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Please walk slowly through the
lane of all baggage services. If you
Carry anything, it will be scanned
by the system and you will be
detected if you are carrying anything
illegally according to the Act 2017
of the Customs Department.

GATE OPEN
PROCEED
TO THE
SCANNER

DAMAGE

If an attack's damage equals or exceeds a target's Toughness, use this table. Otherwise there is no appreciable effect.

RESULT	TARGET (NOT SHAKEN)	TARGET (SHAKEN)
0-3	Shaken	1 Wound
4-7	1 Wound & Shaken	1 Wound
each +4	+1 Wound	+1 Wound

INCAPACITATED

Extras who suffer a wound are removed from play. If a Wild Card character suffers more than three wounds, he's Incapacitated and must make a Vigor roll:

- **1 or Less:** The character dies.
- **Failure:** Roll on the Injury Table; it's permanent and the victim is Bleeding Out
- **Success:** Roll on the Injury Table; it goes away when all wounds are healed
- **Raise:** Roll on the Injury Table; it goes away in 24 hours or when all wounds are healed

INJURY TABLE

2d6	WOUND
2	Unmentionables: If the injury is permanent, reproduction is out of the question without miracle surgery or psionics. There is no other effect from this result.
3-4	Arm: Roll left or right arm randomly; it's unusable like the One Arm Hindrance (if the primary arm is affected, off-hand penalties still apply to the other).
5-9	Guts: A hit to the body. Roll 1d6: 1-2 <i>Broken:</i> Agility reduced a die type (min d4) 3-4 <i>Battered:</i> Vigor reduced a die type (min d4) 5-6 <i>Busted:</i> Strength reduced a die type (min d4)
10	Leg: The victim gains the Lame Hindrance
11-12	Head: A grievous injury to the head. Roll 1d6: 1-2 <i>Hideous Scar:</i> Your hero now has the Ugly Hindrance 3-4 <i>Blinded:</i> An eye is damaged. Gain the One Eye Hindrance (or the Blind Hindrance if he only had one good eye) 5-6 <i>Brain Damage:</i> Massive trauma to the head. Smarts reduced one die type (min d4)

Bleeding Out: An ally may make a Healing roll to stop the bleeding immediately. Otherwise the injured character must make a Vigor roll at the start of each round: Failure—the character dies from blood loss; Success—roll again next round (or every minute if not in combat); Raise—the victim stabilizes and no further rolls are required.

ATTACK OPTIONS SUMMARY

OPTION	EFFECT
Aim	+2 Shooting/Throwing if character does not move or take other actions
Area Effect Attacks	Targets touching template suffer damage; Ignore non-sealed armor, treat cover as Armor; Missed attack rolls deviate 1d6" for thrown weapons or 1d10" for launched weapons (x2 for Medium Range, x3 for Long Range)
Automatic Fire	Roll Shooting dice equal to RoF; Attack is made at -2 for recoil. Wild Cards add a Wild Die, but can't hit with more dice than the weapon's RoF.
Breaking Things	See Obstacle Toughness Table; Parry 2; No bonus damage or Aces
Called Shots	Limb -2; Head -4, +4 damage; Small target -4; Tiny target -6
Cover	Light -1; Medium -2; Heavy -4; Near Total -6
Darkness	Dim -1; Dark -2 (targets not visible beyond 10"); Pitch Dark targets must be detected to be attacked with a -4
Defend	+2 Parry; character may take no other actions but may move
Disarm	-2 attack; defender makes Str roll vs. damage or drops weapon
Double Tap	+1 Shooting/+1 damage, 2 ammo
Drop	+4 attack and damage
Finishing Move	Instant kill to helpless foe with lethal weapon
Full Defense	Fighting roll at+2 replaces Parry if higher; cannot move
Ganging Up	+1 Fighting per additional adjacent attacker; maximum of +4
Grappling	Opposed Fighting roll to grapple. Raise = opponent Shaken, Defender makes opposed Strength or Agility roll to break free (any other action made at -4); Attacker can make an opposed Strength or Agility roll to cause damage (Damage = Strength)
Improvised Weapons	-1 to attack and Parry; RoF 1 only • <i>Small Weapons:</i> Range 3/6/12, Damage Str+d4, Min Str d4 • <i>Medium Weapons:</i> Range 2/4/8, Damage Str+d6, Min Str d6 • <i>Large Weapons:</i> Range 1/2/4, Damage Str+d8, Min Str d8
Innocent Bystanders	Missed Shooting or Throwing roll of 1 (1 or 2 with shotguns or autofire) hits random adjacent target
Nonlethal Damage	Declare prior to making an attack roll; Targets are knocked out for 1d6 hours instead of potentially killed when Incapacitated

