

ACTIONS

Actions in *Italics* may only be taken by Awakened or Resonant characters.

Actions marked with **(Vehicle)** are Vehicle Actions.

Free Actions	Free Matrix Actions	Marks
Change Linked Device Mode	Swap Programs or Matrix Attributes	
<i>Counterspelling (Spell Defense)</i>		
Drop Object or Drop Prone	Load or Unload Program	
Eject Smartgun Clip	Control Device (Free Action)	1
Speak/Text/Gesture	Send Message/Image	

Free Action (Modifiers)

Call a Shot

Multiple Attacks

Quick Draw

Run

Simple Actions	Simple Matrix Actions	Marks
<i>Call or Dismiss Spirit</i>	<i>Call or Dismiss Sprite</i>	
<i>Cast Spell Recklessly*</i>	<i>Thread Recklessly*</i>	
Change Device Mode	Switch Interface Mode (AR, VR cold, VR hot)	
<i>Command Spirit</i>	<i>Command Sprite</i> or Command Drone	
Fire or Throw Weapon (Quick)*	Cybercombat (Data Spike/Crash Program)*	0
Insert or Remove Clip		
Observe in Detail	Matrix Perception or Check Overwatch Score	
Pick Up or Put Down Object	Invite or Erase Mark	3
Ready or Draw Weapon		
<i>Shift Astral Perception</i>	Jump Into Rigged Device (from VR or DNI)	3
Stand Up	Jack Out or Jump Out	
Take Aim	Debug Code	
Take Cover	Grid or Host Hop	0/1
<i>Use Focus or Preparation</i>		
Use Sensors (Vehicle)	Electronic Warfare (Hide/Snoop Signal)	0/1
Use Simple Device or Object	Control Device (Simple Action)	2
	Hacking (Crack File/Spoof Command)*	1

Simple Actions marked with a * may be **Attack Actions**. No more than one Simple Action per Action Phase may be an Attack Action.

Simple Actions or Simple Matrix Actions performed by **Agents, Critters, Drones, IC, Spirits, and Sprites** are instead Complex Actions.

ACTIONS (Cont.)

Complex Actions	Complex Matrix Actions	Marks
<i>Cast Spell</i>	<i>Thread Complex Form</i>	
Control Vehicle (Vehicle)		
<i>Dispell Spell or Disjoin Preparation</i>	<i>Kill Complex Form</i>	
<i>Erase Astral Signature</i>	<i>Erase Resonance Signature</i>	
Fire Weapon (Long)	Mark Target (Brute Force/Stealth Hack)	0
Fire Weapon (Vehicle)	Control Device (Complex Action)	3
Melee Attack	Format or Reboot Device	3
Reload Firearm		
<i>Shift Astral Projection</i>	Jump Into Rigged Device (from AR)	3
<i>Summon or Banish Spirit</i>	<i>Compile or Decompile Sprite</i>	
Use Physical Skill	Computer (Edit File/Trace Icon)	1
Use Social Skill	Electronic Warfare (Scrub/Jam Signal)	0/1
Use Vehicle Skill (Vehicle)	Software (Disarm or Set Data Bomb)	0/1

Interrupt Actions	Interrupt Matrix Actions	Marks
Block or Parry (-5)		
Dodge (-5)		
Evasive Driving (Vehicle) (-10)		
Full Defense (-10)	Full Matrix Defense (-10)	
Hit the Deck (-5)		
Hit the Dirt (-5)		
Intercept (-5)		
<i>Spell Shield (-5)</i>		
Surprised (-10)		

Extended Actions	Extended Matrix Actions	Marks
<i>Bind Spirit</i>	<i>Register Sprite</i>	
<i>Enchanting (Alchemy/Artifcing/Disenchanting)</i>		
Legwork or Networking	Matrix Search	0
<i>Ritual Spellcasting</i>		
Swag (Buying/Selling Gear)		
Use Technical Skill	Control Device (Extended Action)	3

Extended Actions may take minutes, hours, or days.