INITIATIVE

++Clarifies Initiative and modifies Surprise mechanics.

INITIATIVE SCORE
The **Initiative Attribute** is a derived attribute and is used to measure the speed, perceptiveness, and reaction of a combatant. **Initiative Dice** are determined by a combatant's circumstances (including type of combatant and its mode of perception). **Initiative Score** is determined by making an Initiative Test, rolling the character's Initiative Dice and adding the total to the Initiative Attribute. Characters act from the highest to the lowest Initiative Score. Tied Initiative Scores use ERIC (Edge, Reaction, Intuition, Coin toss) to break ties.

See **Initiative Attribute Chart.**

INITIATIVE PASSES
The Combat Turn is divided into **Initiative Passes**. Everyone acts during the first Initiative Pass (in order according to their Initiative Score). At the end of each Initiative Pass, the GM subtracts 10 from all combatant Initiative Scores. Characters with an Initiative Score higher than 0 may act again during a second Initiative Pass. This process is repeated until all combatants have an Initiative Score of 0 or less and the Combat Turn ends.

A character with an Initiative Score of 0 or less may take one Free Action during an Initiative Pass, in addition to defense tests and damage resistance tests.

CHANGING INITIATIVE
The Initiative Score of a combatant may change during the course of a Combat Turn due to an increase or decrease in Initiative Attribute or Initiative Dice, Interrupt Actions taken, Wound modifiers, etc. All changes to Initiative Score are applied immediately.

No character may take more than one Action Phase in a single Initiative Pass.

DELAYED ACTIONS
A character may replace their Action Phase with a **Delayed Action Phase** by declaring so during the Declare Actions step of an Initiative Pass. A character with a Delayed Action Phase may intervene at a specific Initiative Score and take an Action Phase before or after any character who would normally take their Action Phase at that time.

Characters delaying an action in this manner keep their initial Initiative Score but take a -1 dice pool penalty to any Simple or Complex Actions they take. If the character does not take their Action Phase by the end of the Initiative Pass, they incur the standard reduction of -10 to their Initiative Score at the end of the Initiative Pass but may take their Action Phase first in the next Initiative Pass.

No character may take more than one Action Phase in a single Initiative Pass.

SURPRISE TESTS
To resolve potential surprise situations, all participants must make a **Surprise Test**, rolling Reaction + Intuition (3). Characters who have been alerted in some way (usually by a secret Perception Test) receive a +3 dice pool modifier on this test. Characters who plan an ambush and take a Delayed Action Phase receive a +6 dice pool modifier on this test. Ambushers that are aware of their target's movements automatically succeed the Surprise Test. Success means individuals may act normally. Failure means the character must immediately take the Surprised Interrupt Action.

See **Interrupt Actions (Surprised).**

MOVEMENT

++Introduces Movement Point mechanics and rebalances vehicle speeds in Tactical Combat.

TACTICAL COMBAT MOVEMENT

Tactical Combat occurs when a mix of pedestrian, spirit, drone, and vehicle combatants are present. At the beginning of each Combat Turn, combatants are granted **Movement Points** (MP) to spend during their Action Phases. The number of Movement Points and the value of each point are determined by the type of combatant: metatype, drone, or vehicle. Combatants are considered running if they spend over half of their MP in a single Combat Turn.

Drones and vehicles may choose to leave Tactical Combat and enter **Chase Combat**, effectively ending the engagement for those who cannot follow and do not have enough range or line of sight to make attacks.

See **Chase Combat**, p. 203, **Rigger 5.0**, p 173.

METAHUMAN/SPIRIT MOVEMENT

Metahumans (or materialized spirits) are granted 4 **Movement Points** (MP) to spend during their Combat Turn. Each Action Phase, a combatant may spend up to 4 MPs; each MP moves that combatant up to their **Speed** in meters. Once a combatant spends their third MP, they are considered running and must take the Run Free Action during the Action Phase in which they spend it and in each subsequent Action Phase of the Combat Turn. A character may take the Run Free Action even if they do not spend their third MP in order to apply running modifiers.

A metahuman's or materialized spirit's **Speed** is [Agility/2] +2. Add bonuses to Agility before calculating; round up to final results.

A character may take a Complex Action (in addition to a Run Free Action) to Sprint (a **Use Physical Skill** action) to move one or two extra meters per hit (based on metatype).

See **Movement Chart**.

DRONE MOVEMENT

Drones are granted 4 **Movement Points** (MP) to spend during their Combat Turn. Each Action Phase, a drone may spend up to 4 MPs; each MP moves the drone up to their **Speed Rating** in meters. Once a drone spends their third MP, they are considered running and must take the Run Free Action during the Action Phase in which they spend it and in each subsequent Action Phase of the Combat Turn. A drone may take the Run Free Action even if they do not spend their third MP in order to apply running modifiers.

If a drone moves in a straight line for the entire Action Phase, it may add its **Acceleration Rating** to its Speed Rating to determine how many meters it moves for each MP.

A drone may take a Complex Action (in addition to a Run Free Action) to make a Vehicle Test (a **Use Vehicle Skill** action) to move (Acceleration) extra meters per hit.

At the end of the Combat Turn, a drone that is running may choose to leave Tactical Combat and enter Chase Combat at the beginning of the next turn.

GROUND VEHICLE MOVEMENT

Vehicles move like drones except at faster relative speeds than drones. Each **Movement Point** (MP) moves the vehicle **3x its Speed Rating** in meters.

If a vehicle moves in a straight line for the entire Action Phase, it may add its **Acceleration Rating** to its Speed Rating (AFTER multiplying) to determine how many meters it moves for each MP.

At the end of the Combat Turn, a vehicle moving at any speed may choose to leave Tactical Combat and enter Chase Combat at the beginning of the next turn.

AERIAL VEHICLE MOVEMENT

Aerial Vehicles move like Ground Vehicles except at faster relative speeds than Ground Vehicles. Each **Movement Point** (MP) moves the Aerial Vehicle **9x its Speed Rating** in meters. Non-Rotorcraft/non-VTOL must spend a minimum of 1 MP per Combat Turn moving in a straight line in order to stay aloft.

In all other aspects, Aerial Vehicles behave like Ground Vehicles.

(++Note: Drone, Ground Vehicle, and Aerial Vehicle movement rules are meant for sustained Tactical Combat. If one side of the combat or other is attempting to flee, use the Chase Combat movement rules instead.)

CHASE COMBAT MOVEMENT

++Adds options for foot chases in Chase Combat.

METAHUMAN/SPIRIT MOVEMENT

In Chase Combat, the only Chase Action that pedestrians may take is **Catch-Up/Break Away** (using a Running + Strength [Physical] Test). Do not apply Terrain Modifiers to test thresholds but consider the effective Speed to be 1.

ACTIONS

++Consolidates and clarifies all combat actions.

A character may take one Free Action or Free Action (Modifier) plus two Simple Actions or one Complex Action during their Action Phase. Actions in *Italics* are Magic or Resonance Actions.

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

FREE ACTIONS

A character may take one Free Action during his own Action Phase or at some point later in the Initiative Pass. A character may take only a Free Action if they have an Initiative Score of zero or less during an Initiative Pass.

Free Actions generally require no Success Test.

CHANGE LINKED DEVICE MODE

A character may use a Free Action to activate, deactivate, or switch the mode on any device that is linked via Direct Neural Interface (DNI). This includes activating cyberware, changing smartgun firing modes or spread, switching a commlink to run silent, turning a device's wireless functionality off, etc.

COUNTERSPELLING (SPELL DEFENSE)

A sorcerer may use a Free Action to declare spell defense. Each Combat Turn, sorcerers have a pool of dice for spell defense equal to their Counterspelling skill. When a spell is cast, they may choose to use some or all of their Counterspelling dice to defend against an incoming spell. Against each spell, they choose how many dice from this pool to allocate for defense, and they select how many people are covered by these spell defense dice. Sorcerers can protect a number of people equal to their Magic Rating. These dice are then added to the defense tests of everyone covered.