OPTION	EFFECT
Obstacles	If the attack misses due to the Cover penalty, the obstacle adds to Armor
Off-Hand Attack	-2 to Fighting/Shooting with off-hand
Prone	As Medium Cover, prone defenders are -2 Fighting and -2 Parry; Ranged attacks within 3" ignore cover
Push	Attacker chooses option below and makes opposed Strength roll (add +2 if attacker moved more than 3" toward target): • <i>Bash:</i> Push target 1" on a success, 2" on a raise. If the target hits an • <i>obstacle he also takes 1d6 per 1" pushed.</i> • <i>shield Bash:</i> As above but causes Strength damage; +1 for small • <i>shield, +2 for medium shield, and +3 for large shield</i> • <i>Knock Prone:</i> The defender is knocked prone
Ranged Modifiers	Short: 0, Medium: -2, Long: -4
Ranged Attacks in Close Combat	Pistols only; Target Number is defender's Parry
Rapid Attack	-2 Parry; Make up to 3 Fighting Attacks (+Wild Die) at -4, or fire up to 6 shots from a semi-automatic weapon or revolver at -4 penalty to each die
Suppressive Fire	With a successful Shooting roll, targets in a Medium Burst Template make a Spirit roll or are Shaken, those who roll a 1 are hit
Test of Wills	Contest of Taunt vs. Smarts or Intimidation vs. Spirit; If successful +2 on next action against target; With a raise the target is Shaken as well
Three Round Burst	+2 Shooting / +2 Damage, 3 ammo
Touch Attack	+2 Fighting
Tricks	Describe action; Make opposed Agility or Smarts roll; Opponent is -2 Parry until his next action; With a raise, foe is -2 Parry and Shaken
Two Weapons	-2 attack; additional -2 for off-hand if not Ambidextrous
Unarmed Defender	Armed attackers gain +2 Fighting versus this defender
Unstable Platform	-2 Shooting from a moving vehicle, animal, or other unstable surface
Wild Attack	+2 Fighting; +2 damage; -2 Parry until next action
Withdrawing from Close Combat	Non-Shaken adjacent foes get one free attack at retreating character

HACKING OVERVIEW

- Hack the Firewall:** Hacking (Firewall Penetration) at TN equal to Defense Rating/Firewall.
Unless a raise is scored, target makes Hacking (Intrusion Detection) to detect intruders.
- Perform Actions:** Perform actions using Hacking/Knowledge (Programing) vs TN equal to Defense Rating/Firewall.
Sprite may be uploaded. Operates as an Ally.
Actions that do not score a raise triggers chance of detection. Target makes Hacking (Intrusion Detection) to detect intruders.
- Repeat Step 2 or Log Out.**
A character is not in combat he may log out as an action. In combat the character makes a Hacking roll against the the network's Defense Rating/Firewall. Failure indicates the character is unable to logout this round.

