

ACTIONS

- Move up to your full Movement (MA x3m)
- Attempt a Ranged or Melee attack
- Dodge or Parry a Melee attack
- Escape a Hold or trap
- Aim (maximum of 3 turns)
- Reload or change weapons
- Mount or dismount from a vehicle
- Repair or give Medical Aid
- Perform a non-combat task

TASK DIFFICULTIES

- Easy 10
- Average 15
- Difficult 20
- Very Difficult 25
- Nearly Impossible 30

DIFFICULTY MODIFIERS

- Complex repair +2
- Very complex repair +4
- "It's never been done before" +6
- Don't have the right parts +2
- Don't have the right tools +3
- Unfamiliar tools, weapon, vehicle +4
- Under stress +3
- Under attack +3 to 4
- Wounded +2 to 6
- Drunk, drugged or tired +4
- Hostile environment +4
- Lack of instructions for task +2
- Other characters "kibitzing" +3
- Has never performed task before +1
- Difficult acrobatics involved +3
- Very difficult acrobatics involved +4
- Impossible acrobatics involved +5
- Information hidden, secret, obscure +3
- Well-hidden clue, door, panel +3
- Complex program +3
- Very complex program +5
- Complex lock +3
- Very complex lock +5
- Target on guard or alerted +3
- Brightly lit area +3
- Insufficient light +3
- Pitch blackness +4
- Secretive task under observation +4
- Add LUCK points -1 to -10
- Manipulation with natural claws +3
- Cybercontrols -2
- Mag-Duct spots & cybercontrols -1
- Model 100 plugs & cybercontrols +2
- Excellent tools/ equipment -1 to -2
- Excellent conditions -1 to -2
- Rushing the task +2

HOW LONG WILL IT TAKE?

- Fix simple electronic device or gun .. 5 min
- Fix complex electronic device 20 min
- Fix a laser, taser, or maser 10 min
- Fix a tire 5-6 min
- Fix an engine 10-20 min
- Rebuild an engine 2 days
- Look for hidden object 2-5 min
- Open simple mechanical lock 1-2 min
- Open complex mechanical lock .. 5-10 min
- Open simple electronic lock 3-4 min
- Open complex electronic lock 5-10 min
- Search a database 5-20 min
- Design a cyberdeck 1-3 days
- Put on a disguise 3 min

INITIATIVE MODIFIERS

- Kerenzikov Boosterware +1 to +2
- Speedware (for 5 turns) +3
- Urbemensch Speedware (for 5 turns) .. +2
- Fastdraw (-3 to hit) +3
- Speedholster (plus Fastdraw) +1
- Quickdraw holster (plus Fastdraw) +2
- Fire corridor (no +5 for Ambush) +10

WEAPON RANGES

- Handguns 50m
- Submachineguns 150m
- Shotguns 50m
- Rifles 400m
- Throwing (-10m/kg>1) 10m x BODY
- Spears, etc 3m x BODY

RANGED COMBAT TO-HIT NUMBERS

- Point Blank (Touching to 1m) 10
- Close (1/4 Long range) 15
- Medium (1/2 Long range) 20
- Long (Full range) 25
- Extreme (2x Long range) 30

RANGED COMBAT TO-HIT MODIFIERS

- Extra actions -3/extra action
- Using off hand -3
- Using two weapons -3 on both
- Firing while running -3
- Firing a shoulder arm from hip -2
- Fast draw/Snapshot -3
- Ambush/Surprise attack +5
- Silencer/Suppressor -1
- Bipod (stationary & braced) +1 to 2
- Power Exo-Mount -1
- Turning to face target -2
- Ricochet or indirect fire -5
- Loser of Facedown -3
- Moving target REF>10 -3
- Moving target REF>12 -4
- Moving target REF>14 -5
- Aimed shot at body location -4
- Target immobile +4
- Aiming (max +3) +1/turn
- Laser sight +1
- Telescopic sight +2 Ext, +1 Med
- Targeting scope +1
- Scopesight +2 Long/Ext, +1 Med
- Computer Sights +3 Long/Ext, +2 Med
- Smartgun +2
- Smartgoggles +2
- Three round burst (Close/Medium) +3
- Full auto, Close +1/10 rnds
- Full auto, all other -1/10 rnds
- Autoshotgun -2/additional shot
- Tiny target (bullseye, eye, vital area) -6
- Small target (head, less than 1m) -4
- Large target (car, large animal) +2
- Very large target (truck, wall) +4

LOS AND COVER MODIFIERS

- Target silhouetted +2
- Target crouched/kneeling -1
- Target prone -2
- Half body visible -2
- Head and shoulders only visible -3
- Blinded by light or dust -3
- Head only -4
- Behind someone else -4

OPTIONAL RANGED MODIFIERS

- Aimed shot at vitals -6
- Aimed shot at head, hands, feet -4
- Aimed shot at stomach -3
- Aimed shot at arms, thighs -2
- Aimed shot at chest -1

