

Skills, p. 31

Administer	Lead	Stab
Connect	Notice	Survive
Drive	Perform	Talk
Exert	Programm	Trade
Fix	Punch	Work
Heal	Shoot	Magic
Know	Sneak	Summon

Skill Check: 2d6+Attribute+skill (-1 if skill < 0) -2 to +2 mod. for circumstances.

Aid by others: describe how you help & roll appropriate Check with same difficulty -> +1 bonus (not cumulative).

Opposed: all rivals roll, highest wins. PC wins tie.

Difficulty Translation

<6	So easy, that a PC with sufficient knowledge or background can just do it. Don't roll.
6	Simple task, possible without training
8	Significant challenge, routinely overcome.
10	Task for skilled experts, success unsure.
12	Only masters can solve this task reliably.
14+	Impossible for anyone but true masters

Morale & Reaction, p. 182 & 183

Check on: First death, half allies killed, likely loss.

Morale Check: 2d6>=NPC's Morale Score: Break

2d6 Reaction Roll

2-	As violent/hostile as possible
3-5	Hostile/unfriendly
6-8	Neutral/expected reaction
9-11	Unusually friendly/cooperative
12+	As friendly/helpful as plausible

Chases, p. 43

	Foot	Vehicle
Fleeing Pace	Group's best Dex or Con/ Exert skill check	Driver's Dex or Int/Drive skill check+ vehicle's Speed
Hinder Pursuit	add +1/successful hindering Effort by other group members/passengers to the Fleeing Pace Max +3. Fails add -1.	
Catching check vs Fleeing Pace,	Pursuing group's best Dex or Con/Exert check +/- modifiers	Each pursuing vehicle's Dex/Drive skill check + Speed +/- modifiers

Foot Pursuit Modifiers

	Mod
More Pursuers present	-1
Fleeing group has no head start	+2
One round head start	+1
<1 minute head start	0
>1 minute head start	-2
Knowledge of terrain	-2 to +2
Pursuers motivation (half-hearted or vengeful)	-1 to +1

Vehicle Pursuit Modifiers

	Mod
Pursuers can't directly see fleeing group	-2
Flying pursuers, pursued on ground	+3
Flying pursued, pursuers on ground	-3
Spotter is relaying pursued's position	+1
Knowledge of terrain	-2 to +2
Pursuers motivation (half-hearted or vengeful)	-1 to +1

Healing, Frail, System Strain, p. 40

Wound, Injury & Stabilizing: see Combat page.

Frail condition: Gained after reduced to 0 HP.

- If reduced to 0 HP again, you die.
- Can't gain HP from Natural Healing.
- Removed after 1 week of bed rest with support of medic with Heal-0 & medkit.
Without support, need Phys-save after first week: die or need another month to lose Frail.

Natural Healing: Gain PC Level HP and lose 1 System Strain after good night's rest.

First Aid: Use medkit & 1 min to heal 1d6+Heal skill HP (1d6-1 if Heal<0). Adds 1 System Strain to target

System Strain: Maximum = Con-score. At max. PC can't gain benefit of Healing, Drugs or Cyber-activation. If effect forces PC over max. they fall unconscious for 1 hour.

Vehicle Combat, p. 42

Initiative: Each vehicle is a side & each driver rolls for their side.

Vehicle control: Drivers need Main Action each round or make Luck save to crash or simply halt.

Weapon use: Unmounted guns have -4 to hit.

Vehicles AC: While moving add Driver's skill. While stationary -4.

Vehicle destruction: On crash or 0 HP. Occupants also take last damage, Luck-save for half

Vehicle crash: While moving when destroyed or crashed, passengers roll Phys-& Luck-save. Suffer half Max-HP damage per fail & Major Injury on two

Ramming: As part of Vehicle control Action.