The pool refreshes at the beginning of each Combat Turn but must be declared again as a Free Action. Dice used for this purpose are not available for Dispelling Actions.

DROP OBJECT

A character may use a Free Action to drop a held object or all held objects with a single action.

DROP PRONE

A character may use a Free Action to kneel or drop prone.

EJECT SMARTGUN CLIP

A character may use a Free Action to eject (and drop) a clip from a linked smartgun. It is a Simple Action to insert a clip.

SPEAK/TEXT/GESTURE

A character may use a Free Action to convey a short message in the space of a 3-second Combat Turn.

FREE ACTION (MODIFIERS)

A character may take one Free Action (Modifier) during her own Action Phase. Free Action (Modifiers) are Free Actions that change the way a subsequent Simple or Complex Action works.

CALL A SHOT

A character may Call a Shot to affect a subsequent Attack Action (*Cast Spell*, Cast Spell Recklessly**, Fire or Throw Weapon (Quick), Fire Weapon (Long), or a Melee Attack).

See **Combat Resolution (Called Shots)** for possible effects.

*Indirect, non-AOE spells only.

MULTIPLE ATTACKS

A character may use Multiple Attacks to attack multiple targets in a single action by splitting the dice pool of a subsequent Attack Action (*Cast Spell, Cast Spell Recklessly*, Fire or Throw Weapon (Quick), Fire Weapon (Long) or (Vehicle), or a Melee Attack). This action includes:

- Multiple targets with one weapon in each hand,
- Multiple targets with a single melee weapon,
- Multiple targets with a Long Burst, Semi-Auto Burst, or Full-Auto (Complex) firearm at Short or Medium range,
- Multiple attack spells cast with the same action.

The attacker's dice pool is calculated with all modifiers (Wound, Environment, Recoil, Situational, etc.) and then split as evenly as possible between all attacks. Each attack is handled separately. The total number of attacks made in a single Action Phase is limited to one-half the attacker's Combat Skill.

Edge spent on this adds to the pool before dividing and may re-roll failed dice in all pools.

QUICK DRAW

Test: (Weapon Skill) + Reaction [Physical] (3)

A character may use Quick Draw to attempt to combine a Ready or Draw Weapon with a Fire or Throw Weapon (Quick) action or a Melee Attack action. This may only be attempted with a properly holstered pistol, pistol-sized weapon or small throwing or melee weapon.

If using a quick-draw holster, reduce threshold to (2). If successful, the actions are combined into one Simple Action. If unsuccessful, they automatically take the Ready or Draw Weapon Simple Action.

Two weapons may be quick-drawn but the dice pool is split and off-hand penalties apply.

Glitch: Weapon is not drawn and a Simple Action is wasted.
Critical Glitch: Weapon is fumbled out of reach or fired.

RUN

A character may Run to inflict Running movement modifiers to Combat Resolution. A character that moves over his Walk Rate in a single Combat Turn automatically uses Run and cannot be combined with other Free Actions or Free Action (Modifiers) for the rest of the Combat Turn.

SIMPLE ACTIONS

A character may take two Simple Actions during his own Action Phase, though only one can be an Attack Action. Actions marked with an * may be Attack Actions.

CALL OR DISMISS SPIRIT

A conjurer may use a Simple Action to call a summoned spirit that has been placed on standby or free a summoned spirit from their control.

CAST SPELL RECKLESSLY*

A sorcerer may use a Simple Action to cast a spell more quickly, but with an added +3 Drain Value (see **Spellcasting**, p. 281).

If they take two *Cast Spell Recklessly* Actions in the same Action Phase, both spells receive the +3 DV and only one may be an Attack Action. Multiple Attacks may be added to the Attack Action spell to attack multiple targets.

CHANGE DEVICE MODE

A character may use a Simple Action to activate, deactivate, or change the mode on any device with a simple switch, a virtual button, or a command from a commlink, etc.

COMMAND SPIRIT

A conjurer may use a Simple Action to issue a command to a single spirit or group of spirits.

FIRE OR THROW WEAPON (QUICK)*

Test: (Combat Skill) + Agility [Accuracy] v. Intuition + Reaction

A character may use a Simple Action to fire or throw a ready weapon. No other Attack Actions may be taken in the same Action Phase. This action includes:

- Firing a projectile or Single Shot weapon (SS),
- Firing a firearm in Semi-Auto (SA) or Burst Fire (BF),
- Firing a firearm in Full-Auto (Simple),
- Throwing a thrown weapon.

Multiple Attacks may be added only if firing or throwing one weapon in each hand (off-hand penalties apply).

INSERT OR REMOVE CLIP

A character may use a Simple Action to insert or remove a firearm's clip. This includes drawing or stowing the clip.

OBSERVE IN DETAIL

Test: Perception + Intuition [Mental] (v. Variable)

A character may use a Simple Action to discover something that is not immediately obvious or something that is hidden (see **Using Perception**, p. 135).

A character capable of Astral Perception may make an Assensing + Intuition [Astral] Test with the number of hits determining how much is learned.

See **Assensing Table**, p. 313.

PICK UP OR PUT DOWN OBJECT

A character may pick up or put down a held object.

READY OR DRAW WEAPON

A character may use a Simple Action to ready a weapon for use. This may be a firearm, melee weapon, throwing weapon, projectile weapon, or mounted or vehicular weapon. A weapon must be ready before it can be used.

A character can ready a number of small throwing weapons equal to one-half his Agility per Simple Action.

SHIFT ASTRAL PERCEPTION

A character capable of Astral Perception may use a Simple Action to shift perception to or from Astral Space (see **Astral Perception**, p. 312).

STAND UP

Test: (Only if Wounded) Body + Willpower (2)

A prone character may use a Simple Action to stand up.

TAKE AIM

A character may Take Aim with a ready firearm, projectile weapon, throwing weapon, or an indirect combat spell as a Simple Action. Take Aim actions are cumulative, but the benefits are lost if the character takes any other kind of action–including a Free Action–at any time before attacking. Take Aim actions may be extended over multiple Action Phases.

Each Take Aim action applies a +1 dice pool modifier or a +1 [Limit] increase to the Attack Test. The maximum bonus a character may gain from sequential Take Aim actions, either to her limit or her dice pool, is equal to one-half the character's Willpower.

If the character is using image magnification or a targeting scope, Take Aim must be used to line up the shot in order to receive the bonus from the item. In this case the first action of Take Aim does not provide any additional bonus beyond enabling the function of the device.

TAKE COVER

A character may use a Simple Action to gain a cover bonus to their defense test. Good Cover is determined by the GM.

USE FOCUS OR PREPARATION

Test: Potency + Force [Force] v. (variable)

An awakened character may use a Simple Action to activate a preparation with a Command trigger. There is no test to activate a focus they are carrying and have bonded.

USE SENSORS (VEHICLE)

Test: Perception + Intuition [Sensor] v. Variable

A character with access to sensors may make a Sensor Test (see **Sensor Attacks**, p. 184). Net hits reduce a target's defense dice pool versus Gunnery Attacks.

USE SIMPLE DEVICE OR OBJECT

A character may use a Simple Action to use any simple device or object. Simple devices are those that are activated with a simple movement like a thumb trigger or tapping an icon.

COMPLEX ACTIONS

A character may take one Complex Action during his own Action Phase.

BANISH SPIRIT

Test: Banishing + Magic [Astral] v. spirit's Force (+ summoner's Magic if bound)

A conjurer may use a Complex Action to enter into a Banishing Contest. Net hits reduce the services owed by the spirit. Drain Value is equal to twice the hits on the spirit's defense test, with a minimum Drain Value of 2.

See **Banishing**, p. 301.

CAST SPELL

Test: Spellcasting + Magic [Force] v. (variable)

A sorcerer may use a Complex Action to cast a spell.

See **Spellcasting**, p. 281.