HAND-TO-HAND COMBAT MODIFIERS

- Target dodging -2
- Blinded by light or dust -3
- Dodgeball (after 30 sec) +1
- Extra twist joint (Grapple & Escape) +2
- Double-jointed (Grapple, Hold, etc) +1
- 360 rotating joints (Escape) +1
- Half body visible -1
- Head and shoulders only visible -1
- Head only visible -2
- Behind someone else -2

OPTIONAL HAND-TO-HAND MODIFIERS

- Aimed strike at vitals -3
- Aimed strike at head, hands, feet -2
- Aimed strike at stomach, arms, etc -1
- Tiny target (bullseye, 1-3") -3
- Small target (1ft or smaller) -2
- Improvised weapon -2

DAMAGE BONUS

- 2 (Very Weak) -2
- 3-4 (Weak) -1
- 5-7 (Average) +0
- 8-9 (Strong) +1
- 10 (Very Strong) +2
- 11-12 +4
- 13-14 +6
- 15+ +8

VEHICLE TO-HIT MODIFIERS

- Large target (vehicle) +4
- Small target (wheel) -4
- Stationary target +4
- Moving (per 20mph, 40mph head on) ... -1
- Using a turret-mounted weapon +2
- Vehicle mounted weapon, no turret -4
- Targeting computer +1 to +5
- Firer Moving, non-stabilized -3
- Firer turning weapon to face target -2
- Firer has vehicle link +2
- Darkness/target obscured -3
- Heat-seeking missile fired at AV +4
- Rocket Salvo -2
- Firing at 1/2 space capacity turret -4
- Firing at 1-3 space capacity turret +0
- Firing at 4+ space capacity turret +4
- Firing at a wheel -4
- Firing at tracks +0

ACTIVE MISSILE SKILL LEVELS

- Thermal +15
- Radar +20
- Optical +15

COUNTERMEASURE EFFECTS

- Chaff (radar and laser guided) +10
- Flares (thermal) +10
- IR Baffling - AV or Jet (thermal) +5
- IR Baffling - other (thermal) +10
- IR Smoke (thermal and optical) +15
- Jamming (radar) +15
- Smoke (optical) +15
- Stealth (radar) +15

COMMON COVER	SP	SDP
Office/Sheetrock Wall	5	15/m
Concrete Block Wall	10	30/m
Reinforced Wall	20	60/m
Brick Wall	25	75/m
Stone Wall	30	90/m
Reinforced Wall	40	120/m
External Wall	50	150/m
Floor / Ceiling	25	75/m
Heavily Reinforced Floor	100	300/m
Office/Wood Door	5	15
Heavy Wood Door	15	45
Concealed Security Door	15	45
Steel/Security Door	20	60
Reinforced Steel Door	50	150
Plexiglas Windows	12	15/m
Bulletproof Glass	15	45/m
External Windows	25	75/m
Car Body, Door	10	30
Data Term	25	75
Mailbox	25	75
Curb	25	75
Armored Fridge	30	90
Weapon Emplacement	30	90
Tree, Phone Pole	30	90
Concrete Utility Pole	35	105
Engine Block	35	105
Hydrant	35	105
Armored Car Body	40	120
AV-4 Body	40	120
Jersey Barrier	40	120

SPACECRAFT HULLS	SP	SDP
Spacecraft Skin	8	24/m
Internal Bulkhead	8	24/m
Internal Partition	4	12/m
Heavy Cargo Craft Skin	10	30/m
Station Hull	20	60/m
Workplatform Hull	10	30/m
Spacecraft Armor	25/pt	75/pt
O'Neill Colony Wall	300	900/m

STRUCTURES	SP	SDP
Guard Tower	50	150
Militech Tower	50/25	150/floor
Arasaka Tower	40/20	120/floor
Corp Research Park	30/15	400-1500
Covert Research Base	100/15	400-1500
Covert Corp Bunker	75/30	750-2000
Corp Tower Bunker	75/30	200/floor
Corp Military Base	30-80/15	1000-4000
Underground Base	200	5000
Floating City	20+/10+	500-2000
Undersea Dome	35/15	75/level
Old Undersea Dome	25/5	50/level
Undersea Mining Op	25/50	1000-6000
Sea Farm - Green	20/10	400
Sea Farm - Industrial	20/10	800
Sea Farm - Luxury	20/10	1000
Submarine Pen	35/15	2000/sub
Military Sub Pen	200/15	3000/sub

AWARENESS DIFFICULTIES	
Single Infantryman	15+
Squad (5-10 men)	10+
Vehicle	6+
Very Large Vehicle	2+
Recoilless Rifle firing	6+
Missile firing	10+
Missile in flight	20+