- Opposed Dex/Drive (human target: Dex/Exert)
- Win: vehicle's max HP damage & Trauma 1d12/x3 (human target can Eva.-save to avoid damage)
- Ramming & target vehicle both take same amount

Combat, p. 33 & 37

Initiative: each side rolls d8+ their best Dex-mod, winning side starts. PCs win ties.

Actions: 1 *Main*, 1 *Move*, as many *On Turn* as reasonable. *Instant* can always be used.

To Hit: d20+ Atk-bonus + Attribute-mod + Combat-skill (-2 without skill) +- Modifier (see table below). 1 always misses, 20 always hits.

Traumatic hit: If roll of weapon's Trauma Die >= target's Trauma-Target.

Damage: Weapon-die + Attribute. Atk with Punch skill also add skill level. On Traumatic hit, multiply damage by Trauma Rating. Subtract Damage Soak.

Shock: On missed melee Atk, if target's AC <= weapon's Shock Rating, deal Shock damage + Attribute-mod. Shields block first Shock/round. Successful Atk's damage is never lower than it's Shock damage.

Dual-Wielding: Minimum level-1 Combat skill. While DW, gain -1 to hit & +2 damage (not Shock).

Non-lethal: Needs suitable weapon. Don't roll for Trauma. Target is unconscious for 10min & not frail.

Attack modifiers, p.36	Mod
Range Atk at long range.	-2
Range Atk vs unseen but known enemy	-4
Range Atk vs distant prone enemy	-2
Atk vs adjacent prone enemy	+2
Melee Atk while prone	-4
Target is half covered	-2
Target is almost completely covered	-4
Thrown Atk while in melee	-4
Range Atk with one-handed gun in melee	-4
Range Atk with two-handed gun in melee	N/A

General Combat Actions, p.34 & 35

Main	Melee Atk; Ranged Atk; Reload; Move; Ready & Stow Item; Use skill
Move	Run (10m, enemies get free Atk); Pick up Item; Get up; Hold Main Action
On Turn	Go Prone
Instant	Drop Item

Special Combat Actions, p.34 & 37

Snap Attack Instant (& Main) Action
Main Action must be available. Attack with -4 to hit.

Swarm Attack, up to 4 attackers Main Action
+2 to hit & +1 damage per attacker, max. +6/+3. Damage can't go over normally possible damage. Always deals Shock but Swarm's bonus isn't added.

Charge Main & Move Action
Move 2x your speed, min 10ft. Make a Melee Atk at +2 to hit. Gain -2 AC for the round.

Shove Main Action
Hit melee Atk (no damage) & win opposed Str/Exert or Str/Punch check to shove 3m or knock prone. Large targets inflict -2 to -4 on attacker.

(Un-)Grapple Main Action

- Hit unarmed Atk (no damage) & win opposed Str/Punch check.
- Large targets inflict -2 to -4 on attacker.
- While grappled both can only use unarmed Atks.
- At end of round, grappled target suffers unarmed damage from each grappler
- To un-grapple, win opposed Str/Punch check.

Screen Ally Move Action
Move to ally. Until your next turn, if they're within 10ft, Atks vs ally require opposed Attribute+Combat skill check. If you win, the Atk is redirected to you. You can block Combat skill Atks.

Total Defense Instant (& Main) Action
Main Action must be available. Until your next turn gain +2 AC & immunity to Shock (also from Swarm).

Execution Attack, 1 min. prep-time & Main Action
To hit unaware targets: Melee auto hits. Ranged has difficulty 6 (point-blank), 8 (normal) or 10 (long). On hit target needs Phys-Save minus attacker's Combat skill or be downed. On save deal normal damage.

Fighting Withdrawal Main Action
Your movement doesn't give an enemy a free Atk.

Stabilizing Ally Main Action
Dex/Heal or Int/Heal, difficulty 8+injured rounds (+2 if no tool or med kit is used). Only 1 try/round. Success: After 10min ally gains 1 HP and Frail cond.

