ENCOUNTERS

| Street | Scum | | | | | | | | | |
|---------|---------|----------------------------|------|---------------------------|------|------|------|--------|----------|-----|
| INT | REF | DEX | TECH | COOL | WILL | LUCI | KI | MOVE | BODY | EMP |
| 3 | 4 | 7 | 3 | 3 2 4 0 | | | | 4 | 4 | 2 |
| S | TARTING | ING HITS SERIOUSLY WOUNDED | | | | | | DE | ATH SAVE | |
| | 20 | | | 1 | 0 | | | | 4 | |
| SKILLS | | Marksmans (REF) +3 | | Melee Weapons (DEX) +3 | | | | Nor | e | |
| | | NAME | | DA | MAGE | | ARMO | R Head | d Armor | 0 |
| WEAPON | S | Heavy Pist | ol | 3d6 | | _ | | Body | / Armor | 0 |
| | | Ripper | | : | 2d6 | | | | | |
| CYBERWA | Pinnero | | | | | | | | | |

| Booste |)ľ | | | | | | | | | | | | |
|---------|---------|---|-----------|---------------------------------|--------|-----------------------|-----|-----|------------|-----------|----------|---------|-----|
| INT | REF | DEX | TEC | н сос |)L | WILL | | LUC | K | MOVE | BODY | E | EMP |
| 4 | 6 | 8 | 3 | 4 | | 4 | | 0 | | 4 | 6 | | 3 |
| S | TARTING | RTING HITS | | | ISLY | WOUND | DED | | DEATH SAVE | | | | |
| | 30 | | | | 1 | 5 | | | | | 6 | | |
| SKILLS | | ksmanship REF) +3 | | ivasion DEX) +3 | М | elee Weaµ (DEX) +: | | | | Le | athers | | |
| | | NAME | | | DAN | MAGE | | - | ARMO | OR Hea | ad Armor | | 4 |
| WEAPON | S N | Very Heavy P | Pistol | | 4d6 | | | | | Boo | dy Armor | | 4 |
| | | Slice & Dic | e | | 2 | 2d6 | | | | | | | |
| CYBERWA | | no-filament w ugh any orga used as a ga | inic mate | nted in one t erial or plast | ics. C | Can be | | | e the b | boost cut | | ust the | |

| Private | Secu | rity | | | | | | | | | |
|----------|--------|------------------------|--|------------------|------|----|-------------------------|-----|-------------------------------------|---------|-----|
| INT | REF | DEX | TECH | COOL | WILL | L | UCK | MOV | E | BODY | EMP |
| 5 | 6 | 8 | 3 | 5 | 4 | ļ | 0 | 4 | į. | 5 | 3 |
| ST/ | ARTING | TING HITS SERIOUSLY WO | | | | ED | | | DEA | TH SAVE | |
| | 25 | | | 1 | 3 | | | | | 5 | |
| SKILLS | | Marksmans (REF) +3 | | riving EF) +3 | | | | ar | | | |
| | | NAME | , | DA | MAGE | | ARMOR Head Armor | | | 7 | |
| WEAPONS | ١ | /ery Heavy F | Pistol | 4d6 | | | | E | Body / | Armor | 7 |
| | | Assault Rif | le | | 5d6 | | | | | | |
| CYBERWAR | Can s | | cs t) int moonlight s) | , distant | | | nplant giv n the sar | |) ou the ability nd frequence | | |