CONTROL VEHICLE (VEHICLE)

A vehicle operator must use a Complex Action to keep a vehicle under control. Until this action is taken, a vehicle is considered uncontrolled at the end of the Combat Turn and may crash or be taken over by the vehicle's onboard Pilot program. Characters in an uncontrolled vehicle are considered distracted.

DISPELL SPELL

Test: Counterspelling + Magic [Astral] v. spell's Force + caster's Magic Rating

A sorcerer may use a Complex Action to counter a sustained or quickened spell. Every net hit reduces the number of hits the caster had in casting the spell. Drain Value is equal to the casting of the spell.

See **Dispelling**, p. 295.

DISJOIN PREPARATION

Test: Disenchanting + Magic [Astral] v. preparation's Force + alchemist's Magic Rating

An alchemist may use a Complex Action to disjoin a preparation. Every net hit reduces the preparation's Potency by one. Drain Value is equal to the preparation of the item.

See **Disjoining**, p. 307.

ERASE ASTRAL SIGNATURE

A character capable of Astral Perception may use a Complex Action to reduce the amount of time it takes for an astral signature to fade by one hour. No test is needed.

FIRE WEAPON (LONG)

Test: (Combat Skill) + Agility [Accuracy] v. Intuition + Reaction

A character may use a Complex Action to fire a ready weapon. This action includes:

- Firing a firearm in Semi-Automatic-Burst (SB), Long-Burst (LB), or Full-Auto (complex).
- Firing a Full-Auto firearm as **Suppressive Fire***.

*No Free Action (Modifiers) may be taken.

Multiple Attacks may be added if firing one weapon in each hand (off-hand penalties apply). Multiple Attacks may be added if firing at multiple targets in Short or Medium range.

See **Suppressive Fire**, p. 179.

FIRE WEAPON (VEHICLE)*

Test: Gunnery + Agility [Accuracy or Sensor] v. Intuition + Reaction.

A character or drone may use a Complex Action to fire a ready mounted or vehicle weapon (see **Vehicle Combat**, p. 198). Multiple Attacks may be added if firing at multiple targets in Short or Medium range in Semi-Automatic Burst (SB), Long Burst (LB), or Full-Auto (complex) mode.

MELEE ATTACK

Test: (Combat Skill) + Agility [Accuracy] v. Intuition + Reaction

A character may use a Complex Action to make a Melee Attack. Multiple Attacks may be added if attacking with one weapon in each hand (off-hand penalties apply). Multiple Attacks may be added if attacking multiple targets within melee range.

A character capable of Astral Projection or Perception may use a Complex Action to make an Astral Combat Attack instead (see **Astral Combat**, p. 315).

This action is used to subdue and maintain grapples.

RELOAD FIREARM

A character may use a Complex Action to reload any firearm.

SHIFT ASTRAL PROJECTION

A character capable of Astral Projection may use a Complex Action to project to Astral Space or return from Astral Space (see **Astral Projection**, p. 313).

SUMMON SPIRIT

Test: Summoning + Magic [Force] v. spirit's Force

A conjurer may use a Complex Action to summon a spirit. Net hits gain services owed by the spirit. Drain Value is equal to twice the hits on the spirit's defense test, with a minimum Drain Value of 2.

See **Summoning**, p. 300.

USE PHYSICAL SKILL

A character may use a Complex Action to use an appropriate Physical Skill (see **Using Skills**, p. 128). These actions may sometimes be combined with other actions.

USE SOCIAL SKILL

A character may use a Complex Action to use an appropriate Social Skill (see **Using Social Skills**, p. 139). These actions may sometimes be combined with other actions.

USE VEHICLE SKILL (VEHICLE)

A character may use a Complex Action to use an appropriate Vehicle Skill or perform a Chase Action.

See **Vehicle Combat**, p. 202.

INTERRUPT ACTIONS

++Consolidates and clarifies Interrupt Actions. Introduces Hit the Deck *and* Surprised *to fit existing mechanics.*

Interrupt Actions may be taken outside of a character's allocated Action Phase to take a defensive action out of turn. A character must reduce a positive Initiative Score by the listed amount to take an Interrupt Action. An Interrupt Action may deny a character an Action Phase if his Initiative Score drops to zero or below. Some Interrupt Actions may be forced on characters in certain circumstances.

BLOCK
(-5 INITIATIVE SCORE)

A character may choose to use her own unarmed combat skill to block incoming melee attacks as an Interrupt Action. The defending character can add her Unarmed Combat skill and [Physical] limit to a single defense test. This is a one-time add, that may be taken multiple times in a Combat Turn.

DODGE
(-5 INITIATIVE SCORE)

A character may choose to use her skill to dodge incoming melee or vehicle ram attacks as an Interrupt Action. The defending character can add her Gymnastics skill and [Physical] limit to a single defense test. This is a one-time add, that may be taken multiple times in a Combat Turn.

EVASIVE DRIVING (VEHICLE)
(-10 INITIATIVE SCORE)

A vehicle driver or drone may choose to focus on deliberately avoiding incoming attacks as an Interrupt Action. The defending vehicle driver or drone can add his Willpower (or Pilot) to any vehicle defense tests for the entire Combat Turn.

FULL DEFENSE
(-10 INITIATIVE SCORE)

A character may choose to focus on deliberately avoiding incoming attacks as an Interrupt Action. The defending character adds her Willpower to any defense tests (melee, ranged, spell, etc.) for the entire Combat Turn. The bonus is also cumulative with other Interrupt Actions.

HIT THE DECK
(-5 INITIATIVE SCORE)

A character may choose to Drop Prone when caught in an Area Attack (like grenades or indirect area combat spells) using this action. The defending character may add any current ranged defense test modifiers to his damage resistance test instead but is considered prone on their next Action Phase. If dropping prone would provide cover, it may be considered immediately for this Interrupt Action.

HIT THE DIRT
(-5 INITIATIVE SCORE)

A character may choose to Drop Prone when caught by Suppressive Fire using this action. The defending character does not need to make the Reaction + Edge Test but is considered prone on their next Action Phase.

INTERCEPT
(-5 INITIATIVE SCORE)

A character may choose to take an Interrupt Action to intercept an opponent within Reach who attempts to move past him or break out of melee combat. The Intercept Action allows a single melee attack out of turn. If the modified DV (before damage resistance) is equal to the opponent's Physical limit, the opponent is stopped from moving for the rest of the Action Phase.

PARRY
(-5 INITIATIVE SCORE)

A character may choose to use her own melee weapon skill to deflect incoming melee attacks as an Interrupt Action. The defending character can add her melee weapon skill and [Physical] limit to a single defense test. This is a one-time add, that may be taken multiple times in a Combat Turn.

SPELL SHIELD
(-5 INITIATIVE SCORE)

A sorcerer who has not yet allocated Counterspelling (Spell Defense) may do so as an Interrupt Action.
See **Free Action (Counterspelling)**.

SURPRISED
(-10 INITIATIVE SCORE)

Test: Intuition + Reaction (3)
A character who fails a Surprise Test is forced to take a Surprised Interrupt Action. Modifiers to the test:
- Alerted to danger   +3
- Setting an ambush   +6

A surprised character is unaware of attacks and may take no other Interrupt Actions until his first Action Phase.
Glitch: Character startles in a way determined by the GM.
Critical Glitch: Character may not act in first Action Phase.

EXTENDED ACTIONS
++Modifies Alchemy and availability.

Extended Actions may take minutes, hours, or days. Extended Actions may or may not include Extended Tests.

ALCHEMY

Test: Alchemy + Magic [Force]

An enchanter may use Alchemy to create a magical **preparation**. She must choose a spell, a Force, a lynchpin, and a trigger. She must spend one minute and one Reagent per Force of the preparation to prepare the lynchpin. The preparation's **Potency** is equal to the hits of the test.

The Drain Value is the same as for the spell, plus additional Drain based on the chosen trigger:

- **Command** (+2): Preparation activates when the enchanter takes a Use Focus or Preparation Simple Action.
- **Contact** (+1): Preparation activates when it next touches either: a living being, a materialized spirit, a mana barrier, or the Gaeasphere (chosen by the alchemist before Alchemy test).
- **Time** (+1): Preparation activates after chosen amount of time has elapsed.

