

# COMBAT SUMMARY

## INITIATIVE

Roll Cool or Vigilance (GM determines)

Players agree on who will act













## TURN

Reasonable number of incidentals. One maneuver and action.

## INCIDENTAL

- Speaking to another character.
- Dropping a held item.
- Releasing a held character
- Minor movements such as shifting position, peeking around a corner, or looking behind oneself.










## MANEUVERS

- **Aim:** Add  to your next combat check. Two consecutive maneuvers, add  .
- **Aim (Called Shot):** Target carried item or part of a target. Add   to next combat check. Two consecutive maneuvers, add .
- **Assist:** Add  to another character's next check.
- **Guarded Stance:** Add  to melee checks made against you. Add  to all combat checks you make.
- **Interact with environment:** Move large item, open/close a door, take cover.
- **Manage gear:** Draw, holster, ready, or load weapon. Retrieve or store item in bag, pouch, backpack.
- **Mount/Dismount:** In/out vehicle, on/off trained animal, position inside of vehicle.
- **Move:** Change range. Engage/disengage opponent. Move within a range band.
- **Go prone/stand up:** Drop to the ground or standing up when already on the ground. While prone add  to ranged attacks against you, but add  to melee attacks against you. Add  to any melee attacks you make.
- **Prepare:** Some actions may require you to perform a preparation maneuver.
- You may suffer 2 strain to perform a second maneuver.


## ACTIONS

- Perform a combat check.
- Perform a skill check.
- Activate an ability.
- Perform a maneuver. Does not cost strain, but if you have already performed two maneuvers you may not take this action.




## COMBAT CHECK


1. **Choose attack:** Melee or Ranged. Choose weapon.
2. **Assemble dice pool:** Melee is always Average ( ). Ranged depends on distance, check table. Defense adds . If target made a ranged attack while engaged with you since your last turn add  to this Brawl or Melee check. See page 108 for additional complications.
3. **Determine dice results and damage:** If successful, +1 damage for each .
4. **Resolve  and **: See table (p104) for how player spends.
5. **Resolve  and **: See table (p104) for how GM spends.
6. Reduce damage by soak value, apply wounds, apply any critical injuries

## RANGED ATTACK DIFFICULTIES




| RANGE BAND | DIFFICULTY   |
|------------|--|
| Engaged    | Easy (  ) plus weapon mods  |
| Short      | Easy (  )   |
| Medium     | Average (   )  |
| Long       | Hard (    )   |
| Extreme    | Daunting (     ) |

## RANGED MODIFIERS




| SCENARIO  | DIFFICULTY  |
|---|---|
| Engaged with opponent while armed with a one-handed ranged weapon | +    |
| Engaged with opponent while armed with a two-handed ranged weapon | +   |
| Engaged with opponent while armed with a heavy ranged weapon      | N/A   |






**EASY**  
**AVERAGE**  
**HARD**  
**DAUNTING**  
**FORMIDABLE**





Success  Failure

Advantage  Threat

Triumph  Despair

Engaged  Short  Medium  Long  Extreme

BOOST



ABILITY



PROFICIENCY



SETBACK



DIFFICULTY



CHALLENGE



# NETWORK ENCOUNTER SUMMARY

## INITIATIVE

Roll Cool or Vigilance (GM determines)

Players agree on who will act

## TURN

Reasonable number of incidentals. One maneuver and action.

## INCIDENTAL

- **Attempt Access:** Move attention to a sub-system. If the sub-system is protected by ice the runner must perform the Break Ice action, but the sysop does not encounter ice.

## MANEUVERS

- **Enact Command (Runner, Sysop):** May utilize the currently accessed sub-system.
- **Activate Program (Runner, Sysop):** Activate or reactive ice or icebreaker.
- **Go Deep:** Requires BMI, Skulljack, or Spinal Modem. Allows second maneuver without spending strain, but may not interact with real world.
- **Go Shallow:** Requires a previous Go Deep maneuver. No longer considered “deep”. Second maneuver now costs strain, but may interact with real world.
- You may suffer 2 strain to perform a second maneuver.

## ACTIONS

- **Access System (Runner):** (Varies by system): A runner must succeed before they may perform any other actions, maneuvers, or incidentals on the target system.
- **Burn System (Runner, Sysop):** (Daunting (◆◆◆◆) Hacking): Accessed system is damaged one step per ✨.
- **Break Ice (Runner):** (Average (◆◆)): Once action started, runner learns ice details. Uncancelled ✨ determines strength. If successful, any active icebreaker may be used and its strength is added to the attempt. Only icebreakers with matching type of the ice being encountered may be used. Ice and icebreakers may have additional rules that apply to the situation.
- **Trace User (Sysop):** (Opposed Sysops vs Hacking): Each successful attempt gives more information about a runner currently accessing the system.
- **Lockout (Sysop):** (Formidable (◆◆◆◆◆)): Each successful Trace User action reduces the difficulty by 1 to a minimum of Easy (◆). If successful, the runner loses access to the system and must attempt again.
- **Sweep (Sysop):** (Hard (◆◆◆◆)): If successful, the sysop becomes aware of a runner in their system, plus one additional intruder for every uncancelled ✨.
- **Perform a maneuver:** Does not cost strain, but if you have already performed two maneuvers you may not take this action.