5 3 74 6

Rang

Skill

D

| ecks | | | | | Орро | sed Skill | Checks | | | |
|---|---|--|---|---|---|---|---|---|--|--|
| | s STAT + S vs culty Valu | | 1d10 | | | | | TAT + SI vs TAT + S | | |
| Attacks | | | | | Melee | Attacks | | - PA | | |
| s DV Base or if | + Marksı ed on Ran Defender H X + Evas | ge & We REF > 9 | eapon | | Atte | acker's | DEX + | + Braw Melee vs sed on l | Weap | on + 1 |
| | | | | and the second second second | | | | | | |
| Hit Poir | nts | • | | | (De | eath S | ave is | s equa | l to I | BODY |
| Hit Poir | nts Body | 2 | 3 | 4 | (De 5 | eath S | ave is | equa | l to l 9 | 30DY 10 |
| Hit Poir Hit Points | Body Starting | 2 10 | 3 15 | 4 20 | | | i - | | | |
| | Body Starting | | | | 5 | 6 | 7 | 8 | 9 | 10 |
| | Body Starting Hit Points Seriously Wounded | 10 5 Seriously /2 Starting ch 1/2 your S | 15 8 Wounde 9 Hit Poi Starting Hi Inded. You | 20 10 ed ints) it Points (n | 5 25 13 | 6 30 15 At 0 Hit Poir wounded. \ | 7 35 18 Mort a (0 its you ent ⁄ou take a | 8 40 | 9 45 23 led hte and ar | 10 50 25 re mortally of to your |
| Hit Points Wound State Effects | Body Starting Hit Points Seriously Wounded | 10 5 Seriously /2 Starting ch 1/2 your S seriously wou Action | 15 8 Wounde g Hit Poi Starting Hi Inded. You ons. | 20 10 ed ints) it Points (ru u take a -2 | 52513ounded 2 to all | 6 30 15 At 0 Hit Poir wounded. \ Death Sav | 7 35 18 Morta (0 tts you ent ⁄ou take a re, which y | 8 40 20 ally Wound Hit Points) ter Death States of the states o | 9 45 23 led hte and ar | 10 50 25 re mortally of to your |
| Hit Points Wound State Effects Ranged | Body Starting Hit Points Seriously Wounded (1 When you rea up) you are s | 10 5 Seriously /2 Starting ch 1/2 your S seriously wou Action fficult Ram | 15 8 Wounde g Hit Poi Starting Hi Inded. You ons. y ge to T | 20 10 ints) it Points (m u take a -2 | 25 13 ounded to all | 6 30 15 At 0 Hit Poir wounded. \ Death Sav | 7 35 18 Morta (0 ats you ent ⁄ou take a re, which y | 8 40 20 ally Wound Hit Points) ter Death States of the all Action (our make at set) ange | 9 45 23 led te and ar ons but no start of yo | 10 50 25 re mortally ot to your our Turn. |
| Hit Points Wound State Effects Ranged | Body Starting Hit Points Seriously Wounded (1 When you rea up) you are s To Hit Di 0-12m | 10 5 Seriously /2 Starting ch 1/2 your S seriously wou Action ifficult Ran 13-25m | 15 8 Wounde g Hit Poi Starting Hi unded. You ons. y nge to T 26- | 20 10 ed ints) it Points (ru u take a -2 'arget in 50m | 5 25 13 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 | 6 30 15 At 0 Hit Poir wounded. \ Death Sav | 7 35 18 Morta (0 duts you eni You take a re, which y tat that r -200m | 8 40 20 ally Wound Hit Points) ter Death States -5 to all Action you make at states ange 200-400m | 9 45 23 led te and ar ons but no start of yo | 10 50 25 re mortally of to your our Turn. |
| Hit Points Wound State Effects Ranged | Body Starting Hit Points Seriously Wounded (1 When you rea up) you are s | 10 5 Seriously /2 Starting ch 1/2 your S seriously wou Action fficult Ram | 15 8 Wounde g Hit Poi Starting Hi Inded. Yor ons. y nge to T 26- 2 | 20 10 ints) it Points (m u take a -2 | 25 13 ounded to all | 6 30 15 At 0 Hit Poir wounded. \ Death Sav | 7 35 18 Morta (0 ats you ent ⁄ou take a re, which y | 8 40 20 ally Wound Hit Points) ter Death States of the all Action (our make at set) ange | 9 45 23 led te and ar ons but no start of yo | 10 50 25 re mortally ot to your our Turn. |
| Hit Points Wound State Effects Ranged | Body Starting Hit Points Seriously Wounded (1 When you rea up) you are s To Hit Di 0-12m 15 | 10 5 Seriously /2 Starting ch 1/2 your S seriously wou Action fficult Ran 13-25m 20 | 15 8 Wounde g Hit Poi Starting Hi unded. You ons. y ge to T 26- 2 | 20 10 ed ints) it Points (ru u take a -2 arget in 50m 25 | 5 25 13 25 14 14 14 14 14 14 14 14 14 14 14 14 14 | 6 30 15 At 0 Hit Poir wounded. \ Death Sav | 7 35 18 Mort: (0 ats you ent fou take a re, which y at that r -200m 30 | 8 40 20 ally Wound Hit Points) ter Death State -5 to all Action vou make at set ange 200-400r | 9 45 23 led te and ar ons but no start of yo | 10 50 25 re mortally of to your Turn. 00-800m NA |
| Hit Points Wound State Effects | Body Starting Hit Points Seriously Wounded (1 When you rea up) you are s To Hit Di 0-12m 15 15 | 10 5 Seriously /2 Starting ch 1/2 your S seriously wou Action ifficult Ran 13-25m 20 15 | 15 8 Wounde g Hit Poi Starting Hi unded. You ons. y age to T 26- 22 22 22 | 20 10 ints) it Points (ru u take a -2 arget in 50m 25 20 | 5 25 13 13 25 1 3 25 | 6 30 15 At 0 Hit Poir wounded. \ Death Sav | 7 35 18 Morta (0 ats you eni ′ou take a e, which y at that r -200m 30 25 | 8 40 20 Hit Points) ter Death Star-5 to all Action you make at star 200-400r NA 30 | 9 45 23 led te and ar ons but no start of yo | 10 50 25 re mortally ot to your our Turn. 00-800m NA |