The preparation lasts for (Potency x 3) hours or until triggered. When triggered, it activates as a spell cast using Potency + Force [Force] instead of Spellcasting + Magic [Force] and then becomes magically inert.

Sustained spells last without concentration for (Potency) minutes. Permanent spells last until permanent. There is no Drain Value for activating a preparation and no Edge may be spent on the activation.

BIND SPIRIT

Test: Binding + Magic [Force] v. spirit's Force x 2

A conjurer may use Bind Spirit to compel long-term services from a spirit already summoned. The conjurer must spend 1 hour and 25 Reagents per Force of the summoned spirit. Net hits gain long-term services owed by the spirit. Drain Value is equal to twice the hits on the spirit's defense test, with a minimum Drain Value of 2.

See **Binding**, p. 300.

SWAG (BUYING GEAR)

Test: Extended Etiquette (Specialty) + Charisma [Social] (Availability, 1 day)

A character may attempt to purchase equipment by making an Extended Test using the item's Availability as a threshold. Extraordinary items (determined by the GM) may have their interval increased. The item may be bought for book price.

- Street Cred may act as a dice pool bonus or a limit increase.
- Contacts may aid with a Teamwork Test.
- Contacts may act alone, see Contacts (Material Favors). Contacts will automatically succeed on any

Availability equal to their Connection Rating + Specialty.

After a seller is located, an opposed Negotiation Test may be used to determine final cost.

Glitch: Book price increases by 10% per glitch.

Critical Glitch: Seller is not available/unwanted attention.

SWAG (SELLING GEAR)

Test: Extended Etiquette (Specialty) + Charisma [Social] (Availability, 1 day)

A character may attempt to fence equipment by making an Extended Test using the item's Availability as a threshold. Extraordinary items (determined by the GM) may have their interval increased. The item may be sold for 25% of the book price.

- Street Cred may act as a dice pool bonus or a limit increase.
- Contacts may aid with a Teamwork Test.
- Contacts may act alone and will offer 5% book price times Loyalty Rating.

After a buyer is located, an opposed Negotiation Test may be used to determine final cost.

Glitch: Book price decreases by 10% per glitch.

Critical Glitch: Buyer is not available/unwanted attention.

MATRIX ACTIONS

++Rebalances and renames some Matrix Actions, normalizes tests, adds functionality, introduces Debug Code.

Matrix Actions are Actions but may be taken only by characters with access to AR or VR mode and access to a grid or host. Characters in AR mode may take Matrix Actions and non-Matrix Actions. Characters in VR mode may take only Matrix Actions or (Vehicle) Actions. Where noted, some Matrix Actions require a number of marks on the target. If no marks are noted, the action may be taken only by an owner on an owned device.

Actions in *Italics* are Resonance Actions.

FREE MATRIX ACTIONS

CONTROL DEVICE (FREE ACTION)
Marks Required: 1
A character may use a Free Action to perform a Free Action through a device that she controls. Any tests performed use the appropriate skill and attribute normally used for this action and either the normal limit for that test or Data Processing, whichever is lower.

Multiple devices may be controlled at the same time but the dice pool is split evenly and they must perform the same action.

LOAD OR UNLOAD PROGRAM
A character may use a Free Action to load or unload a program, agent, autosoft, etc. to an open program slot.

SEND MESSAGE/IMAGE
A character may use a Free Action to send a file, image, short message, or video to any known commcodes. A live feed of any digital imaging devices may also be sent.

SWAP PROGRAMS OR MATRIX ATTRIBUTES
A character may use a Free Action to swap two Matrix Attributes or to swap two programs.

SIMPLE MATRIX ACTIONS
Actions marked with an * may be Attack Actions.

CALL OR DISMISS SPRITE
A technomancer may use a Simple Action to call a registered sprite that has been placed on standby or to free a registered sprite from their control.

CONTROL DEVICE (SIMPLE ACTION)
Marks Required: 2
A character may use a Simple Action to perform a Simple Action through a device that she controls. Any tests performed use the appropriate skill and attribute normally used for this action and either the normal limit for that test or Data Processing, whichever is lower.

Multiple devices may be controlled at the same time but the dice pool is split evenly and they must perform the same action.

COMMAND DRONE
A character may use a Simple Action to issue a command to a single drone or group of drones in a PAN.

COMMAND SPRITE
A technomancer may use a Simple Action to issue a command to a single sprite or group of sprites.

CRACK FILE*
Marks Required: 1
Test: Hacking + Logic [Sleaze] v. Protection Rating x2
A character may use a Simple Action to remove the protection from a file. A protected file may not be copied or read. This action is needed only against protected files. The mark must be on the device or host that holds the file.

CRASH PROGRAM*
Marks Required: none
Test: Cybercombat + Logic [Attack] v. Intuition + Data Processing
A character may use a Simple Action to overload part of a target's memory and scramble one of its running programs per two net hits. The programs end and cannot be restarted until the device it was running on is rebooted. This action does not work on IC or hosts.

CYBERCOMBAT ACTIONS
See **CRASH PROGRAM***
See **DATA SPIKE***

DATA SPIKE*
Marks Required: none
Test: Cybercombat + Logic [Attack] v. Intuition + Firewall
A character may use a Simple Action to send harmful codes to a device or persona, causing Matrix Damage to the target. The attack has a Damage Value equal to Attack Rating plus one additional box of damage per net hit, and two additional boxes of damage per mark on the target. Matrix Damage is resisted by Device Rating + Firewall.

DEBUG CODE
A character may Debug Code with a cyberdeck or Remote Control Console as a Simple Action. Debug Code actions are cumulative, but the benefits are lost if the character takes any other kind of action–including a Free Action–at any time before acting. Debug Code actions may be extended over multiple Action Phases.

Each Debug Code action applies a +1 dice pool modifier or a +1 [Limit] increase to the test. The maximum bonus a character may gain from sequential Debug Code actions, either to her limit or her dice pool, is equal to one-half the character's Data Processing.

SIMPLE MATRIX ACTIONS (Cont.)

ELECTRONIC WARFARE ACTIONS
See **HIDE SIGNAL**
See **SNOOP SIGNAL**

GRID OR HOST HOP
Marks Required: none (Grid); 1 (Host)
A device owner may use a Simple Action to enter a host on which he has a mark or hop to a grid to which he has legitimate access. When exiting a host, a character returns to the grid from which they entered. A link-locked persona may not Grid or Host Hop.

HACKING ACTIONS
See **CRACK FILE***
See **SPOOF COMMAND***

HIDE SIGNAL
Test: Electronic Warfare + Logic [Firewall] v. Intuition + Data Processing (or Intuition + Sensors for active targeting)
A character may use a Simple Action to hide from another icon by blending with the Noise of the Matrix. If successful, the target stops spotting the hiding persona and must use a Matrix Perception action to find it again.   A character cannot hide from an icon with a mark on her.

A character may use this action to reduce active targeting Sensor hits on her. For every net hit, reduce target's lock by one hit.

Hide Signal is not the same as Running Silent (see **Matrix Resolution (Running Silent)**).

INVITE OR ERASE MARK
Marks Required: 3
Test: Computer + Logic [Firewall] v. Intuition + Data Processing

A character may use a Simple Action to invite a mark on a device, persona, file, etc. The number of marks is specified upon invitation. Invited marks are placed with a Send Message/Image Action. No test is needed for an owner.

A character may also use this action to attempt to erase marks on a device, persona, file, etc. Marks required are on the device being cleared. Two marks may be erased with the same action by taking a -4 dice pool penalty. Three marks may be erased by taking a -10 dice pool penalty. All marks must be on the same icon and from the same icon.

JACK OUT OR JUMP OUT
Test: Hardware + Willpower [Firewall] v. Logic + Attack
A character may use a Simple Action to jack out of the Matrix or jump out of a rigged vehicle. If the character was in VR, they suffer dumpshock. An Opposed Test is needed only if the character is link-locked. A single test is needed to beat each link-locking persona.

