

discovery, Or'zet soon became a cultural phenomenon and helped fuel "ork pride" throughout the '60s. On the other hand, it also has led to an explosion of "orxploitation" media that exploits the stereotyped image of orks as poorly tempered or prone to criminal activities.

TROLLS

Homo sapiens ingentis

The largest and most exotic of the metatypes, trolls stand two and a half meters tall and can weigh upwards of 350 kilograms, though weights closer to 300 kilograms are more common. Most trolls have arms that are far longer in proportion to those of the other metahuman races, and their skin is often ridged and lumpy due to natural dermal bone deposits, resulting in a natural armor effect. Like dwarfs, trolls have natural thermographic vision, granting them enhanced sight,

especially in low light conditions. A troll's ears are pointed, and they have two extra teeth—for a total of 32—including prominent lower canines. Trolls also have a pair of horns that grow in all manner of ways—straight, curled, twisted, etc.

Though stereotyped as stupid or frightening, trolls are no less intelligent or well mannered than other metatypes, though they do suffer from disproportionately high illiteracy and poverty rates. Perhaps because they still face a certain amount of prejudice in society—not to mention the daily size difficulties of living in a society primarily oriented towards smaller people—trolls often band together socially and culturally. Like orks, many trolls have been driven to the fringes of society by fear and intolerance, leading to extensive populations of SINless squatter trolls. Some trolls prefer the outcast lifestyle, preferring to live simple isolated lifestyles in wilderness or remote urban settings. On the



flipside, many trolls have found gainfully employment for the very traits that make them marginalized: size, strength, and intimidation. Trolls often work as manual laborers and are in high demand as bouncers, bodyguards, and other security positions.

EDGE

Edge is a character's luck, the favor of the gods, that unexplainable factor that allows her to beat the odds. A character's Edge attribute represents the number of **Edge points** a character has to spend during gameplay. Edge points can be used for a wide range of benefits, each noted below. Edge points that are spent are temporarily unavailable (see *Regaining Edge*, p. 68)—luck will only take you so far. Note that a character's Edge attribute never actually changes, even when Edge points are spent, unless the character permanently burns Edge (see *Burning Edge*, p. 68).

SPENDING EDGE

When you spend a point of Edge you can choose to have one of the following happen:

- You may declare the use of Edge before rolling for any one test (or one interval roll on an Extended Test). You may add a number of extra dice equal to your full Edge attribute to the dice pool. All dice (not just Edge dice) rolled on this test are subject to the Rule of Six (p. 56), meaning that if you roll a 6, you count it as a hit and roll it again.
- You may declare the use of Edge *after* you have rolled for one test. In this case, you may roll a number of extra dice equal to your full Edge attribute and add their hits to the test's total. The Rule of Six (p. 56), however, only applies to the additional Edge dice rolled, not the original dice pool.
- You may re-roll all of the dice on a single test that did not score a hit.
- You may make a Long Shot Test (p. 55) even if your dice pool was reduced to 0 or less; roll only your Edge dice for this test (the Rule of Six does not apply).
- You may go first in an Initiative Pass, regardless of your Initiative Score (see *Initiative and Edge*, p. 134). If multiple characters spend Edge to go first in the same pass, those characters go in order according to their Initiative Scores first, then everyone else goes according to their Initiative Scores.
- You may gain 1 extra Initiative Pass for that Combat Turn only (see *Initiative and Edge*, p. 134).
- You may negate the effects of one glitch or critical glitch.
- You may invoke the Dead Man's trigger rule (see p. 154).

A character can only spend Edge points on her own actions; she cannot spend it on behalf of others (except when engaged in a "teamwork" test, see p. 59). No more than 1 point of Edge can be spent on any specific test or action at one time. If you spent a point of Edge for extra dice and rolled a critical glitch anyway, for example, you cannot use Edge to negate that critical glitch since you have already applied Edge to that test.