Wounds & Injuries, p.40 & 41

Mortally Wounded: Lethal Atk brings PC to 0 HP. Can't move or act and die at end of 6th round if not stabilized. If PC suffered Traumatic hit in same scene, Phys-save or gain a Major Injury (see table).

d12 Major Injury

1 Instant Death	
2 Internal Damage:	Dead in 1 hr. In coma until <i>Prosthetic Cyber</i> is implanted. Body & Nerve Cyber is critically damaged.
3 Brain Damage:	In coma until <i>Prosthetic Cyber</i> is implanted. Head & Nerve Cyber is critically damaged.
4 Eye Damage:	Blind until Cyber eyes implanted. Installed Cyber eyes are critically damaged.
5 Gut Wound:	Needs clinical treatment within 1 hr or suffer -1 Con-mod until <i>Prosthetic Cyber</i> is implanted.
6 Right Leg Ruined	
7 Left Leg Ruined	Single limb Cyber is critically damaged.
8 Right Arm Ruined	Multi-limbs Cyber is save.
9 Left Arm Ruined	
10 System Damage:	Highest System Strain Cyber is critically damaged
11 & 12 Just a Flesh Wound	

Hacking, p.92-95

Network Actions, p.100

Alert Network Main Action

Used by Network security or triggered by two failed Skill checks (Opposed checks, like combat, don't count).

If triggered twice, network gets alerted to intruder's current node. Usually also physical security gets messaged.

Crash Shutdown Main Action

Only usable by Admins. Forcefully shut down the whole network in 1d4+4 minutes deactivating every connected device.

Jack In Move Action

Connect to a visible device via cable or wireless in 30m (wireless applies a -2 to cyberspace skill checks). Using only a VR crown adds another -1.

Jack Out Move Action

Safely disconnect yourself or forcibly unplug a hacker (no check needed). If forced the hacker is stunned and loses their next Main Action.

Look for hidden Nodes Main Action, p.95

Wis/Program vs. security level to find hidden node.

Move Node Move Action

Only possible if connected by cable & no barriers present. Engaged hostiles can run a free program against mover.

Send Message On Turn

Send brief message to an avatar or device in a connected node unobstructed by barriers. Entities with admin privileges can message through barriers.

Cyberdeck Actions, p.100

Copy File Main Action

Copy data file from current node to Memory.

Delete local File Move Action

Erase data file, Verb or Subject from Memory.

Issue Command Main Action

Order an Action to a controlled target.

Run program Main Action

Check available CPU, Combine Verb & Subject from Memory, pay Access, Roll Int/Program vs. Security Level. Every two fails runs Alert Network Action.

Terminate Program Instant Action

Frees up a CPU slot.

Cyberdecks, p.75

Access Pool = Deck's Access + Int + Program skill. Refresh Pool 1x/day with 1hr of reprogramming. Gain Bonus Access in a network through inside info.

Memory: Programs & data files use 1 Memory unit. Erasing one unit of Memory requires an Instant Action; loading a new program takes 15 minutes.

Shielding: Damage absorb vs Stun or Kill verbs. Regenerates after 15 minutes

CPU: Number of programs that can run in parallel.

Cyberdeck	Cost	Access	Memory	Shield	CPU
Cranial Jack	N/A	0	0	0	1
Scrap Deck	\$500	1	8	5	2
Yamagata Tanto	\$5k	1	10	10	3
R.T. Icepick	\$15k	2	10	10	3
A. Synapse	\$30k	2	11	5	4
L.D. Beowulf	\$60k	2	13	10	4
N.V. Tizona	\$100k	3	11	10	5
Guang Taifu	\$250k	3	13	15	6

Security Levels, p.94

Difficulty

	Difficulty
Private home network	7
Minor shop, government office or gang	8
Major government facility or gang	9
Corp High-sec network	10
Corp or government black site	12
Alerted Network or Important Device	+1
Poor Tech	-1 or -2
Unusually good tech	+1 or +2
Hacker has inside security info	-1 to -3

Hacking Cyberware, p. 94

- Check available CPU
- Target visible or known Cyberware or try your luck (GM rolls for target) via cable or wireless (30m line of sight, -2 on skill checks).
- Run Program: Roll Int/Program vs 7+ 1/3 of target's HD. Unoperated drones have difficulty 8. If target has no matching Cyber, effort is wasted.