JUMP INTO RIGGED DEVICE (FROM VR OR DNI)
Marks Required: 3
A rigger (with Control Rig) in VR mode or connected via DNI may use a Simple Action to jump into a device with a rigger adaptation. With an RCC, it is possible to jump from one device into another device on its PAN. If there is someone else already jumped into the device, this Matrix Action fails.

MATRIX PERCEPTION
Test: Computer + Intuition [Data Processing] (v Logic + Sleaze)
A character may use a Simple Action to analyze icons in the Matrix. One data point on one icon is gained per hit. The presence of Data Bombs and the presence and number of icons running silently within 100 meters may also be detected.

A character may subsequently use this action to spot an icon running silently with an Opposed Test. The first net hit successfully spots the icon. Further hits act as above.

A separate use of this action (threshold 2) can check a user's current Overwatch Score.

SNOOP SIGNAL
Marks Required: 1
Test: Electronic Warfare + Logic [Sleaze] v. Intuition + Firewall
A character may use a Simple Action to intercept Matrix traffic sent to and from a target for as long as the target is marked. Information may be saved for later or viewed/read live.

SPOOF COMMAND*
Marks Required: 1
Test: Hacking + Logic [Sleaze] v. Intuition + Firewall
A character may use a Simple Action to spoof a device's owner's identity, making the device think that a command comes from its owner. The mark must be on the owner. The test is made against the device. This works against devices and agents only and lacks the control of Control Device actions.

SWITCH INTERFACE MODE
A character may use a Simple Action to switch perception to or from AR or VR (cold or hot). Switching to VR causes her physical body to go limp. Switching interface mode will increase or decrease Initiative Score accordingly. A link-locked persona may not Switch Interface Modes.

*THREAD RECKLESSLY**
A technomancer may use a Simple Action to thread a complex form more quickly, but with an added +3 Fading Value (see **Threading**, p. 251).

If they take two *Thread Recklessly* Actions in the same Action Phase, both forms receive the +3 FV and only one may be an Attack Action. Multiple Matrix Attacks may be added to the Matrix Attack Action to attack multiple targets.

COMPLEX MATRIX ACTIONS

BRUTE FORCE HACK
Marks Required: none
Test: Cybercombat + Logic [Attack] v. Intuition + Firewall

A character may use a Complex Action to mark a target without obtaining the normal permissions needed. This is for hackers emphasizing Attack over Sleaze.

If successful, one mark is placed on the target. Before rolling, a character may take a -4 dice pool penalty to place two marks at once or may take a -10 dice pool penalty to place three marks at once.

If desired, 1 DV of Matrix damage may be inflicted for every two full net successes, resisted by DR + Firewall.

This action may also be used to hop to a grid for which a hacker has no legitimate access. The defense dice pool in this case is 4 dice for a local grid or 6 dice for a global grid. If successful, they hop to that grid immediately without alerting the Grid.

CONTROL DEVICE (COMPLEX ACTION)
Marks Required: 3

A character may use a Complex Action to perform a Complex Action through a device that she controls. Any tests performed use the appropriate skill and attribute normally used for this action and either the normal limit for that test or Data Processing, whichever is lower.

Multiple devices may be controlled at the same time but the dice pool is split evenly and they must perform the same action.

COMPILE SPRITE
Test: Compiling + Resonance [Level] v. sprite's Level

A technomancer may use a Complex Action to compile a sprite. Net hits gain tasks owed by the sprite. Fading Value is equal to twice the hits on the sprite's defense test, with a minimum Fading Value of 2.

See **Compiling**, p. 254.

COMPUTER ACTIONS
See **EDIT FILE**
See **TRACE ICON**

DECOMPILE SPRITE
Test: Decompiling + Resonance [Social] v. sprite's Level (+ compiler's Resonance if registered)

A technomancer may use a Complex Action to decompile a sprite. Net hits reduce the tasks owed by the sprite. Fading Value is equal to twice the hits on the sprite's defense test, with a minimum Fading Value of 2.

See **Decompiling**, p. 256.

DISARM DATA BOMB
Marks Required: none
Test: Software + Logic [Firewall] v. Data Bomb Rating x2

A character may use a Complex Action to disarm a Data Bomb that has been detected on a file. If successful, the Data Bomb is removed. If unsuccessful, the Data Bomb activates, causing damage and destroying files.

EDIT FILE
Marks Required: 1
Test: Computer + Logic [Data Processing] (v. Intuition + Firewall)

A character may use a Complex Action to create, change, copy, delete, or protect a file. The mark must be on the file owner or the host that holds the file. Each action is enough to change one detail of the file. Continuous edits require Edit File actions each Combat Turn.

Copies made are owned by the character performing the Edit File Action. A protected file may not be changed, copied, deleted, or read until its protection is broken.

A file owner uses this action to set protection on a file. This test is not resisted. The Protection Rating is equal to the hits on the test.

ELECTRONIC WARFARE ACTIONS
See **JAM SIGNAL**
See **SCRUB SIGNAL**

ERASE RESONANCE SIGNATURE
Test: Computer + Resonance [Attack] v. Signature Rating x2

A technomancer may use a Complex Action to erase a Matrix signature left by a Resonance being. If successful, the signature is erased.

FORMAT DEVICE
Marks Required: 3
Test: Software + Logic [Sleaze] v. Intuition + Firewall

A character may use a Complex Action to rewrite the boot code for a device. The next time it would reboot, it instead shuts down and loses all electronic or wireless functions until its software can be replaced with an Extended Software + Logic [Mental] (12, 1 hour) Test.

JAM SIGNAL
Marks Required: 1
Test: Electronic Warfare + Logic [Attack] v. Intuition + Firewall

A character may use a Complex Action to jam another device's signal. The target's Noise Rating is increased by net successes until the end of the next Combat Turn. A successful Reboot Device or Erase Mark (all marks) action, or destroying the jamming device cancels the Noise Rating increase immediately. Noise from Jam Signal does not stack with itself and is cancelled by Noise Reduction as normal. This action does not work on IC or hosts.

JUMP INTO RIGGED DEVICE (FROM AR)

Marks Required: 3

A rigger (with Control Rig) in AR mode may use a Complex Action to jump into a device with a rigger adaptation. If there is someone else already jumped into the device, the Matrix Action fails.

KILL COMPLEX FORM

Test: Software + Resonance [Mental] v. complex form's Level + threader's Resonance

A technomancer may use a Complex Action to kill a sustained complex form. Every net hit reduces the number of hits the threader had in threading the complex form. Fading Value is equal to the threading of the complex form.

MARK TARGET

See **BRUTE FORCE HACK**
See **STEALTH HACK** ("HACK ON THE FLY")

REBOOT DEVICE

Marks Required: 3
Test: Computer + Logic [Data Processing] v. Intuition + Firewall

A character may use a Complex Action to shut down a device. It returns online at the end of the next Combat Turn or after a specified time has lapsed. Anyone with physical access to the device may override this delay.

A persona on a rebooted device loses all marks and her OS is reset to zero. If in VR, the character suffers dumpshock. An owner need not test, though a link-locked device may not be rebooted.

SCRUB SIGNAL

Test: Electronic Warfare + Logic [Data Processing]

A character may use a Complex Action to cut through Noise. The hits act as Noise Reduction until the end of the next Combat Turn.

SET DATA BOMB

Marks Required: 1
Test: Software + Logic [Sleaze] v. Device Rating x2

A character may use a Complex Action to set a Data Bomb on a file. The chosen Data Bomb rating may not exceed the net successes of the test.

The Data Bomb is triggered when someone attempts to read, edit, copy, protect, delete, or set a Data Bomb on a file before disarming it. When the Data Bomb activates, it causes (Rating) D6 Matrix Damage resisted by Device Rating + Firewall and then the Data Bomb deletes itself. It may also delete the file to which it is attached, if desired. Data Bombs may only be detected through a Matrix Perception test.