| ecks | | | | | Орро | osed Ski | ll Checks | | | |
|---|--|--|--|---|--|----------------------------------|---|--|---|---|
| haracter | 's STAT + s | SKILL + 1 | ld10 | | | | cker's S | TAT + S | KILL - | + 1d10 |
| | VS | | | | | | | vs | | |
| Diff | iculty Valu | e (DV) | | | | Defe | nder's S | TAT + S | KILL | + 1d10 |
| Attacks | | / | and and | | Melec | Attack | | | 4 | |
| | | manshir | ⊥ 1 d | 10 | | la anti- | - | | P | 1 11 6 |
| | F + Marks | 1. S. | | | . А | ttacke | r's DEX | + Braw | ling - | FIdIO |
| s DV Bas | ed on Rar | ge & We | apon | | Att | acker' | s DEX + | Melee | Weap | on + 1 |
| or i | Defender | REF > 9 | | | | 1.4 | | vs | | |
| | | | | | | | DICO | | | 0.111 |
| ender's D | EX + Evas | ion Skill | + 1d | 10 | Det | ender | s DV Ba | sed on | Kange | e & We |
| | | | | | | | | | | |
| Hit Poi | nte | | | | | aath | Save i | | | |
| Hit Poi | | 2 | 3 | 4 | (D) 5 | eath 6 | Save is | s equa | l to 9 | BODY 10 |
| Hit Poi | Body Starting | 2 10 | 3 15 | 4 20 | | | | | | i i |
| | Body Starting | | | | 5 | 6 | 7 | 8 | 9 | 10 |
| Hit Point | Body Starting Hit Points Seriously Wounded | 10 5 Seriously | 15 8 Wounde | 20 10 | 5 25 | 6 30 | 7 35 18 Mort | 8 40 20 ally Wound | 9 45 23 led | 10 50 |
| Hit Point Wound State | Body Starting Hit Points Seriously Wounded | 10 5 Seriously 1/2 Starting ach 1/2 your S | 15 8 Wounde J Hit Poi tarting Hi | 20 10 Ints) t Points (r | 5 25 13 | 6 30 15 At 0 Hit F | 7 35 18 Mort (0 Points you en | 8 40 20 ally Wound Hit Points ter Death Sta | 9 45 23 led) ate and a | 10 50 25 re mortally |
| Hit Point Wound | Body Starting Hit Points Seriously Wounded | 10 5 Seriously 1/2 Starting | 15 8 Wounde J Hit Poi tarting Hi nded. You | 20 10 Ints) t Points (r | 5 25 13 | At 0 Hit F wounde | 7 35 18 Mort (0 | 8 40 20 Ally Wound Hit Points ter Death Sta -5 to all Acti | 9 45 23 Jed) ate and a ons but n | 10 50 25 re mortally ot to your |
| Hit Point Wound State | Body Starting Hit Points Seriously Wounded | 10 5 Seriously 1/2 Starting ach 1/2 your S seriously wou | 15 8 Wounde J Hit Poi tarting Hi nded. You | 20 10 Ints) t Points (r | 5 25 13 | At 0 Hit F wounde | 7 35 18 Mort (0 Points you en d. You take a | 8 40 20 Ally Wound Hit Points ter Death Sta -5 to all Acti | 9 45 23 Jed) ate and a ons but n | 10 50 25 re mortally ot to your |
| Hit Point Wound State Effects | Body Starting Hit Points Seriously Wounded | 10 5 Seriously 1/2 Starting ach 1/2 your S seriously wou Actio | 15 8 Wounde J Hit Poi tarting Hi nded. You ons. | 20 10 Ints) t Points (r | 5 25 13 | At 0 Hit F wounde | 7 35 18 Mort (0 Points you en d. You take a | 8 40 20 Ally Wound Hit Points ter Death Sta -5 to all Acti | 9 45 23 Jed) ate and a ons but n | 10 50 25 re mortally ot to your |
| Hit Point Wound State Effects | Body Starting Hit Points Seriously Wounded (When you rea up) you are | 10 5 Seriously 1/2 Starting ach 1/2 your S seriously wou Action ifficult | 15 8 Wounde Hit Poi tarting Hi nded. You ons. | 20 10 Ints) t Points (r u take a -2 arget in | 5 25 13 rounded 2 to all | At 0 Hit F wounde Death \$ | 7 35 18 Mort (0 Points you en d. You take a Save, which y | 8 40 20 ally Wound Hit Points ter Death Sta -5 to all Acti you make at | 9 45 23 ded) ate and a ons but n start of yo | 10 50 25 re mortally to your our Turn. |