SYSOP COUNTER MEASURES

ACTION	RESULT
Attack the Hacker	As a regular action, a SysOp can attack the character by launching a virus against her TAP.
Increase Security	SysOp rolls Knowledge (Programming) a success and each raise increase the network'd Defense Rating 1. Increased security lasts until the end of the scene.
Restore Functionality	Requires a full round action. A successful Knowledge (Programming) roll removes a wound and two with a raise. The roll suffers a penalty equal to the wounds the network is suffering, plus -2 for the network's Shaken status, and any modifiers the SysOp may have (wounds, Fatigue, etc.).
Shut down the Network	With a full round action the SysOp can shut down the entire network. The network will shut down on the SysOp's next action. Those in the network are forcibly booted take damage based on the damage die type of the network.
Sound an Alarm	A SysOp can hit the panic button as a free action; alerting security to search the premises for any signs of physical intrusion.
Run a Trace	The SysOp makes an opposed Hacking (Trace) (or the network's Die Type) vs the target's Hacking (Trace) skill. With a success the SysOp learns the physical location of his target.

HYPER OBJECTS

SAMPLE DOORS	TYPE	DIFFICULTY ¹
Lock/Unlock/Alter Security Protocol	Lock On A Standard Door	4
	Lock On A Corporate Security Door	8
	Lock On A Military/Government Door	10
TENDRIL ACCESS PROCESSOR		
Shut Down AMS/Search for, Edit, Delete, Repair: Files and Applications/Trace Location	Average Sprawler's TAP	6
	"Extra" NPC's TAP	Firewall
	Wild Card NPC's TAP	Firewall
SECURITY CAMERAS		
Control/Disable	Public Security Camera	4
	Home Security Camera	6
	Corporate Security Camera	8
	Military/Government Security Camera	10
WEAPONS SYSTEMS		
Disable/Eject Clip/Alter Security Protocol	Personal Weapon (Handgun/Shotgun)	6
	Assault Rifle/Submachine Gun	8
	Military-Grade Weapon ²	10
VEHICLES		
Lock/Fire Weapon/Unlock/Change Lock/Control ³	Personal Ground Vehicle (Car, Motorcycle, etc.)	6
	Government Vehicle (Public Transit Vehicle, Armored Car, Police Vehicle)	8
	Military Vehicle (Aircraft, Golemmech, Tank, etc.)	10
	Spacecraft	varies

¹These difficulties should be considered baselines. They can be raised or lowered at the GM's discretion.

²Includes Heavy Weapons, rocket and missile launchers, gun turrets, etc.

³A character wishing to drive a hacked vehicle must possess the appropriate skill. Furthermore, all attempts to drive are made at a -6 penalty if you don't possess a VCI.

NETWORK STATISTICS

NETWORK	DEFENSE	DIE TYPE
Public Access Network (PAN)	2-4 (2)	d4
<i>Toughness: 4; Damage: 2d4 (nonlethal)</i>		
Home Access Network (HAN)	4-6 (4)	d6
<i>Toughness: 6; Damage: 2d6 (leathl or nonlethal)</i>		
Corporate Access Network (CAN) ¹	6-8 (6)	d8+1 ¹
<i>Toughness: 8; Damage: 2d8+1 (lethal or nonlethal)</i>		
Government Access Network (GAN) ¹	8-10 (8)	d10+1 ¹
<i>Toughness: 10; Damage: 2d10+1 (lethal or nonlethal)</i>		
Military Access Network (MAN) ¹	10-12 (10)	2d12+2 ¹
<i>Toughness: 12; Damage: 2d12+2 (leathal or nonlethal)</i>		

¹These networks are treated as Wild Cards.

²MANs have the Hardy ability—a second Shaken result does not cause a wound.



ENGRAM QUALITIES

ENGRAM QUALITY	AMS
AI Sprite (Allied Wild Card)	8
Area of Effect Attack Module (SBT)	5
Area of Effect Attack Module (MBT)	6
Area of Effect Attack Module (LBT)	7
Expert Sprite (Allied Extra)	4
Neural Armor +1	1 per point
Lethal/Nonlethal Damage (1d4 + spec)	1
Lethal/Nonlethal Damage (1d6 + spec)	2
Lethal/Nonlethal Damage (1d8 + spec)	3
Lethal/Nonlethal Damage (1d10 + spec)	4
Psychotropic Attack	2
Skill Specialization Bonus (+1)	1
Skill Specialization Bonus (+2)	2
Sprite Firewall Rating +1	1 per value
Sprite Armor +1	1 per value
Stealth Module (Rating 1-4)	1 per Rating