## END OF RUNNER TURN

- **Reactivate:** Any ice broken on the previous turn automatically re-activates unless affected by dice result spending or other abilities.


















## EXAMPLE SYSTEMS AND DIFFICULTIES

| EXAMPLE SYSTEM  | DIFFICULTY         |
|---|--------------------|
| Tube-lev ticket dispenser<br>Traffic cam<br>Diversity Otter toy<br>Grandparents' FriendNet account  | Simple (-)         |
| PAD or personal computer terminal with default security settings<br>Public Network terminal<br>NAPD street seccam   | Easy (◆)           |
| PAD or personal computer with over-the-counter security protocols<br>Residential lock<br>Small-business server<br>Delivery drone control system<br>MegaBuy customer complaints division | Average (◆◆)       |
| Hopper control system<br>MegaBuy corporate servers<br>NAPD servers  | Hard (◆◆◆)         |
| Government servers<br>Megacorp servers  | Daunting (◆◆◆◆)    |
| Corporate black-site servers<br>Beanstalk control systems   | Formidable (◆◆◆◆◆) |













## SPENDING ▲, 🎲, 🎯, AND 🛡️ DURING NETWORK ENCOUNTERS

| SYMBOLS   | RESULT OPTIONS  |
|-----------|---|
| ▲ or 🎲    | <b>Opportunity Identified:</b> Add <input type="checkbox"/> to next Computers check<br><b>Thorough Override (Runner Only):</b> If ice broken, it cannot reactive for 1 additional round.  |
| ▲▲ or 🎲   | <b>Quick Commands:</b> May perform additional enact command maneuver as incidental<br><b>Cover Tracks (Runner Only):</b> Add <input type="checkbox"/> to sysop's next Trace   |
| ▲▲▲ or 🎲  | <b>Trolling:</b> Inflict 3 strain on another user in system<br><b>Permanent Back Door (Runner Only):</b> Accessing the system again is Easy (◆)<br><b>Successful Trace (Sysop Only):</b> 1 successful trace   |
| 🎯         | <b>Hard Shutdown (Runner Only):</b> If ice broken, cannot be reactivated for the remainder of encounter.<br><b>Blurred Sig (Runner Only):</b> Cancel one trace.<br><b>Scouting Ahead (Runner Only):</b> Learn details of one unencountered ice on the system.<br><b>Backup Ice (Sysop Only):</b> System immediately gains an active Ice Wall barrier.<br><b>Identified Exploit (Sysop):</b> Remove one back door. |
| 🎯 or 🛡️   | <b>Disorganized System:</b> Add <input type="checkbox"/> to next Computers check<br><b>Online Distraction:</b> Add <input type="checkbox"/> to any non-Computer checks next turn  |
| 🎯🎯 or 🛡️  | <b>Limited Access (Runner Only):</b> May only perform one Network action or one Network maneuver during next turn.<br><b>I Know You! (Runner Only):</b> Next successful Trace on this user results in one additional trace.<br><b>Careless Protocols (Sysop Only):</b> Reduce strength of one active ice by 1 to a minimum of 1.  |
| 🎯🎯🎯 or 🛡️ | <b>Major Alert (Runner Only):</b> All users become aware of intruder<br><b>Permanent Back Door (Sysop Only):</b> Accessing the system again is Easy (◆)   |
| 🎯         | <b>Successful Trace (Runner Only):</b> Successfully trace the runner once.<br><b>Wrong Person (Sysop Only):</b> A trace gets one critical piece of information wrong about the runner.  |



