Subject	Type	Notes
Avatar	Avatar	
Barrier	Data	
Camera	Device	Any audiovisual sensors
Cyber	Cyber	Cyber must be visible, known or GM rolls target.
Datafile	Data	Uses 1 unit of Memory
Door	Device	
Drone	Device	
Machine	Device	Generic devices. Adds -1.
Program	Program	
Sensor	Device	Generic sensors. Add -1.
Transmission	Data	Directly hackable.
Turret	Device	
Specialized	Any	Specific (Sensory Cyber).Add +1.
Unique	Any	More specific (Gunlink).Add +2

Verbs	Target	Access	Skill mod	Cost	Effect
Activate	Device/Cyber	1*	+1	\$1k	Turn on device or cyberware.
Analyze	Device/Data	0*	+1	\$500	Identify device's function & location or file's topic.
Append	Data	1*	+0	\$500	Add entry or data into a file.
Blind	Device/Cyber	1	+0	\$500	Cut sensory input to device or cyberware.
Deactivate	Device/Cyber	1	+0	\$500	Turn off target until reactivated by Main Action
Decrypt	Data	1*	+0	\$1k	Decrypt data file or transmission. Automatic for most civilian encoding.
Defend	Device/Cyber	0	N/A	\$1k	Target allied device or cyberware. Hacking attempts must first win an opposed Int/Program check before attempting the hack.
Delude	Device	1	-1	\$5k	Feed a device false sensory input.
Erase	Data	1*	+1	\$500	Erase data file and corrupt on-site backups
Frisk	Cyber	0*	+1	\$500	30m range. Get a list of target's implanted cyberware.
Ghost	Avatar	1	+0	\$2k	Turns target invisible until they take other Action than Move Node. Node-observers get automatic opposed Int/Program check to detect target.
Glitch	Device/Cyber	0	+2	\$1k	1 try/day to deactivate target for max 2+Program skill level rounds.
Hijack	Device	1	-1	\$5k	Take control of target for program's duration and get one free command. Future commands require Main Action.
Kill	human Avatar	1*	+0	\$5k	On successful opposed Int/Prog inflict 1d10 lethal damage/Program skill level. Trauma: 1d8x3. TT is unmodified by armor.
Lock	Device/Data	1	+1	\$1k	Lock an electronic lock or node barrier.
Paralyze	Avatar	1	-1	\$2k	On successful opposed Int/Prog prevent target from leaving node or using Alert Network or Send Message Actions. Human hackers are also physically paralyzed.
Replace	Data	1*	+0	\$1k	Edit a data file.
Sabotage	Device/Cyber	1*	-1	\$2k	1x/scene target a physical device or cyberware. Devices smaller than a car are disable until repaired. Cyberware user rolls 2 Phys-saves: 1 Success, Cyber is frozen for 1 round; 0 Success, Cyber is disabled until next maintenance.
Sense	Device/Cyber	0	+0	\$1k	Sense anything the target senses. Change focus from reality to cyberspace as On Turn Action.
Siege	Device	1	-2	\$2,5k	Sever target's network connection for everyone except hacker. Can be terminated from adjacent nodes.
Silence	Avatar	1	+1	\$1k	Target is unable to use Send Message Action.
Stun	Avatar	0*	+1	\$1k	Opposed Int/Prog vs human target OR 8+Skill Bonus vs Demon. Success: Deal 1d10 non-lethal damage/Program skill. Reduced to 0 HP a human goes unconscious for 10min, a Demon is fragged for 1hr.
Terminate	Program	1*	+0	\$500	End a program
Unlock	Device/Data	1*	+0	\$500	Unlock an electronic lock or node barrier.