SOFTWARE ACTION

See **DISARM DATA BOMB**
See **SET DATA BOMB**

STEALTH HACK ("HACK ON THE FLY")

Marks Required: none
Test: Hacking + Logic [Sleaze] v. Intuition + Firewall

A character may use a Complex Action to mark a target without obtaining the normal permissions needed. This is for hackers emphasizing Sleaze over Attack.

If successful, one mark is placed on the target. Before rolling, a character may take a -4 dice pool penalty to place two marks at once or may take a -10 dice pool penalty to place three marks at once.

Every two full net successes count as one success on a Matrix Perception Test on the target.

This action may also be used to hop to a grid for which a hacker has no legitimate access. The defense dice pool in this case is 4 dice for a local grid or 6 dice for a global grid. If successful, they hop to that grid immediately. If unsuccessful, the action does not alert the Grid.

THREAD COMPLEX FORM

Test: Software + Resonance [Level] v. (variable)

A technomancer may use a Complex Action to thread a complex form.

See **Threading**, p. 251.

TRACE ICON

Marks Required: 1
Test: Computer + Logic [Data Processing] v. Intuition + Sleaze

A character may use a Complex Action to locate the physical location of a device or persona in the Matrix for as long as the target is marked. This action does not work on IC or hosts.

If a traced device is within 100 meters, the character may relay this information via Send Message/Image to any number of wireless smartguns or sensor-targeted weapons. Every turn this Free Action is used, the net hits from the Trace Icon action act as Sensor hits on the device or the physical carrier (not necessarily owner) of the device.

The character may maintain traces on a number of targets at one time equal to her Data Processing.

INTERRUPT MATRIX ACTIONS

Interrupt Actions may be taken outside of a character's allocated Action Phase to take a defensive action out of turn. A character must reduce a positive Initiative Score by the listed amount to take an Interrupt Action. An Interrupt Action may deny a character an Action Phase if his Initiative Score drops to zero or below. Some Interrupt Actions may be forced on characters in certain circumstances.

FULL MATRIX DEFENSE
(-10 INITIATIVE SCORE)

A character may choose to focus on deliberately avoiding incoming Matrix Actions as an Interrupt Action. The defending character adds his Willpower to any Matrix defense tests for the entire Combat Turn.

EXTENDED MATRIX ACTIONS

++Modifies Control Device and Matrix Search.

Extended Actions may take minutes, hours, or days. Extended Actions may or may not include Extended Tests.

CONTROL DEVICE (EXTENDED ACTION)

Marks Required: 3

A character may use Control Device to perform a Extended Action through a device that she controls. Any tests performed use the appropriate skill and attribute normally used for this action and either the normal limit for that test or Data Processing, whichever is lower.

Multiple devices may be controlled at the same time but the dice pool is split evenly and they must perform the same action.

MATRIX SEARCH

Test: Extended Computer + Intuition [Data Processing] (variable threshold, variable interval)

A character may use Matrix Search to locate information on the Matrix or in a Host. The threshold and interval depend on the availability and quality of information in question. To find information within a host, a character must be inside that host.

See **Matrix Search Table**.

REGISTER SPRITE

Test: Registering + Resonance [Level] v. sprite's Level x2

A technomancer may use Register Sprite to compel long-term tasks from a sprite already compiled. The technomancer must spend 1 hour per Level of the compiled sprite. Net hits gain long-term tasks owed by the sprite. Fade Value is equal to twice the hits on the sprite's defense test, with a minimum Drain Value of 2.

See **Registering**, p. 256.

COMBAT RESOLUTION

++Consolidates all and rebalances some dice pool modifiers.

Some Action and Matrix Action modifiers apply universally to all attack, defense, or skill tests. There are never modifiers for damage resistance tests (including resisting direct combat spells, Matrix damage, toxins, etc.).

DELAYED ACTION (-1)

This modifier applies when a character has taken a Delayed Action Phase to take a Simple or Complex Action on a lower Initiative Score.

DISTRACTED (-2)

This modifier applies when a character is not fully concentrating on a test. Unless specified, distraction penalties do not stack. The following may qualify as distractions:

- **Augmented Reality** may distract from Matrix actions or non-Matrix Actions if there are Tests for both.
- **Astral Perception** distracts from mundane tasks.
- **Concentration** on a spell or complex form is a stacking distraction. This applies once for each spell or complex action sustained.
- **Disorientation** from toxins, pathogens or dump-shock.
- **Melee Attacks** are a distraction for any activity other than melee combat.
- **Uncontrolled Vehicles** are a distraction for any activity.

WOUNDED

This modifier applies when a character has taken damage to their stun or physical damage tracks. Characters take a progressive -1 for every 3 boxes of damage on either damage track. Stun damage and Physical damage wound modifiers stack.

RANGED ATTACK MODIFIERS

Actions marked with a * appear on both Ranged and Melee Attack Modifiers but have substantially different effects.

ATTACKER BLIND FIRES (-6)

This modifier applies when firing around corners or over cover without line of sight to the target. With a camera or smartgun equipped, the modifier is halved.

ATTACKER CALLS A SHOT* (-4)

This modifier applies when an attacker calls a shot to achieve something extraordinary such as:

- **Disarming** an opponent of an item (no damage).
- **Distracting** until end of next Combat Turn.
- **Intimidating**: Force an opponent to Dodge.
- **Striking Vitals:** +2 DV to the damage.

As long as the attacker has one net success, the called shot effect takes place.

ATTACKER HAS (GEAR)

This modifier applies when attacking with certain street gear equipped and wirelessly active:

- Laser Sight   +1
- Smartgun (Gear)   +1
- Smartgun (Implant)   +2

ATTACKER IN A MOVING VEHICLE (-2)

This modifier applies when attacking with an unmounted weapon from a moving vehicle.

ATTACKER RUNNING* (-2)

This modifier applies when moving over the Walk Rate or after taking the Run Free Action.

ATTACKER USING OFF-HAND (-2)

This modifier applies when attacking with an off-hand. If the Multiple Attacks Free Action is taken with the attack, this applies to the dice pool before splitting.

ENVIRONMENT* (-2, -4, -6)

Only the most severe penalty applies from the **Visibility, Light/Glare, Wind,** and **Range** columns from the Environmental Modifiers Table.

Certain devices, qualities, or magic may act as Environmental Compensation.

RECOIL

This modifier applies when a character's Recoil Compensation is overwhelmed by Recoil from firing too many rounds for too long. Base Recoil Compensation is:

- **Metahuman (STR 1-3)**   2
- **Metahuman (STR 4-6)**   3
- **Metahuman (STR 7-9)**   4
- **Metahuman (STR 10-12)**   5
- **Vehicle or Drone**   BOD

Certain firearms and devices add Recoil Compensation (RC). If the Multiple Attacks Free Action is taken with the attack, apply total Recoil penalty to the dice pool before splitting. Recoil penalties are cumulative over every Action Phase and Combat Turn unless a character takes, or is forced to take, a Simple or Complex action other than shooting.

Recoil Modifier

[Base Recoil Compensation + RC of weapon(s) fired] – Total rounds fired in consecutive Action Phases
(Apply only negative values of Recoil Mod.)

MELEE ATTACK MODIFIERS

Actions marked with a * appear on both Ranged and Melee Attack Modifiers but have substantially different effects.

ATTACKER CALLS A SHOT* (-4)

This modifier applies when an attacker calls a shot to achieve something extraordinary such as:

- **Altering Damage** from Stun to Physical.
- **Disarming** an opponent of an item (no damage).
- **Distracting** until end of next Combat Turn.
- **Knocking** an opponent prone (no damage).
- **Striking Vitals:** +2 DV to the damage.

As long as the attacker has one net success, the called shot effect takes place.

ATTACKER HAS ALLY IN MELEE (-2)

This modifier applies when an ally is within Reach of a target regardless of how many allies are helping.