## SPENDING AND IN COMBAT

| COST   | RESULT OPTIONS  |
|--|---|
|  or    | <p>Recover 1 strain.</p> <p>Add  to the next allied character's check.</p> <p>Notice a single important point in the ongoing conflict, such as the location of a door's control panel or a weak point on an armored car.</p> <p>Inflict a Critical Injury with a successful attack that deals damage past soak ( cost may vary).</p> <p>Activate an item quality ( cost may vary).</p>   |
|   or    | <p>Perform an immediate free maneuver that does not exceed the limit of two maneuvers per turn.</p> <p>Add  to the targeted character's next check.</p> <p>Add  to any allied character's next check, including that of the active character.</p>   |
|    or  | <p>Negate the targeted enemy's defense (such as the defense gained from cover, equipment, or performing the guarded stance maneuver) until the end of the current round.</p> <p>Ignore penalizing environmental effects such as inclement weather, zero gravity, or similar circumstances until the end of the active character's next turn.</p> <p>When dealing damage to a target, have the attack disable the opponent or one piece of gear rather than dealing wounds or strain.</p> <p>This could include hobbling them temporarily with a shot to the leg, or disabling their radio. This should be agreed upon by the player and the GM, and the effects are up to the GM (although Table 1.6–10: Critical Injury Result, on page 115, is a good resource to consult for possible effects). The effects should be temporary and not too excessive.</p> <p>Gain +1 melee or ranged defense until the end of the active character's next turn.</p> <p>Force the target to drop a melee or ranged weapon they are wielding.</p> |
|    | <p>Upgrade the difficulty of the targeted character's next check.</p> <p>Upgrade the ability of any allied character's next check, including that of the current active character.</p> <p>Do something vital, such as shooting the controls to the nearby blast doors to seal them shut.</p> <p>On an Initiative check, perform an immediate free maneuver before combat begins.</p>  |
|    | <p>When dealing damage to a target, have the attack destroy a piece of equipment the target is using, such as blowing up their assault rifle or slicing their sword in half.</p>  |












## SPENDING AND IN COMBAT

| COST   | RESULT OPTIONS   |
|--|--|
|  or    | <p>The active character suffers 1 strain.</p> <p>The active character loses the benefits of a prior maneuver (such as from taking cover or assuming a guarded stance) until they perform the maneuver again.</p>   |
|   or    | <p>An opponent may immediately perform one free maneuver as an incidental in response to the active character's check.</p> <p>Add  to the targeted character's next check.</p> <p>The active character or an allied character suffers  on their next action.</p> |
|    or  | <p>The active character falls prone.</p> <p>The active character grants the enemy a significant advantage in the ongoing encounter, such as accidentally blasting the controls to a bridge the active character was planning to use for their escape.</p>  |
|   | <p>The character's weapon immediately runs out of ammunition and may not be used for the remainder of the encounter.</p> <p>Upgrade the difficulty of an allied character's next check or the next check of the current active character.</p> <p>The tool, Brawl, or Melee weapon the active character is using becomes damaged (see CRB page 89).</p>   |

## SPENDING AND IN SOCIAL ENCOUNTERS

| COST   | RESULT OPTIONS   |
|--|--|
|  or    | <p>Recover 1 strain.</p> <p>Add  to the next allied character's check.</p> <p>Notice a single important point in the ongoing encounter, such as an overly curious waiter or some drapes your character can stand behind to avoid being recognized.</p>   |
|   or    | <p>Learn the Strength or Flaw of the targeted character.</p> <p>Add  to the targeted character's next check.</p> <p>Add  to any allied character's next check, including that of the active character.</p>   |
|    or    | <p>Learn the Desire or Fear of the targeted character.</p> <p>Successfully conceal your true goal in the encounter.</p> <p>Learn the true goal of your target, if your target has one.</p>   |
|     or  | <p>Critical Remark: Inflict 5 strain</p>   |
|   | <p>Learn any one Motivation facet of any character in the encounter (with the GM's approval).</p> <p>Upgrade the difficulty of the targeted character's next check.</p> <p>Upgrade the ability of any allied character's next check, including that of the current active character.</p> <p>Do something vital, such as getting everyone's attention, or distracting all the guards so your character's friends have a chance to do something important.</p> |

## SPENDING AND IN SOCIAL ENCOUNTERS

| COST   | RESULT OPTIONS   |
|--|--|
|  or    | <p>The active character suffers 1 strain.</p> <p>The active character gets distracted or sidetracked momentarily. This can result in their being unable to activate an ability that requires spending a maneuver on their next turn, or it may just result in their being dragged into a lengthy and boring conversation.</p>  |
|   or  | <p>The active character accidentally reveals their own Strength or Flaw.</p> <p>Add  to the targeted character's next check.</p> <p>The active character or an allied character suffers  on their next action.</p>  |
|   or  | <p>The active character accidentally reveals their own Desire or Fear.</p> <p>The active character accidentally reveals their true goal in the encounter.</p>  |
|   | <p>The active character accidentally reveals a Motivation facet of one of their allies.</p> <p>Learn one false Motivation facet of the target character (the active character believes it to be true).</p> <p>Upgrade the difficulty of an allied character's next check or the next check of the current active character.</p> <p>The active character becomes so embroiled in irrelevant events in the encounter that they cannot do anything important during the next round.</p> |