STANDARD TAP

FIREWALL	AMS	NEURAL TOUGHNESS	RANGE
4	4	2 + ½ Vigor + Neural Armor	Smarts

VEHICLE CONTROL INTERFACE

VCI LEVEL	CONTROL SLOTS ¹	RANGE
Level I	¼ Smarts	150" (900 feet)
Level II	½ Smarts	300" (1,800 feet)
Level III	Smarts	600" (3,600 feet)

¹Round all fractions down

SUGGESTED SKILL SPECIALIZATIONS

Boating: Powered, Sailed, Submersible

Climbing: Mountaineering, Rappelling, Rope

Driving: Car (4 wheels), Hovercraft, JUMP Bike, Motorcycle, Truck (6+ wheels), Tracked

Fighting: Axe, Blades, Blunt, Cyberweapon, Long Blade, Martial Arts (by style, judo, karate, etc.), Pole Arm

Gambling: By game

Hacking: Hyper Combat, Firewall Penetration, Intrusion Detection, Object Control, Object Editing, Run Program, Trace

Healing: Cyber Surgery, First Aid, Surgery

Intimidation: Interrogation, Mental, Physical

Investigation: Archives, Global DataNet, Libraries, Newspapers

Knowledge: Each Knowledge skill is technically a specialization of Knowledge, so it isn't broken down into further specializations.

Suggested Knowledge Skills: AIs, Battle, Corporations, Cybernetics, Demolitions, Global DataNet, Local Area (specific), Politics, Programming

Lockpicking: Disarm Trap, Electronic, Manual

Notice: Audio, Body Language, Searching, Visual

Persuasion: Bluffing, Diplomacy, Fast-Talking, Seduction

Piloting: Golemmech, Helicopter, Plane, Spacecraft, VTOL

Psionics: Freck, Peek, Tweek

Repair: Armor, Cybernetics, Electronics, Mechanical, Structures, Weapons

Riding: By animal

Shooting: Bow, Pistol, Rifle, Shotgun, Submachine Gun, Vehicle Weapon, or by weapon category

Stealth: Disguise, Hiding, Sleight of Hand, Sneaking

Streetwise: Area/Region (Corporate Zone, Gang Turf, etc.)

Survival: Aquatic, Arctic, Desert, Forest, Jungle, Mountain, Space, urban, or any specific environment

Swimming: Lake, Ocean, SCUBA Diving

Taunt: Verbal, Visual

Throwing: Darts, Grenades, Knives, Spears

Tracking: Animals, Global DataNet, Humans, Urban, Vehicles

BASELINE PAYOUTS

TYPE OF JOB	TYPICAL PAYMENT
TYPICAL PRICES FOR NOVICE JOBS	
Milk Run	200–400 credits
Investigation/Data Snatch	400–600 credits
Smash Job	500–700 credits
Extra Muscle	700–1,000 credits
Leg-Breaking	400–600 credits
Kidnapping	1,000–1,500 credits
TYPICAL PRICES FOR SEASONED JOBS	
Low-Level Smuggling Jobs	1,000–5,000 credits
Low-Level Extractions	5,000–10,000 credits
Low-Level Wet Work	10,000–20,000 credits
Low-Level Data Snatch	5,000–10,000 credits
Low-Level Smash Job	1,000–5,000 credits
Low-Level Bodyguard Duty	2,000–5,000 credits
TYPICAL PRICES FOR VETERAN JOBS	
Mid-Level Bodyguard Duty	5,000–10,000 credits
Mid-Level Data Snatch	10,000–20,000 credits
Mid-Level Extraction	20,000–40,000 credits
Mid-Level Wet Work	20,000–40,000 credits
Mid-Level Smash Job	5,000–10,000 credits
Mid-Level Investigation	5,000–10,000 credits
Mid-Level Smuggling Operation	10,000–20,000 credits
TYPICAL PRICES FOR HEROIC JOBS	
High-Level Bodyguard Duty	30,000–40,000 credits
High-Level Data Snatch	20,000–30,000 credits
High-Level Extraction	30,000–60,000 credits
High-Level Wet Work	30,000–60,000 credits
High-Level Smash Job	20,000–30,000 credits
High-Level Smuggling Operation	50,000–75,000 credits
TYPICAL PRICES FOR LEGENDARY JOBS	
Epic Extraction/Kidnapping	80,000–100,000 credits
Assassination of a Government Figure, Corporate CEO, Singularity AI	100,000–150,000 credits
Conglom/Military Assault Operation	150,000–300,000 credits



