

Initiative Passes

Some characters may have magic or implants that allow them to act more than once in a Combat Turn. When this occurs, the Combat Turn is divided into **Initiative Passes**. Everyone gets to act during the first Initiative Pass (in order according to their Initiative Score), characters with two actions get to go again during a second Initiative Pass, characters with three actions get a third action during a third Initiative Pass, and so on.

ACTIONS

Within an Action Phase, a character can carry out a number of actions depending on their complexity. Each phase, a character can take one **Complex Action** OR two **Simple Actions** (see pp. 135–138 for a complete listing of what actions fall into which categories).

Free Actions

In addition to Complex or Simple Actions, a character can take one **Free Action** during each Initiative Pass in which she has an action. This Free Action can only be taken on the character's Action Phase or at any other point later in that Initiative Pass. Free Actions are detailed on p. 135.

Delayed Actions

When a character's Action Phase arrives, the player may declare that she is **delaying action** until a later Action Phase (note that it is not necessary for the player to state which exact Action Phase). While the character waits, she may take Free Actions as normal. When something occurs to which the character wishes to react, she may then intervene and take her action as normal. Delayed actions can be carried over into the next Initiative Pass (or even the next Combat Turn), but the character loses any action she would have had that pass in exchange for taking the delayed action instead.

SHADOWRUNNING BY THE NUMBERS

In game terms, nothing defines a character more than her Character Record Sheet. It contains all the information and elements that make up a player character. This section will introduce and define these various components of a character.

THE CONCEPT

A character in *Shadowrun* is much like a character in a novel or film, except that the player controls her actions. Composed of a collection of attributes and skills, a character has the personality that the player injects into it. Without that personality, the character remains an *it*. Only when fleshed out can a character become minimally *he* or *she*, and, with good characterization, someone memorable.

METATYPE

Characters in *Shadowrun* may be of one of the five subgroups of Homo sapiens: the predominant **human** (Homo sapiens sapiens), **elf** (Homo sapiens nobilis), **dwarf** (Homo sapiens pumilionis), **ork** (Homo sapiens robustus), and **troll** (Homo sapiens ingentis). Non-humans are known as **metahumans**, while the five subgroups as a whole (including humans)

are known as **metahumanity**. As described in the section on Metahumanity, p. 65, all are human beings, at least according to the geneticists. Racists say differently.

In the early 2070s, humans are still the most numerous metatype populating the planet. Each of the other metatypes is represented about equally, but are scattered unevenly across the globe. In some places, humans form an extreme minority, but those tend to be areas where the other metatypes have gathered for safety, protection and isolation.

Humans make up the statistical standard. As characters, their only statistical bonus is to the Edge attribute (see p. 67).

Dwarfs are hardier (slightly higher Body), stronger (higher Strength) and more stubborn (higher Willpower) than humans, but are also slower on the draw (lower Reaction). They have thermographic vision, which allows them to see radiated infrared (heat) energy as well as the normal light spectrum simultaneously. They have a slower movement rate than other metatypes, but are more resistant to disease. And yes, they are short.

Elves are more agile (higher Agility) and more charismatic (higher Charisma) than humans. They also have low-light vision, which enables them to see clearly in near-total darkness.

Orks are much tougher (much higher Body), stronger (higher Strength), less charismatic (lower Charisma), and less acute (lower Logic) than humans. They too have low-light vision.

Trolls are big and nasty. They are a lot tougher (much higher Body), less agile (lower Agility), much stronger (higher Strength), less charismatic (lower Charisma), less perceptive (lower Intuition), and less acute (lower Logic) than humans. They have thermographic vision, really long arms that give them advantages in melee combat, and extremely tough skin with bony deposits that makes them more resistant to damage.

A player does not have to pay extra to create a human character. Players who want to play a metahuman (dwarf, elf, ork, or troll) must pay a little extra for the privilege.

ATTRIBUTES

There are twelve **attributes** in *Shadowrun*, though each character has just ten or sometimes eleven. There are four Physical attributes, four Mental attributes, and five Special attributes. Out of the five Special attributes, most characters will have three while some (magicians, adepts, mystic adepts, and technomancers) will have four, but none can have all five.

Attributes are typically used to complement skills when making tests, though some tests are made with only an attribute or pair of attributes (see *Using Attributes*, p. 130).

A character's attributes—Agility, Body, Reaction, Strength, Charisma, Intuition, Logic, and Willpower—represent the raw material that makes up every person: her body and mind, what the character has done with both, and what's inside the person that makes her unique. Because attributes can be improved during the course of a character's life, they represent something more than genetics.

Physical Attributes

Agility represents fine motor control—manual dexterity, flexibility, balance, and coordination. A character with a low