## SOCIAL ENCOUNTER GROUP SIZE DIFFICULTY

| NUMBER OF TARGETS | DIFFICULTY         |
|-------------------|--------------------|
| 2-5               | Average (◆◆)       |
| 6-15              | Hard (◆◆◆)         |
| 16-50             | Daunting (◆◆◆◆)    |
| 51+               | Formidable (◆◆◆◆◆) |

## SOCIAL SKILL INTERACTIONS

| ACTING SKILL         | OPPOSING SKILL |
|----------------------|----------------|
| Coercion, Leadership | Discipline     |
| Deception            | Vigilance      |
| Charm                | Cool           |
| Negotiation          | Negotiation    |

## CRITICAL HIT TABLE

| D100    | SEVERITY        | RESULT   |
|---------|-----------------|--|
| 01-05   | Easy (◆)        | <b>Minor Nick:</b> The target suffers 1 strain.  |
| 06-10   | Easy (◆)        | <b>Slowed Down:</b> The target can only act during the last allied Initiative slot on their next turn.   |
| 11-15   | Easy (◆)        | <b>Sudden Jolt:</b> The target drops whatever is in hand.  |
| 16-20   | Easy (◆)        | <b>Distracted:</b> The target cannot perform a free maneuver during their next turn.   |
| 21-25   | Easy (◆)        | <b>Off-Balance:</b> Add ■ to the target's next skill check.  |
| 26-30   | Easy (◆)        | <b>Discouraging Wound:</b> Move one player pool Story Point to the Game Master pool (reverse if NPC).  |
| 31-35   | Easy (◆)        | <b>Stunned:</b> The target is staggered until the end of their next turn.  |
| 36-40   | Easy (◆)        | <b>Stinger:</b> Increase the difficulty of the target's next check by one.   |
| 41-45   | Average (◆◆)    | <b>Bowled Over:</b> The target is knocked prone and suffers 1 strain.  |
| 46-50   | Average (◆◆)    | <b>Head Ringer:</b> The target increases the difficulty of all Intellect and Cunning checks by one until this Critical Injury is healed.   |
| 51-55   | Average (◆◆)    | <b>Fearsome Wound:</b> The target increases the difficulty of all Presence and Willpower checks by one until this Critical Injury is healed.   |
| 56-60   | Average (◆◆)    | <b>Agonizing Wound:</b> The target increases the difficulty of all Brawn and Agility checks by one until this Critical Injury is healed.   |
| 61-65   | Average (◆◆)    | <b>Slightly Dazed:</b> The target is disoriented until this Critical Injury is healed.   |
| 66-70   | Average (◆◆)    | <b>Scattered Senses:</b> The target removes all □ from skill checks until this Critical Injury is healed.  |
| 71-75   | Average (◆◆)    | <b>Hamstrung:</b> The target loses their free maneuver until this Critical Injury is healed.   |
| 76-80   | Average (◆◆)    | <b>Overpowered:</b> The target leaves themselves open, and the attacker may immediately attempt another attack against them as an incidental, using the exact same pool as the original attack.  |
| 81-85   | Average (◆◆)    | <b>Winded:</b> The target cannot voluntarily suffer strain to activate any abilities or gain additional maneuvers until this Critical Injury is healed.  |
| 86-90   | Average (◆◆)    | <b>Compromised:</b> Increase difficulty of all skill checks by one until this Critical Injury is healed.   |
| 91-95   | Average (◆◆)    | <b>At the Brink:</b> The target suffers 2 strain each time they perform an action until this Critical Injury is healed.  |
| 96-100  | Hard (◆◆◆)      | <b>Crippled:</b> One of the target's limbs (selected by the GM) is impaired until this Critical Injury is healed. Increase difficulty of all checks that require use of that limb by one.  |
| 101-105 | Hard (◆◆◆)      | <b>Maimed:</b> One of the target's limbs (selected by the GM) is permanently lost. Unless the target has a cybernetic or prosthetic replacement, the target cannot perform actions that would require the use of that limb. All other actions gain ■ until this Critical Injury is healed.   |
| 106-110 | Hard (◆◆◆)      | <b>Horrible Injury:</b> Roll 1d10 to determine which of the target's characteristics is affected: 1-3 for Brawn, 4-6 for Agility, 7 for Intellect, 8 for Cunning, 9 for Presence, 10 for Willpower. Until this Critical Injury is healed, treat that characteristic as one point lower.  |
| 111-115 | Hard (◆◆◆)      | <b>Temporarily Disabled:</b> The target is immobilized until this Critical Injury is healed.   |
| 116-120 | Hard (◆◆◆)      | <b>Blinded:</b> The target can no longer see. Upgrade the difficulty of all checks twice, and upgrade the difficulty of Perception and Vigilance checks three times, until this Critical Injury is healed.   |
| 121-125 | Hard (◆◆◆)      | <b>Knocked Senseless:</b> The target is staggered until this Critical Injury is healed.  |
| 126-130 | Daunting (◆◆◆◆) | <b>Gruesome Injury:</b> Roll 1d10 to determine which of the target's characteristics is affected: 1-3 for Brawn, 4-6 for Agility, 7 for Intellect, 8 for Cunning, 9 for Presence, 10 for Willpower. That characteristic is permanently reduced by one, to a minimum of 1.  |
| 131-140 | Daunting (◆◆◆◆) | <b>Bleeding Out:</b> Until this Critical Injury is healed, every round, the target suffers 1 wound and 1 strain at the beginning of their turn. For every 5 wounds they suffer beyond their wound threshold, they suffer one additional Critical Injury. Roll on the chart, suffering the injury (if they suffer this result a second time due to this, roll again). |
| 141-150 | Daunting (◆◆◆◆) | <b>The End Is Nigh:</b> The target dies after the last Initiative slot during the next round unless this Critical Injury is healed.  |
| 150+    | -               | <b>Dead:</b> Complete, obliterated death.  |