AWARENESS MODIFIERS	
Unit firing	+4
Unit moving	+5
Unit in cover	-10
Unit camouflaged	-5
Spotter in vehicle	-5
Spotter in AFV (total -10)	-5
Spotter doing something else	+10
Computer-assisted Optics	+5
Cyberlinked into vehicle	+2
Darkness	-3
Using IR, etc to find IR-baffled target	-5
Image Enhancement/Intensifiers	+2

BODY TYPE MODIFIER (BTM) TABLE	
2 (Very Weak)	-0
3-4 (Weak)	-1
5-7 (Average)	-2
8-9 (Strong)	-3
10 (Very Strong)	-4
11+ (Superhuman)	-5

WOUND EFFECTS	
Light	0
Serious	-2 REF
Critical	1/2 REF, INT, COOL
Mortal	1/3 REF, INT, COOL

STUN/SHOCK SAVE MODIFIERS	
Light	0
Serious	-1
Critical	-2
Mortal	-3
Mortal 1	-4
Mortal 2	-5
Mortal 3	-6
Mortal 4	-7
Mortal 5	-8
Mortal 6	-9

HOLLYWOOD OVERACTING EFFECTS	
1	Screams, windmills arms, falls
2	Crumples like a rag doll
3	Spins around in place, falls
4	Clutches wound, staggers and falls
5	Stares stupidly at wound, then falls
6	Slumps to ground, moaning

STABILIZATION MODIFIERS	
Full Hospital & Surgery	+5
Trauma Team Ambulance	+3
Life Suspension Tank	+3

WORKING WITH EXPLOSIVES
 An unskilled attempt that results in failure becomes a Fumble; a further roll of 8-10 means the explosive goes off "in your face" (a further Fumble roll of 8-10 means the same thing for a character with Demolitions). A roll of 1 means it goes off automatically. Use grenade to damage structure 20
 Use explosive as thrown bomb 15
 Tamping an explosive (5 min+) 15
 Evaluate structure for weakness:
 x2 damage 20
 x3 damage 30
 x1 Failure
 x1/3 Fumble

MAKING EXPLOSIVES	
Nitroglycerine (lab, 24eb/kg)	15
Guncotton (lab, 10eb/kg)	15
TNT (full lab, 20eb/kg)	20
Plastique (full-lab, 50eb/kg)	25
C6 (full-lab, 75eb/kg)	35
Chemical delay fuses (25eb-75eb)	20

FUMBLE TABLES	
REFLEX - Combat	
1-4	No fumble. You just screw up.
5	You drop your weapon.
6	Weapon discharges or strikes something harmless.
7	Weapon jams or imbeds itself in the ground for one turn.
8	You manage to wound yourself.
9-10	You wound a member of your party.

REFLEX - Athletics	
1-4	No fumble. Make an idiot of yourself.
5-7	Fail miserably. 1 point of damage (sprain, fall), make a Stun Save.
8-10	Fail abysmally. If a physical action, take 1D6 damage, make Stun Save -1.

TECH - Repair or create	
1-4	No fumble. You can't get it together.
5-7	You make it worse, +5 Difficulty for next attempt.
8-10	You damaged the device or creation beyond repair.

EMP - Convince, Fast Talk, Seduce	
1-4	No fumble. They just won't buy it.
5-6	You not only don't convince them, you leave them totally cold (-4 to next roll).
7-10	They are violently opposed to anything you want. Roll 1D10, on a 1-4 they attempt to do you physical harm.

INT - Figure out, Notice, catch a clue	
1-4	No fumble. Don't know how to do it, or what's going on.
5-7	You don't know anything about what's going on. Fast Talk -2 to see if anyone else notices how dumb you are.
8-10	You not only don't know what's going on or anything about the subject, but everyone knows how ignorant you are.

REPUTATION TABLE

Level Who Knows About You

- 1 Anyone there at the time knows.
- 2 Stories have gotten around to immediate friends.
- 3 All your co-workers and casual acquaintances know.
- 4 Stories are all over the local area.
- 5 Your name is recognized by others beyond you local area.
- 6 You are known on sight by others beyond your local area.
- 7 A news story or two has been written about your exploits.
- 8 Your exploits regularly make the headlines and screamsheets.
- 9 Your exploits always make the screamsheets and TV.
- 10 You're known worldwide.

IP AWARD GUIDELINE TABLE

- Did the team reach their objective/ accomplish their mission?
- Did anyone do something they've never done before? Did they succeed?
- Did anyone experience a personal trauma or tragedy?
- Did someone save the life of another?
- Did anyone say anything incredibly witty, in-character, or dramatic?
- Were PCs doing things just to get IP?
- Did anyone survive something next to impossible?
- Did anyone spend LUCK points?

Award Based on:

- 1 Used Skill often, but not effectively.
- 2 Used Skills effectively.
- 3 Frequent and effective use of skill.
- 4 Did something out of the ordinary.
- 5 Very clever/effective use of this skill.
- 6 Extremely clever/effective use of skill.
- 7 Skill critical to player in this session.
- 8 Skill critical to all group this session.
- 9 Performed incredible feat with skill.