take sustaining penalties). Since she's now sustaining two spells, any other tests she makes besides Damage Resistance tests will take a -4 dice pool penalty until she drops the spells.

Spotting auras in the astral is a simple Perception + Intuition test while astrally perceiving, but "simple" and "easy" aren't always the same thing: Frostburn's -4 dice pool penalty from sustaining two spells means she only rolls three dice. Despite that, she still manages to get two hits, which is enough to identify a handful of astral forms in the area, all too far away to be immediate threats. If Frostburn wants to analyze those astral forms to see exactly what they were, she'll have to roll Astral + Intuition instead.

To float Yu across the gap between buildings, Frostburn casts Levitate, using the standard Sorcery + Magic test. She rolls 2, 5, 5, 6, 5, 5, 6, 4, 3, 6, 5, 5: nine hits. Since Yu isn't resisting, all nine of those hits count toward how much weight the spell will handle—all 450 kg of it, which is far more than she'd need for an elf like Yu. Then, it's time for Frostburn to resist drain. As before, she rolls Logic + Willpower and gets 1, 1, 2, 5, 5, 1, 1, 3, 2, 6, 1, 3: three hits. The Drain Value for Levitate is 6, so subtracting her three hits means Frostburn marks off three boxes on her Stun Condition Monitor.

The Levitate spell allows the caster to move the target up to the caster's Magic rating in meters per round by spending a Minor Action. Frostburn's Magic rating is 6, and the game-master informs her that the distance between the buildings is a little over sixty meters, so it'll take eleven rounds (just over thirty seconds) to bring Yu over to the hotel rooftop.

To make sure they weren't spotted by any spirits or astrally projecting magicians, Frostburn switches to astral perception and rolls Perception + Intuition. Since she took three boxes of Stun damage from drain, she takes a -1 dice pool penalty to her roll and only gets one hit. That's enough for her to see that there aren't any astral forms in the immediate vicinity though, which is good enough for now. Time to get away!



EXAMPLE RUN

GETTING PAID

It's finally time for the team to turn their stolen paydata 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 credsticks—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!



FROSTBURN'S GAME PLAY TABLES

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

Perception: Perception + Intuition (Base Dice Pool: 5)

ACTION	SKILL & LINKED ATTRIBUTE ROLLED	BASIC DICE POOL
Use Skill, Melee Combat (Major)	Close Combat + Agility	6
Use Skill, Weapon Combat (Major)	Firearms + Agility	7
Cast Spell (Major)	Sorcery + Magic	12
Counterspell (Major)	Sorcery + Magic	12
Use Skill, Sneaking (Major)	Stealth + Agility	5

FROSTBURN'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
Astral Projection/Perception, p. 20 (A)	Attack (I)
Drop Object (A)	Cast Spell, p. 17 (A)
Drop Prone (A)	Fast-talk (A)
Move (I)	Observe in Detail (I)
Reload Smartgun (I)	Palming (A)
Stand Up (I)	Pick Up/Put Down Object (I)
Take Cover (I)	Ready Weapon (I)
	Reload Weapon (I)
	Sprint (I)
	Use Simple Device (I)
	Use Skill (I)

COMBAT: STEP BY STEP (P. 7)

1. GRAB DICE

Attacker: [appropriate weapon skill] + Agility

Defender: Reaction + Intuition

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

2. DISTRIBUTE EDGE

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

3. ROLL DICE

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

4. SOAK SOME DAMAGE

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

5. BRING THE PAIN

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

EDGE BOOSTS (P. 6)

1 EDGE

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

2 EDGE

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

3 EDGE

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

4 EDGE

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

5 EDGE

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

COUNTERSPELLING (P. 20)

Boosted Defense (block incoming spell): Choose Counterspell Action, then roll Sorcery + Magic. Action affects a sphere with a two-meter radius. Net hits on test are added to the dice pool of anyone in the area to defend against spells.

Dispelling (remove ongoing effects): Choose Dispel Action, then roll Sorcery + Magic vs. Drain Value of the spell x 2. Net hits on test resist net hits on the spell on a one-to-one basis; when net hits reach zero, spell is completely dispelled.

CASTING SPELLS: STEP BY STEP

1. ADJUST THE SPELL

Adjusting spell if desired:

- **Amp up:** Combat spells only: +1 Damage Value, increase drain by 2.
- **Increase Area:** Area-effect spells only. Standard two-meter radius. Each + 2 meters increases drain by 1.

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

2. ROLL THE SORCERY TEST

Sorcery Test: Sorcery + Magic; number of hits needed and/or the Opposed test are described on Spell Card.

3. DEAL WITH DRAIN

Drain Test: Magic + appropriate attribute; compares hits to the drain value of the cast spell. If hits equal to or greater than drain value, no effect. If drain is higher than hits, caster experiences Stun damage equal to the difference between hits and drain value.

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.