## MEDICINE AND HEALING (P116)

### REST

- Each full night of rest heals 1 wound and all strain.
- Each full week of rest, check Resilience to recover from 1 Critical Injury. 🎲 Heals +1 Critical Injury. Failed checks heal 1 Wound.

### MEDICINE CHECKS

- Heal 1 wound per uncanceled ✨ and 1 strain per uncanceled ▲.
- One check per target per encounter
- One attempt per week for Critical Injuries

### PAINKILLERS

- Max 5 uses per day. Heals 5 wounds. 1 fewer wounds each subsequent use.

## STRAIN RECOVERY

- At the end of an encounter, each player can make a Simple (-) Disciple or Cool check. Each ✨ recovers 1 strain. Furthermore, a good night's rest generally removes all strain a character has suffered.

## MEDICINE CHECK DIFFICULTY

| TARGET STATE                                | DIFFICULTY          |
|---|---------------------|
| Wounds half or less of wound threshold      | Easy (◆)            |
| Wounds greater than half of wound threshold | Average (◆◆)        |
| Wounds exceed wound threshold               | Hard (◆◆◆)          |
| Critical Injury                             | Depends on severity |
| On self                                     | +◆◆                 |
| No equipment                                | +◆                  |

## ENVIRONMENTAL EFFECTS (P111)

- **Cover:** Gives Defense 1. GM may add additional. Defense 4 is still max.
- **Concealment:** See table.
- **Difficult Terrain:** Extra maneuver required to move through.
- **High Gravity:** Add up to ■■■■ to Brawn based checks.
- **Low Gravity:** Add up to □□□ to Brawn based checks.
- **Zero Gravity:** Counts as difficult terrain.
- **Water:** Counts as difficult terrain. Hold breath for number of rounds equal to Brawn rating.
- **Vacuum:** Hold breath for number of rounds equal to Brawn rating. Suffer 3 wounds per round. Once unconscious suffer one Critical Injury per round in addition to Suffocation.
- **Fire, Acid, Corrosive:** At beginning of turn, suffer wounds equal to hazard rating for as long as hazard lasts.
- **Suffocation:** Suffer 3 strain at beginning of each round. Once incapacitated, they suffer one Critical Injury at the beginning of each round.
- **Falling:** Damage according to table. Reduce damage by making Average (◆◆) Athletics or Coordination check. ⚡ at GM's discretion could be used to reduce effective range band distance.

### CONCEALMENT

| EXAMPLE  | RANGED, VIGILANCE, PERCEPTION | STEALTH |
|--|-------------------------------|---------|
| Mist, shadow, waist-high grass   | ■                             | □       |
| Fog, darkness of twilight, thick shoulder-high grass                                     | ■■                            | □□      |
| Heavy fog, thick and choking smoke, darkness of night, head-high underbrush, thick grass | ■■■                           | □□□     |

### FALLING DAMAGE

| RANGE   | DAMAGE  | STRAIN |
|---------|---|--------|
| Short   | 10  | 10     |
| Medium  | 30  | 20     |
| Long    | Wounds equal to wound threshold +1, Critical Injury at +50                              | 30     |
| Extreme | Wounds equal to wound threshold +1, Critical Injury at +75 (or death at GMs discretion) | 40     |

