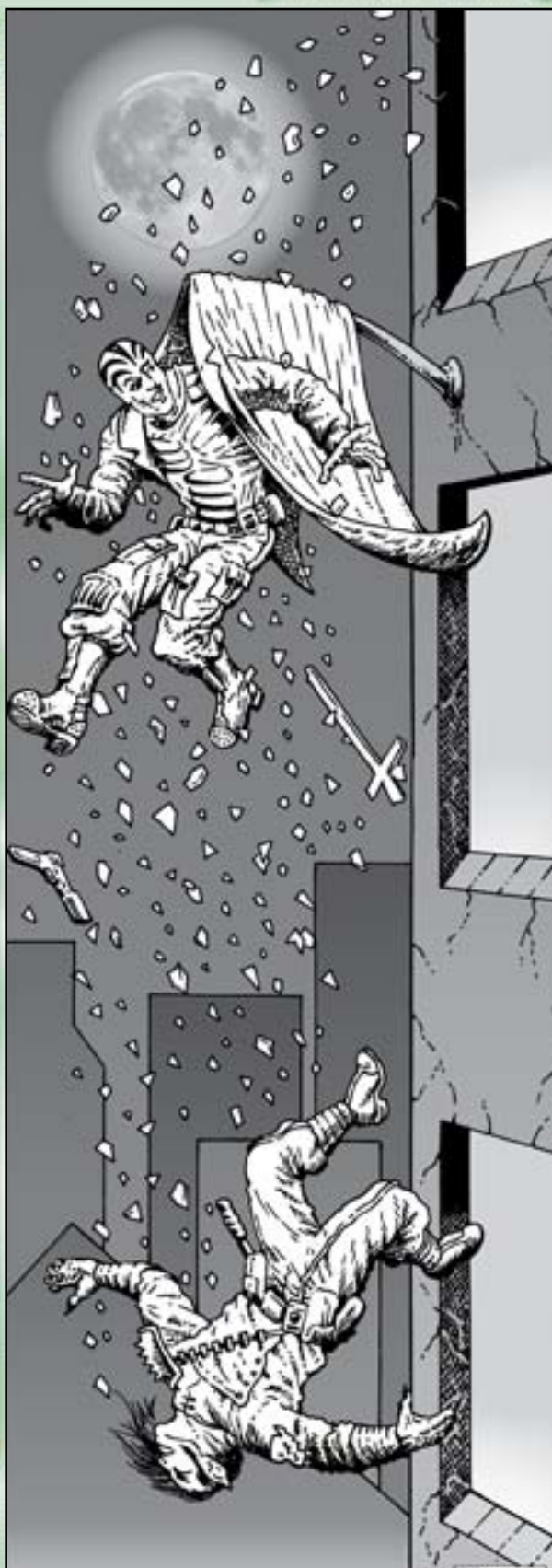## REGAINING EDGE

The gamemaster decides when a character's Edge points refresh to the full Edge attribute. We recommend refreshing Edge at the beginning of each game session, though in some cases it may be more interesting or challenging to only refresh Edge when a full adventure has ended, or when specific goals have been met. One possibility is to refresh 1 point of Edge for each achieved goal, and the rest when the scenario is completed. Alternately, Edge can simply refresh every day.

There are many other possibilities for rewarding characters with Edge points:
- Impressive roleplaying.
- Heroic acts of self-sacrifice.
- Achievement of important *personal* goals.
- Scoring a critical success (p. 59) against the odds.
- Rolling a critical glitch (p. 56)—you get a point of Edge to balance the scales.

Note that you may never have more Edge points than your full Edge attribute—luck only counts if you use it.

BURNING EDGE

In certain drastic situations, even spending Edge may not be enough. A character can choose to *burn* a point of Edge—permanently reducing his Edge attribute by 1—for one of the following effects:
- Automatically achieve a critical success on one action. The character must be capable of carrying out the action—you can't buy a critical success for something you have no hope of achieving. (Note that you do not refresh a point of Edge for getting a critical success in this case.)
- Escape certain death. This use of Edge represents another shot at life—something the spirits are rare to provide. The streets have decided that they have more uses for this character before she's discarded to the trash heap and miraculously pull her from the jaws of Death. Gamemasters can explain this phenomena with any rationale they like, from sheer coincidence to the intervention of the gods. Note that the character is not necessarily unharmed by the action; if shot in the head, for example, she may be knocked into a coma and appear dead to her enemies, but she will survive to get revenge another day.