ATTACKER HAS INFERIOR POSITION (-2)

This modifier applies when attacking from a significantly inferior position in footing or mobility such as:

- While prone,
- While restrained,
- While on unstable ground, unlike target.

ATTACKER HAS SUPERIOR POSITION (+2)

This modifier applies when attacking from a significantly superior position in footing or mobility such as:

- From behind, or above,
- While attacking a restrained target,
- While on stable ground, unlike target.

ATTACKER IN A MOVING VEHICLE (-2)

This modifier applies when attacking from a moving vehicle unless using Gunnery with a properly mounted weapon.

ATTACKER RUNNING (CHARGING)* (+2)

This modifier applies when attacking after taking the Run Free Action in the same Action Phase.

ATTACKER USING OFF-HAND (-2)

This modifier applies when attacking with an off-hand. If the Multiple Attacks Free Action is taken with the attack, this applies to the dice pool before splitting.

ATTACKER USING TOUCH-ONLY (+2)

This modifier applies when an attack needs only touch an opponent to succeed, such as contact poison, shock weapons, or touch spells. Ties go to the attacker in this case.

ENVIRONMENT* (-2, -4, -6)

Only the most severe penalty applies from the **Visibility** and **Light/Glare** columns on the Environmental Modifiers Table.

Certain devices, qualities, or magic may act as Environmental Compensation.

DEFENSE MODIFIERS

DEFENDER IN A MOVING VEHICLE (+2/+4)

This modifier applies when in or on a moving vehicle. If the vehicle is moving in **Chase Combat**, apply a +4 dice pool modifier instead. Good Cover may apply as well.

DEFENDER PREVIOUSLY ATTACKED (-1)

This modifier applies when a character has defended against at least one other attack since his last Action Phase. Apply a cumulative -1 modifier for each additional defense roll.

DEFENDER UNAWARE OF ATTACK

When a defender is attacked while unaware, there is no defense test. This may occur when surprised or to a physical body while in VR or Astrally Projecting, etc.

DEFENDER HAS COVER (+1 HIT/+2 HITS)

When a defender is attacked while behind a barrier, there are bonus hits added to the defense test. The bonus is 1 hit for incidental cover or for being prone at a distance. The bonus is 2 hits for taking the Take Cover Simple Action.

DEFENDER RUNNING (+2)

This modifier applies when moving over the Walk Rate or after taking the Run Free Action.

ATTACKER FIRING FLECHETTE (-1, -3, -5)

This modifier applies when defending against flechette ammunition such as shotguns. Each spread setting has a Damage Value modifier, a maximum range and a Choke Rating:

- **Narrow**   -0 DV   Extreme   1
- **Medium***   -2 DV   Long   3
- **Wide***   -4 DV   Medium   5

The Choke Rating determines the negative defense modifier. Flechette attacks may hit multiple targets (using the same roll) without taking the Multiple Attacks Free Action. The Choke Rating determines the maximum targets within the maximum spread (in meters) at the maximum range. For each range category closer, reduce the maximum targets and maximum spread (in meters) by half (rounded up); the DV and defense modifiers remain.

*May not be used for a Called Shot.

ATTACKER FIRING (MODE)

This modifier applies when defending against bursts of bullets. Parenthesis show the number of bullets fired:

- **Semi-Auto Burst** or **Burst Fire**   (3)   -2
- **Long Burst** or **Full-Auto (Simple)** (6)   -5
- **Full-Auto (Complex)**   (10)   -9

REACH (-2/+2)

Compare the Reach of both combatants. If the attacker has greater Reach, apply a -2 dice pool modifier. If the defender has greater Reach, apply a +2 dice pool modifier.

MATRIX RESOLUTION

++Consolidates dice pool modifiers. Rebalances Noise.

Matrix Action modifiers apply to any Matrix Action and any (Vehicle) Action while controlling a vehicle through a wireless link. Actions marked with a * are mutually exclusive; you may not benefit from more than one at a time.

TARGETING CROSS-GRID (-2)

This modifier applies when the target of a Matrix Action is on a different grid than the attacker.

NOISE

This modifier applies when a character's Noise Reduction is overwhelmed by Noise from **Distance, Spam Zones, Static Zones**, or other **Impediments** (like wireless negation paint, wallpaper, or being on a Public Grid).

Noise Reduction comes from devices like RCCs and datajacks, programs, and actions like Electronic Warfare (Scrub Signal).

Noise Modifier
Noise Reduction from devices or actions – Total cumulative Noise Levels
(Apply only negative values of Noise Mod.)

RUNNING SILENT (-2)

This modifier applies when an icon is running silent in the Matrix. It takes extra processing power to cover a Matrix Signature.

AUGMENTED REALITY (AR)*

There are no modifiers for AR mode. Also:
- All biofeedback damage is ignored.
- May cause distraction from Matrix actions or non-Matrix Actions if there are Tests on both sides.

VR COLD-SIM*

There are no modifiers for VR cold-sim mode. Also:
- All biofeedback damage is Stun damage.
- +2D6 Initiative Dice (3d6 total)

VR HOT-SIM* (+2)

This modifier applies when a character is in full VR hot-sim mode. The modifier applies to all Matrix Actions and all (Vehicle) Actions while jumped-in. Also:
- All biofeedback damage is Physical damage.
- +3D6 Initiative Dice (4d6 total)

VEHICLE RESOLUTION

Actions marked with a * are mutually exclusive; you may not benefit from more than one at a time.

ENVIRONMENT (-2, -4, -6)

Only the most severe penalty applies from the **Visibility** and **Light/Glare** columns on the Environmental Modifiers Table.
Certain devices, qualities, or magic may act as Environmental Compensation.

PILOT UNAWARE OF EVENT

When a pilot is unaware, there is no Vehicle Handling Test. This happens when a pilot is surprised.

PILOT IN DAMAGED VEHICLE

A pilot driving a damaged vehicle decreases its Handling by the vehicle's damage modifier.

PILOT JUMPED IN WITH CONTROL RIG*

This modifier applies to any Vehicle Active Skill test when a pilot is jumped into a rigger adapted vehicle with a control rig. A pilot must be using VR to jump in to a vehicle and chooses which mode (see **Matrix Resolution**).
A pilot driving with the assistance of a control rig increases the limits of any test by its Rating. This increases the limit only; the actual Vehicle Attribute (Accuracy, Handling, Sensor, or Speed) is not changed.
Furthermore, Vehicle Test thresholds are reduced by the Rating of the control rig (to a minimum threshold of 1).

PILOT USING AR*

A pilot driving with the assistance of AR increases the Handling of any test by 1. This increases the limit only; the actual Handling Attribute is not changed.

PILOT USING VR*

A pilot driving with the assistance of VR increases the Handling of any test by 2. This increases the limit only; the actual Handling Attribute is not changed.

COMBAT RULES

++Clarifies firearm modes; modifies shotguns, blast weapons.

RANGED COMBAT

FIREARM MODES

Firearm modes determine the number of rounds fired each Attack Action (the Recoil modifier in parentheses), the defense test penalty, and how Multiple Attacks apply to an Attack Action. Firearm modes are separated into two categories, Quick and Long attacks.

Quick attacks are Simple Actions and affect only one target. If the attacker is wielding one weapon in each hand, Multiple Attacks may apply with up to two targets.

- **Semi-Automatic**   (1)   -0
- **Burst Fire**   (3)   -2
- **Full-Auto (Simple)**   (6)   -5

Long attacks are Complex Actions and affect only one target. If the attacker is wielding one weapon in each hand, Multiple Attacks may apply with up to two targets. If the attacker is at **Short** or **Medium** range, Multiple Attacks may apply with a maximum number of targets equal to the rounds fired.

- **Semi-Auto Burst**   (3)   -2
- **Long Burst**   (6)   -5
- **Full-Auto (Complex)**   (10)   -9

With a Long Attack, Full-Auto firearms may also fire **Suppressive Fire**, p. 179.