### SILHOUETTES AND CHARACTERS

| SILHOUETTE | EXAMPLES   |
|------------|--|
| 0          | Gnomes, cats, dogs   |
| 1          | Humans, dwarves, elves, motorcycles, and everything else that's roughly human-sized    |
| 2          | Most riding animals, bears, trolls, cars, trucks, civilian single-engined aircraft     |
| 3          | Drakes, giants, tractor-trailers, dirigibles, jet fighters, starfighters               |
| 4          | Dragons, zeppelins, three-masted sailing frigates, long-range space-going patrol craft |
| 5          | A sailing "ship of the line," modern destroyers, space-going transport ships           |
| 6          | Modern Aegis cruisers, space-going star-frigates                                       |
| 7          | Oil tankers, ocean-going battleships, aircraft carriers, space battleships             |
| 8+         | Star-dreadnoughts, orbital defense platforms   |

## ONGOING STATUS EFFECTS (P114)

- **Staggered:** Cannot perform actions
- **Immobilized:** Cannot perform maneuvers
- **Disoriented:** Adds ■ to all checks
- **Prone:** Add ■ to ranged against, add □ to melee against. Add ■ to melee made.

## ITEM QUALITIES (P86)

- **Accurate:** Add □ per rank.
- **Auto-Fire:** +◆, if hits, may spend △△ to hit again, either the same or another target. Can be triggered multiple times.
- **Blast:** △△ if hit or △△△ if miss to hit all characters engaged with target dealing 1 damage per rank plus 1 for each ✨.
- **Breach:** Ignore one vehicle armor per rank or ignore 10 soak per rank.
- **Burn:** If hit, △△ to deal weapon base damage to target at start of every turn for rounds equal to rank or until extinguished.
- **Concussive:** If hit, △△ to Stagger target for rounds equal to rank.
- **Cumbersome:** Must have Brawn rating equal or greater to rank.
- **Defensive:** +1 melee Defense per rank.
- **Deflection:** +1 ranged Defense per rank.
- **Disorient:** If hit, △△ to Disorient target one round per rank.
- **Ensnare:** If hit, △△ to Immobilize target one round per rank.
- **Guided:** If miss, △△△ to make Average (◆◆) combat check, adding ◆ to the pool per rank.
- **Inaccurate:** Add ■ per rank.
- **Inferior:** Add ☹.
- **Knockdown:** If hit, △△ plus △ per silhouette above 1 to knock target prone.
- **Limited Ammo:** Can only be used a number of times per rank. Reloaded with a maneuver if Extra Ammo available.
- **Linked:** If hit, △△ to hit same target again with weapon base damage plus 1 for each ✨.
- **Pierce:** Ignore point of soak per rank.
- **Prepare:** Must perform a number of maneuvers per rank before each use.
- **Reinforced:** Immune to Sunder quality.
- **Slow-Firing:** A number of rounds must pass between uses per rank.
- **Stun:** If hit, △△ to inflict strain equal to rank (ignores soak).
- **Stun Damage:** Only deals strain damage (reduced by soak).
- **Sunder:** △ to damage one wielded item of target.
- **Superior:** Add △ to all checks with item.
- **Tractor:** If hit, target is immobilized.
- **Unwieldy:** Must have Agility rating equal or greater to rank.
- **Vicious:** +10 to Critical roll per rank.

## RARITY

| RARITY | DIFFICULTY         | EXAMPLES                  |
|--------|--------------------|---------------------------|
| 0      | Simple (-)         | Pencil and paper          |
| 1      |                    | Food supplies             |
| 2      | Easy (◆)           | Pocketknife               |
| 3      |                    | Smartphone                |
| 4      | Average (◆◆)       | Automobile                |
| 5      |                    | Semi-automatic pistol     |
| 6      | Hard (◆◆◆)         | High-end computer         |
| 7      |                    | Construction explosives   |
| 8      | Daunting (◆◆◆◆)    | Military machine gun      |
| 9      |                    | Civilian satellite        |
| 10     | Formidable (◆◆◆◆◆) | Military strategic bomber |

## RARITY MODIFIERS

| RARITY MODIFIER | CIRCUMSTANCES   |
|-----------------|---|
| -1              | Consumer-driven economy, Major metropolitan area, Trading hub   |
| +0              | Mid-sized metropolitan area, Civilized location   |
| +1              | Rural or agrarian location, State-regulated economy (modifier may not apply to basic living staples)                          |
| +2              | Frontier location, Laws prohibiting ownership (modifier only applies to certain items, such as military weaponry or aircraft) |
| +3              | Active war zone   |
| +4              | Post-disaster wasteland   |

## INCREASED COSTS WHEN TRADING

| RARITY INCREASE | COST INCREASE |
|-----------------|---------------|
| +2              | x2            |
| +3              | x3            |
| +4 or higher    | x4            |

## FAVORS

- **Small Favor:** Your character may start with an additional 100 credits of gear.
- **Regular Favor:** Your character may start with an additional 500 credits of gear or an additional 10 starting XP.
- **Big Favor:** Your character may start with an additional 1,500 credits of gear or an additional 20 starting XP.