| Hit Point Wound State Effects Canged Weapon | Body Starting Hit Points Seriously Wounded (When you rea up) you are TO Hit D | 10 5 Seriously 1/2 Starting ach 1/2 your S seriously wou Action iffficult Ran 13-25m | 15 8 Wounde Hit Poi itarting Hi nded. You ons. | 20 10 ed ints) t Points (r u take a - u take a - 50m | 5 25 13 rounded 2 to all m Meter: 51-100 | At 0 Hit F wounde Death \$ | 7 35 18 Mort (0 Points you en d. You take a Save, which y V at that n | 8 40 20 ally Wound Hit Points ter Death States ter Death States to all Activity our make at at a states ange 200-4000 | 9 45 23 ded) ate and a ons but n start of yo | 10 50 25 re mortally ot to your our Turn. |
| Hit Point Wound State Effects Ranged Weapon Pistols | Body Starting Hit Points Seriously Wounded (When you reaup) you are TO Hit D 0-12m 15 | 10 5 Seriously 1/2 Starting ach 1/2 your S seriously wou Action ifficult Ran 13-25m 20 | 15 8 Wounde Hit Poi tarting Hi nded. You ons. 9 9 9 9 9 9 0 15 15 10 10 10 10 10 10 10 10 10 10 10 10 10 | 20 10 ed ints) t Points (r u take a -2 arget in 50m 25 | 5 25 13 rounded 2 to all m Meter 51-100 30 | At 0 Hit F wounde Death \$ | 7 35 18 Mort (0 Points you en d. You take a Save, which y V at that n 101-200m 30 | 8 40 20 ally Wound Hit Points ter Death States -5 to all Acting you make at ange 200-4000 NA | 9 45 23 ded) ate and a ons but n start of yo | 10 50 25 re mortally ot to your our Turn. 00-800m NA |
| Hit Point Wound State Effects Ranged Weapon Pistols SMGs | Body Starting Hit Points Seriously Wounded (When you reaup) you are TO Hit D 0-12m 15 15 | 10 5 Seriously 1/2 Starting ach 1/2 your S seriously wou Action ifficult Ran 13-25m 20 15 | 15 8 Wounde Hit Poi tarting Hi nded. You ons. y ge to T 26- 2 | 20 10 ed ints) t Points (r u take a -: arget in 50m 25 20 | 5 25 13 rounded 2 to all Meter 51-10 0 30 25 | At 0 Hit F wounde Death \$ | 7 35 18 Mort (0 Points you en d. You take a Save, which y 01-200m 30 25 | 8 40 20 ally Wound Hit Points ter Death Star-5 to all Activity ou make at ange 200-4000 NA 30 | 9 45 23 ded) ate and a ons but n start of yo | 10 50 25 re mortally ot to your our Turn. 00-800m NA NA |
| Hit Point Wound State Effects Ranged Weapon Pistols SMGs Shotguns | Body Starting Hit Points Seriously Wounded (When you reaup) you are To Hit D 0-12m 15 15 | 10 5 Seriously 1/2 Starting ach 1/2 your S seriously wou Action ifficult Ran 13-25m 20 15 20 | 15 8 Wounder Hit Poi itarting Hi nded. You ons. 9 9 9 9 9 9 9 9 1 2 1 2 2 2 2 2 2 2 2 2 | 20 10 ed ints) t Points (r u take a -2 50m 25 20 25 | 5 25 13 rounded 2 to all Meter 51-100 30 25 30 | At 0 Hit F wounde Death \$ | 7 35 18 Mort (0 Points you end. 20 You take a Save, which you take Save, which you take a Save, which you take Save, whi | 8 40 20 ally Wound Hit Points ter Death State -5 to all Activity you make at 200-4000 NA 30 NA | 9 45 23 ded) ate and a ons but n start of yo | 10 50 25 re mortally ot to your our Turn. 00-800m NA NA NA NA |
| Hit Point Wound State Effects Ranged Weapon Pistols SMGs | Body Starting Hit Points Seriously Wounded (When you reaup) you are TO Hit D 0-12m 15 15 | 10 5 Seriously 1/2 Starting ach 1/2 your S seriously wou Action ifficult Ran 13-25m 20 15 | 15 8 Wounde Hit Poi Itarting Hi nded. You ons. 9 9 26- 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 | 20 10 ed ints) t Points (r u take a -: arget in 50m 25 20 | 5 25 13 rounded 2 to all Meter 51-10 0 30 25 | At 0 Hit F wounde Death S | 7 35 18 Mort (0 Points you en d. You take a Save, which y 01-200m 30 25 | 8 40 20 ally Wound Hit Points ter Death Star-5 to all Activity ou make at ange 200-4000 NA 30 | 9 45 23 ded) ate and a ons but n start of yo | 10 50 25 re mortally ot to your our Turn. 00-800m NA NA |