STREET CRED REWARDS & PENALTIES

ACTION	MOD
Barely managing to achieve a mission objective	+0
Finishing a job with good planning and few hitches	+1
Smooth run (everything went more or less as planned)	+1
Stylish execution of a job (GM's discretion)	+1
Going out of the way to help someone	+1
Finishing a job so well as to generate a lot of buzz	+2
Taking out a major player (Wild Card villain)	+3
Revealing a corporation or government's dirty secret	+3
Doing a job with no style (GM's discretion)	–1
Hurting innocent bystanders (directly) ¹	–1
Being a coward or a snitch	–1
Failing to accomplish a job	–2
Double-crossing a Contact or employer	–3
Failing to repay a loan ²	–1

¹Per each innocent bystander affected.

²Cumulative –1 per point put into the original loan.

FAVORS

COST	FAVOR ACQUIRED
0 points	Access a Contact (first two times).
1 point	Temporary Contact willing to provide special information. Immediate access to an exclusive locale or event. Charisma +1 for the entire adventure. Accessing a Contact (third time or more). A 5,000 credit loan.
2 points	Special transport to a local area (a VTOL transport, an armored limo, etc.). A temporary contact capable of acquiring special (or illegal) equipment. Access to a restricted area (Back room of a night club, corporate office, etc.). A 10,000 Credit loan.
3 points	An allied Extra for the adventure. Access to a secure location (corporate research facility, police station, etc.). A new permanent Contact. Special transport to anywhere on the planet within 24 hours. +1 bonus to Intimidation rolls for the adventure. A 20,000 credit loan.
4 points	A Contact with access to classified information. Charisma +2 for the entire adventure. Access to off-world transport. Access to a government or military complex. A 40,000 credit loan or more.

AUGMENT LIST

MASTER AUGMENT LIST	STRAIN	NOTES
Anti-Toxin System	1	+2 to resist poison
Beautification Treatment	2	+2 Charisma
Biofeedback	2	Spirit die raised by 1 type
Biofeedback, Advanced	3	Spirit die raised by 2 types
Bone Reinforcement I–III	2/level	+1 Toughness/level
Cyberlimb/Cyber Eyes	1	1 module slot; See modules
Cyberlimb/Cyber Eyes	2	2 module slots; See modules
Cyberlimb/Cyber Eyes	3	3 module slots; See modules
Cybernose, Chemical Sniffer	1	+2 Notice rolls based on scent
Cybergills	1	Amphibious
Cyberlungs I–II	1/level	30 minute air supply/level
Cyberskull, Protean	2	–2 Penalty to Notice rolls to ID character
Cyberskull, Enforcer	3	+2 to Intimidation, +1 supplemental armor (head)
Cyberweapon	1	Str+d4 damage, always considered armed
Cyberweapon, Improved	2	Str+d6 damage, always considered armed, see notes
Cyberweapon, Advanced	3	Str+d8 damage, always considered armed, see notes
Data Carrier	1	Implanted and secured non-wireless hard disk
Drug Reservoir	2	Holds 3 doses of one substance, see description
Emotional Resistance Response System	1	+2 to Smarts or Spirit rolls in a Test of Wills
EMP Shielding, Basic	1	+2 Armor versus EMP weapons
EMP Shielding, Advanced	2	+4 Armor versus EMP weapons
Enhanced Neural Net	2	Smarts die raised by 1 type
Enhanced Neural Net, Advanced	3	Smarts die raised by 2 types
Environmental Regulators	1	+2 to Survival rolls for 1 type of environment
Enhanced Articulation	2	Agility die raised by 1 type
Enhanced Articulation, Advanced	3	Agility die raised by 2 types
Fight or Flight System	2	Grants the Quick Edge
Knowcomp	1	Gives a skill at d6 or specialization
Knowcomp, Advanced	2	Gives a skill at d8 or 2 specializations in one skill
Lifesaver System	2	+2 to Vigor for natural healing
Lifesaver System, Advanced	3	Only bleeds after 3 turns
Muscle Augmentation	2	Strength die is raised by 1 type
Muscle Augmentation, Advanced	3	Strength die is raised by 2 types
Nanoweave Organ System	2	Vigor die is raised by 1 type
Nanoweave Organ System, Advanced	3	Vigor die is raised by 2 types
Personal Airbags	1	Half damage from falling and crashes
Reinforced Exoskeleton	1	Load limit Strength x8
Smartgun System	1	Shooting roll Wild Die is a d8 (Extras gain a d4)