SHOTGUNS (FLECHETTE)

Shotguns that fire flechette rounds, fire in a spread set by the attacker. Each spread setting has a Damage Value modifier, a maximum range and a Choke Rating:

- **Narrow**   -0 DV   Extreme   1
- **Medium***   -2 DV   Long   3
- **Wide***   -4 DV   Medium   5

The Choke Rating determines the negative defense modifier. Flechette attacks may hit multiple targets (using the same roll) without taking the Multiple Attacks Free Action. The Choke Rating determines the maximum targets within the maximum spread (in meters) at the maximum range. For each range category closer, reduce the maximum targets and maximum spread (in meters) by half (rounded up); the DV and defense modifiers remain.

                    *May not be used to Call a Shot.

BLAST WEAPONS

Test: Throwing Weapons + Agility [Physical] (3) or Heavy
        Weapons + Agility [Accuracy] (3)
Throwing or launching a grenade/rocket/missile is a simple test modified by range and all appropriate modifiers. Success means the weapon hits where desired. Hits over the threshold do not increase DV. Failure to meet threshold causes the weapon to scatter.

There is no defense test against a blast weapon attack, though a character caught in a blast may take the Hit the Deck Interrupt Action to gain bonuses on the damage resistance test. Blast weapons may not be used to Call a Shot.
Different detonating devices have the following effects:

- **Built-In Timer:** Device detonates in the following Combat Turn on the same Initiative Score.
- **Motion Sensor:** Use standard Range Attack Test. Apply Blast Scatter only if no net hits are rolled.
- **Wireless Link:** Owner (or anyone with a mark on device) may detonate the device with a Change Linked Device Mode Free Action.

Glitch: Add 2D6 meters to the scatter distance.
Critical Glitch: Device detonates on the attacker.

BLAST WEAPON SCATTER

To find where a blast lands when the test threshold is not met, the **scatter distance** and **scatter direction** must be determined.

For **scatter distance**, total all dice pool modifiers that were applied to the test. This includes Wound, Range, Environment, and situational modifiers, etc. Multiply the total by the following to determine the scatter distance in meters (with a minimum of 1 meter):

- **Grenade/Spell**   x1 meter
- **Grenade Launcher**   x2 meters
- **Missile/Rocket**   x4 meters

The scatter distance is then reduced by 1 meter for each hit.
For **scatter direction**, roll 1D6 and count clockwise.

1. Toward Attacker	4. Past Target
2. Left of Target (closer)	5. Right of Target (farther)
3. Left of Target (farther)	6. Right of Target (closer)

The GM will determine if certain scatter directions are not possible given terrain or obstacles.

BLAST EFFECTS

Distance from the center of a blast reduces the effect of an explosive. Explosive types lose blast effect at different ranges

Type	Full DV	Half DV	No DV
AOE Spell	(F) m	-	-
Fragment	5 m	15 m	over 15 m
Hi-Explosive	2 m	6 m	over 6 m
Anti-Vehicle	1 m	3 m	over 3 m

CONFINED BLASTS

When a blast detonates in a confined space, determine if the confines (barriers) hold firm (see **Destroying Barriers**, p. 197). If the surrounding barriers hold, the blast rebounds and the DV is increased by half again. If the barriers are penetrated, or there is any other outlet for the blast, then the blast escapes the confined area and the DV is not increased.

MULTIPLE SIMULTANEOUS BLASTS

When multiple blasts detonate at the same time, resolve each damage resistance test individually from the highest DV to the lowest.

NON-PLAYER CHARACTERS

++Modifies NPC combat mechanics and simplifies NPC groups and Contact interactions.

CONTACTS

Contacts can act on their own or as a Teamwork Test for acquiring or fencing gear (swag), getting information (legwork), acquiring new contacts (network), or doing business or personal favors (favor).

FAVOR

Contacts deal in Favors, either granting them or redeeming them. The GM determines when an interaction is a Favor or when it is a standard business interaction.

MATERIAL FAVORS

Test: (Connection x 2) + Loyalty
- **Swag**: See **Extended Actions (Swag)**.
- **Legwork:** Standard threshold.

Particularly difficult or one-sided Material Favors may increase or decrease Favor.

PERSONAL FAVORS

Test: (Loyalty x 2) + Connection
- **Network:** (Favor Rating) threshold.
- **Favor:** (Favor Rating) threshold.

Most Personal Favors will increase or decrease Favor.

SPECIALTY

A contact working within his or her specialty adds +2 to all Favor Tests.

GRUNTS

Grunts are nameless, faceless groups of interchangeable henchmen and minions.
- Have identical attributes, skills, and equipment.
- Have a **Professional Rating** between 0 and 6.
- Have a **Group Edge** that can be spent (or burnt) on any member of the group.
- Have a **Group Initiative Score**. Edge spent on Initiative affects the entire group.
- Have a single **Condition Monitor** which is used to track both Physical and Stun damage. Condition Monitor is equal to 8 + half of Body or Willpower (whichever is greater).
- Never take **Wound Modifiers** to their Initiative Score and do not take Wound Modifiers to other tests until they have filled at least half of their Condition Monitor with damage. At this point they are considered **"bloodied"** and take a flat -2 to all tests (except damage resistance tests).
- Never voluntarily take **Interrupt Actions.**
- **(Optional)** Take either **defense** tests OR **damage resistance** tests but never both.

SPECIALISTS (1-2 per group max)

Specialists are simply grunts that have different equipment or metatype.
- May have different skills and equipment.
- May have different attributes if they are a different metatype.
- May have a separate **Initiative Score**, if different augmentations, magic, or metatype dictate.

LIEUTENANTS (1 per group max)

Lieutenants are the leaders of groups of grunts and specialists but are still grunts.
- Have different attributes, skills, and equipment.
- Increase the team's **Professional Rating** by 1 while alive. This increases Group Edge as well.
- Have a separate **Initiative Score.**
- May take **Interrupt Actions**.
- **(Optional)** Take both defense tests and damage resistance tests.

PROFESSIONAL RATING (0-6)

A group's Professional Rating acts as a dice pool modifier for resisting **Social Skill Tests,** it determines when they will **flee a combat**, and it determines the rating of their **Edge** attribute and **Group Edge** pool.
- **Professional Rating 0 (Untrained):** Will flee combat after anyone in the group dies.
- **Professional Rating 1-2 (Semi-trained):** Will flee combat after a quarter of the group dies.
- **Professional Rating 3-4 (Trained):** Will flee combat after half of the group dies.
- **Professional Rating 5-6 (Elite):** Will never flee a combat unless directed by superiors.

PLAYER CHARACTERS

++Modifies some Qualities and Lifestyles

POSITIVE QUALITIES

GEARHEAD

COST: 11 KARMA

The Gearhead is who you look for when it's time to stomp on the gas and move. During Tactical and Chase Combat, a Gearhead can increase the Acceleration OR increase the Handling of her drone or vehicle by +1. The Gearhead also receives a +2 dice pool modifier to perform difficult maneuvers or stunts in the vehicle. This bonus lasts until the end of the combat.

The Gearhead can choose to apply the +1 to both Acceleration and Handling but the vehicle automatically takes one point of stress damage (unresisted) at the end of the combat. This damage can be repaired as normal.

NEGATIVE QUALITIES

ADDICTION

COST: 4 KARMA (mild), 9 KARMA (Moderate)

Characters with mild or moderate addictions to uncontrolled or non-restricted/forbidden substances, such as alcohol, sex, gambling, etc., have their Lifestyle increased by 10% (4 Karma) or 20% (9 Karma). They must also have an appropriate Contact to feed their addiction.

LIFESTYLES

BULLET LIFE

Characters are assumed to have an ample supply of bullets that are readily available and affordable to them. Characters with Low lifestyle may automatically and freely acquire ammo with an Availability of 2. Characters with Middle lifestyle may automatically and freely acquire ammo with an Availability of 4. Characters with High lifestyle may automatically and freely acquire ammo with an Availability of 6. Characters with Luxury lifestyle may automatically and freely acquire ammo with an Availability of 8. This ammo may be for any firearm.