Range in Meters and DV Weapon 0-12m 13-25m 26-50 **3 Round** 22 Burst SMG 12 15 12 Assault Rifle 12 10 Supressive Fire

| / at tl | hat Range | | Damage Effect |
|---------|-----------|-------|---|
| 50m | 51m-100m | >100m | For every point above the |
| 2 | 28 | NA | DV, roll 1 extra damage roll up to a maximum of 3. Each |
| 2 | 18 | NA | roll is opposed by armor seperately. |

Instead of aiming against range, you will make the attack against the enemy's WILL+Concentration+1D10; each enemy within 25 meters who isn't behind cover that fails the roll must use their next Move Action to get to cover (page 38 of the Rulebook).

74 25 6 77 6

| Brawling | Dama | ige | | |
|----------|------|-----|-----|------|
| Body | 3-4 | 5-6 | 7-8 | 9-10 |
| Damage | 1d6 | 2d6 | 3d6 | 4d6 |

| Typical We | apon Dama | ge |
|-------------------|----------------|--------|
| Weapon | Special Effect | Damage |
| Cyberarm | Melee | 1d6 |
| Knife | Melee | 1d6 |
| Big Knucks | Melee | 2d6 |
| Medium Pistol | NA | 2d6 |
| Medium SMG | Automatic Fire | 2d6 |
| Rippers | Melee | 2d6 |
| Slice & Dice | Melee | 2d6 |
| Heavy Pistol | NA | 3d6 |
| Very Heavy Pistol | NA | 4d6 |
| Assault Rifle | Automatic Fire | 5d6 |
| Shotgun | NA | 5d6 |
| Missle Launcher | Explosive | 7d10 |
| C9 Explosive Pack | Explosive | 8d10 |

Modifier Examples

| | 100 |
|------------------------|-----------|
| Condition | Mod Value |
| Unfamiliar tools | -4 |
| Lack of instructions | -2 |
| Lack of parts | -2 |
| Complex task | -3 |
| Never done task before | -1 |
| Under stress/attack | -3 |
| Drunk/drugged/tired | -4 |
| Trying to hide task | -4 |
| No visibility | -4 |
| | |

Armor Stopping Power

| Armor | Stopping Power |
|-----------------|----------------|
| Leathers | 4 |
| Kevlar | 7 |
| Bodyweight Suit | 11 |
| Light Armorjack | 11 |
| Heavy Armorjack | 15 |
| | |