## EXAMPLE FAVORS

| FAVOR SIZE | EXAMPLES  |
|------------|---|
| Small      | Watch someone's pets or dependents for a day<br>Give someone an item worth 100 credits or less<br>Loan someone a vehicle for a couple of hours<br>Give someone a ride to a location in New Angeles<br>Help someone clean up an apartment<br>Loan someone tools to do some work  |
| Regular    | Watch someone's pets or dependents for several days to a week<br>Give someone an item worth 1,000 credits or less<br>Loan someone a vehicle for a few days<br>Give someone a ride to a location in North or South America<br>Loan someone a legal weapon<br>Save someone from a bar fight   |
| Big        | Watch someone's dependents and agree to defend them against real danger<br>Give someone an item worth over 1,000 credits<br>Loan someone a vehicle while knowing it may never be returned or that it may be destroyed<br>Give someone a ride to anywhere on Earth<br>Loan someone an illegal weapon<br>Save someone's life<br>Kill a person for someone else. |

## BODY MODIFICATIONS

| ITEM                           | PRICE    | RARITY |
|--------------------------------|----------|--------|
| <b>Cybernetics</b>             |          |        |
| Bone Lacing                    | 1000     | 5      |
| Cybereyes                      | 500      | 4      |
| Cyberlimb                      | 2000     | 4      |
| Cyberorgan                     | 500      | 5      |
| Enhanced Hearing               | 500      | 4      |
| Enhanced Reflexes              | 800      | 5      |
| Neuro-Regulator                | 1500     | 6      |
| Pain Editor                    | 400      | 6      |
| Skulljack                      | 1250     | 5      |
| Spinal Modem                   | 1350 (R) | 7      |
| Sub-dermal Armor               | 1000     | 5      |
| <b>G-Mods</b>                  |          |        |
| Cat Claws                      | 400      | 6      |
| Chameleon Skin                 | 400      | 6      |
| Enhanced Healing               | 500      | 5      |
| Enhanced Muscles: Coordination | 1500     | 6      |
| Enhanced Muscles: Strength     | 1000     | 6      |
| Enhanced Olfactory Receptors   | 500      | 6      |
| Follicle Control               | 300      | 7      |
| Geno-Sculpted Physique         | 800      | 5      |
| Nighteyes                      | 800      | 6      |
| Tooth Buds                     | 600      | 6      |
| Toxin Filters                  | 400      | 6      |

## VEHICLE COMBAT (P226)

When piloting a vehicle, a check is generally not necessary unless the maneuver or action calls for one. At the beginning or end of each turn the vehicle must move a number of range bands based on its speed. See table **Vehicle Speed in Structured Encounters**.

### MANEUVERS

- **Accelerate:** (Pilot) Increase speed by one or more up to max speed. Vehicle suffers strain equal to amount increased minus one.
- **Brace For Impact:** (Pilot) Until beginning of pilot's next turn, if vehicle is dealt damage suffer strain up to silhouette to reduce damage for each strain, minimum 0. If Critical Hit, suffer strain up to silhouette to reduce crit result for each strain x10, minimum 0.
- **Decelerate:** (Pilot, Speed 1+) Decrease speed by one or more, minimum 0. Suffer strain equal to amount decreased minus one.
- **Evade:** (Pilot, Sil 0-4, Speed 3+) Until beginning of pilot's next turn, upgrade difficulty of all attacks made against this vehicles and occupants.
- **Reposition:** (Pilot, Speed 1+) Move one range band.

### ACTIONS

- **Dangerous Driving:** (Pilot, Speed 1+) Do something dangerous with vehicle. Make Piloting or Driving check difficulty equal to silhouette. See table **Speed Advantage Difficulty**.
- **Blanket Barrage:** (Sil 5+, Speed 0-3) Average (◆◆) Gunnery check. All weapons of single type in an arc. Until end of next turn, vehicles Sil 4 and smaller upgrade difficulty of combat checks made against this vehicle once. ▲▲ to upgrade again. If attacker generates ☹☹, they suffer one automatic hit that deals half damage. If they generate ☹, they suffer one automatic hit at full damage.
- **Concentrated Barrage:** (Sil 5+, Speed 0-3) All weapons of a single type in an arc. Make single combat check. If successful, ▲ to add damage equal to the number of weapons.
- **Damage Control:** Choose system strain or hull trauma. Make Mechanics check, use table for difficulty. Reduce strain or hull trauma by one per uncanceled ✨. Hull trauma can only be repaired once per encounter. Can also repair Critical Hits using table. See table **Damage Control Difficulty**.
- **Gain the Advantage:** (Pilot, Sil 1-4, Speed 4+) Make Driving or Piloting check, difficulty determined by table. If successful, upgrade ability combat checks from this vehicle twice and upgrade the difficulty of all combat check targeting this vehicle twice.
- **Other Vehicle Actions:** See table p229
- **Attack:** Use vehicle weapons