MASTER AUGMENT LIST	STRAIN	NOTES
Smartgun System, Advanced	2	Shooting roll Wild Die is a d10 (Extras gain a d6)
Subdermal Armor	1	+1 supplemental armor on all locations
Subdermal Armor, Advanced	2	+2 supplemental armor on all locations
Tactical Computer	3	Draws an extra Action Card and uses the best result
Tactical System Radio	2	Can share Bennies with allies within 25"
Tailored Pheromones	2	+2 bonus Charisma with sentient organic beings
Trauma Suppressor	2	Ignore 1 level of wound penalties, see description
Vehicle Control Interface I–III	2/level	See description
Wireless Reflexes I–III	2/level	+1 Parry, enemies suffer –1 penalty to hit at range/level
MODULES	LOC	NOTES
Amplified Hearing	Ears	+2 to Notice rolls involving sound
Aquatic	Legs	+2 to Swimming rolls, +2 Pace underwater
Breaching System	Arm	+2 Damage in barehanded Fighting rolls
Chemical Injector	Hand	Store 3 doses of up to 3 compounds; see description
Drone Hand	Hand	Hand is a drone; see description
Cyber Tools	Arm	+2 Repair rolls for each Repair skill specialization
Enhanced Vision	Eyes	Halves penalty for Medium and Long Range
Fingerprint Duplicator/ Lockpicking Kit	Hand	+2 to Lockpicking rolls
Firearm	Arm	Range 12/24/48; Damage 2d6; RoF 1; Shots 10
Firearm, Automatic	Arm	Range 12/24/48; Damage 2d6; RoF 3; Shots 30. Counts as 2 modules.
Firearm, Heavy	Arm	Range 12/24/48; Damage 3d6; RoF 1; Shots 10. Counts as 2 Modules.
Flash Compensators	Eyes	+4 to resist flash-based attacks
Gecko Hands	Hands	Gain Wall Walker monstrous ability
Infra/Ultra Optics	Eyes	Gain Infravision monstrous ability
Kangaroo System	Legs	Double jump distance
Motion Detector	Ears	+2 Notice during "Last Step"; see description
Ligament Enhancement	Legs	Adds 4" to Pace
Night Vision Optics	Eyes	Gain Low Light Vision monstrous ability
Recoil Compensation	Arm	Removes 2 penalty points from auto-fire
Reflexive Strike Module	Arm/Leg	Gain Counterattack Edge
Stabilization System	Legs	Negates unstable platform penalties

AUGMENT GRADES & COSTS



GRADE	CREDITS	STRAIN
Gutterware	1,000	Double Strain
Streetware	5,000	Strain as listed
Hyperchrome	25,000	–1 Strain (min 1)
Milware	125,000	½ Strain