Cyberware

5 37 6

| Cyberware | | |
|----------------------------------|---|--------|
| Cyberware | Description | Damage |
| Big Knucks (paired) | Reinforced knucklebones, giving fists the impact value of brass knuckles. | 2d6 |
| Cyberarm (Rippers) | Rippers concealed in a cyberarm. | 2d6 |
| Cyberaudio (Amped Hearing) | Adds +1 to any sound-related Task check. | NA |
| Cyberaudio (Radio Link) | Micro radio implant gives you the ability to talk to any receiver on the same band frequency for up to 1 mile/1.6km | NA |
| Cyberlegs (Paired Jump Boosters) | You can leap 6 m/yds straight up, or make a running jump of up to 8 m/yds. | NA |
| Cyberoptic (Camera) | Images can be recorded on the built-in chip and downloaded. | NA |
| Cyberoptic (Low Light) | Can see clearly in dim light (faint moonlight, distant street- lamps). | NA |
| Cyberoptic (Targeting) | A built in targeting sight allows you to add +1 to ranged attacks. | NA |
| Interface Plugs | Sockets that allow user to interface with machines and cybertech. | NA |
| Reflex Boost (Speedware) | User is boosted for five full turns (+3 to Initiative rolls) before the boost cuts out. He must then wait 2 turns before reboosting | NA |
| Rippers (paired) | Three inch carbo-glass claws in your fingers for cutting, stabbing | 2d6 |
| Slice & Dice (single) | Mono-filament wire mounted in one finger cuts through any organic material or plastics. Can be used as a garrote, cutter or slicewhip. | 2d6 |

```
Resolving NET Actions
```

NETRUNNING

Character's Interface Level + 1d10 VS • . . .

Difficulty Value (DV)

| Redeye's Cyberdeck | | | | | |
|--------------------|----------------|--|--|--|--|
| MODEL | Kendachi 22342 | | | | |
| RATING | Standard | | | | |
| SLOTS | 6 | | | | |

| Actions in a Turn | | | | |
|-------------------|---------|--|--|--|
| Interface | Actions | | | |
| 1-3 | 1 | | | |
| 4-6 | 2 | | | |
| 7-9 | 3 | | | |
| 10 | 4 | | | |

| Example Local NET | | | | | | | |
|-------------------|-------------------------------------|--------------------|--|--|--|--|--|
| Level | Encounter | Ability (DV) | | | | | |
| 1 | Password | Backdoor (DV11) | | | | | |
| 3 | Control Node Surveillance Camera | Control (DV11) | | | | | |
| 4 | Password | Backdoor (DV13) | | | | | |
| 5 | Hellhound | NA | | | | | |
| 6 | File | Eye Dee (DV14) | | | | | |

| Programs | | | | | |
|------------------|----------|-----|-----|-----|--|
| Name | Class | ATT | DEF | REZ | |
| Speedy Gonzalvez | Booster | 0 | 0 | 7 | |
| Banhammer | Attacker | 2 | 0 | 0 | |
| Flack | Defender | 0 | 0 | 1 | |

EZ REFERENCE

| Ability | Effect |
|------------|--|
| Scanner | Find out location of systems in an area. The Higher you are, more you spot. GM to determine how much you learn. |
| Backdoor | Allows you to break through a Password. If you already know the Password you don't need to use this. |
| Pathfinder | Reveals the "map" of the network Archi- tecture. The higher you are, the more you know of the "map." This tells you generally what is in the system you have just broken into. It is up to the GM's Des- cretion to determine how much you find. |
| Slide | Allows you to attempt to flee a conflict with a Black ICE program. If you are able to roll a successful Slide check against the programs Perception + 1d10 you escape and move on to an adjacent floor. |
| Zap | Allows you to make an attack against a Program or or enemy Netrunner. If you are able to roll a successful ZAP check against the programs Defense Value + 1d10 you deal 1d6 REZ Damage to the Program or Netrunner's brain. |
| Eye-Dee | Allows you to know what a found piece of data (like a File) is and its value. |
| Control | This is the ability to control things that are either attached to the system using a Control Node. Operating something attached to a Control Node requires a separate NET Action after the Control check is made. |
| Virus | Once you have reached the last level in the elevator you can leave your own Virus to act as you want, within reason. You must roll an Interface check and the higher your check the more impressive the effect of your virus can be and the shorter time it takes you to write it. The DV to destroy your Virus is equal to the Interface check you made to create it. This ability can require as many actions as the Gm determines based on the check you made. |
| Cloak | The ability to hide traces of your pres- cence and any Viruses you left in the system. The Pathfinder DV for another Netrunner to overcome your Cloak and discover your actions is equal to the Cloak check you made to create it. |

Effect

Increases SPD by +4

3d6 REZ to Hellhounds. 2d6 REZ to other programs

763 34 45 27 66 74 25 36 7 4 55 73 6 2 46 37 52 73 7 55 35 4 7

Stops first successsful non-Hellhound attack from dealing damage. Derezzes after use.