### SPEED ADVANTAGE DIFFICULTY

| DIFFERENCE IN SPEED   | DIFFICULTY      |
|---|-----------------|
| Initiating vehicle is traveling at the same speed as the target vehicle | Easy (◆)        |
| Initiating vehicle's speed is one or more higher than target vehicle    | Average (◆◆)    |
| Initiating vehicle's speed is one lower than target vehicle             | Hard (◆◆◆)      |
| Initiating vehicle's speed is two or more lower than target vehicle     | Daunting (◆◆◆◆) |

## VEHICLE SPEED IN STRUCTURED ENCOUNTERS

| SPEED | FORCED MOVE   | OTHER EFFECTS   |
|-------|---------------|---|
| 0     | 0 Range Bands | -   |
| 1     | 1 Range Bands | -   |
| 2     | 2 Range Bands | -   |
| 3-4   | 3 Range Bands | Upgrade the difficulty of all Piloting checks once. Add +20 to the result of any Critical Hit suffered as a result of a collision (see Collisions, on page 222).  |
| 5     | 4 Range Bands | Upgrade the difficulty of combat checks targeting the vehicle once. Upgrade the difficulty of all Piloting checks twice. Add +40 to the result of any Critical Hit suffered as a result of a collision (see Collisions, on page 222). |

### DAMAGE CONTROL DIFFICULTY

| TOTAL SYSTEM STRAIN  | TOTAL HULL TRAUMA  | DIFFICULTY   |
|--|--|--------------|
| System strain less than half system strain threshold             | Hull trauma less than half hull trauma threshold             | Easy (◆)     |
| System strain equal to or more than half system strain threshold | Hull trauma equal to or more than half hull trauma threshold | Average (◆◆) |
| System strain exceeds system strain threshold                    | Hull trauma exceeds hull trauma threshold                    | Hard (◆◆◆)   |

### VEHICLE CRITICAL HIT TABLE

| D100    | SEVERITY        | RESULT   |
|---------|-----------------|--|
| 01-18   | Easy (◆)        | Rattled: The vehicle suffers 3 system strain, and its pilot and each occupant suffer 3 strain.   |
| 19-36   | Easy (◆)        | Shrapnel Spray: Chunks of metal or wood are hurled at the occupants at deadly velocity. The pilot and occupants must each make a Hard (◆◆◆) Resilience or Vigilance check or suffer 1 wound, plus 1 additional wound per ✕ on the check; you may spend ☹☹☹ or ☹ from this check to inflict a Critical Injury on the character. |
| 37-54   | Easy (◆)        | Hull Damaged: The vehicle's hull is compromised (see Vehicle Components on page 221).  |
| 55-63   | Average (◆◆)    | Navigation Damaged: The vehicle's navigation is compromised (see Vehicle Components, on page 221).   |
| 64-72   | Average (◆◆)    | Propulsion Damaged: The vehicle's propulsion is compromised (see Vehicle Components, on page 221).   |
| 73-81   | Average (◆◆)    | Defenses Damaged: The vehicle's defenses are compromised (see Vehicle Components, on page 221).  |
| 82-108  | Hard (◆◆◆)      | Weapons Damaged: One of the vehicle's weapons of the attacker's choice is compromised (see Vehicle Components, on page 221).   |
| 109-126 | Hard (◆◆◆)      | Brakes Damaged: The vehicle's brakes are compromised (see Vehicle Components, on page 221).  |
| 127-138 | Daunting (◆◆◆◆) | All Systems Down: All of the vehicle's components are compromised (see Vehicle Components, on page 221).   |
| 139-144 | Daunting (◆◆◆◆) | Fire: The vehicle catches on fire. While the vehicle is on fire, each occupant suffers damage as discussed on page 111. A fire can be put out with a Hard (◆◆◆) Cool or Athletics check (or multiple checks for big vehicles).   |
| 145-153 | Daunting (◆◆◆◆) | Breaking Up: The vehicle begins to come apart at its seams, disintegrating around the occupants. At the end of the following round, it is completely destroyed, and the surrounding environment is littered with debris. Anyone aboard the vehicle has one round to dive for the nearest door before they are lost.            |
| 154+    | -               | Vaporized: The vehicle is completely destroyed, consumed in a large and dramatic fireball. Nothing survives.   |

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