

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	AWARENESS DIFFICULTIES		WORKING WITH EXPLOSIVES		
Office/Sheetrock Wall	5	15/m	Office/Wood Door	5	15	Single Infantryman	15+	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
Concrete Block Wall	10	30/m	Heavy Wood Door	15	45	Squad (5-10 men)	10+	
Reinforced Wall	20	60/m	Concealed Security Door	15	45	Vehicle	6+	
Brick Wall	25	75/m	Steel/Security Door	20	60	Very Large Vehicle	2+	
Stone Wall	30	90/m	Reinforced Steel Door	50	150	Recoilless Rifle firing	6+	
Reinforced Wall	40	120/m	Plexiglas Windows	12	15/m	Missile firing	10+	
External Wall	50	150/m	Bulletproof Glass	15	45/m	Missile in flight	20+	
Floor / Ceiling	25	75/m	External Windows	25	75/m	AWARENESS MODIFIERS		
Heavily Reinforced Floor	100	300/m	Car Body, Door	10	30	Unit firing	+4	
Office/Wood Door	5	15	Data Term	25	75	Unit moving	+5	
Heavy Wood Door	15	45	Mailbox	25	75	Unit in cover	-10	
Concealed Security Door	15	45	Curb	25	75	Unit camouflaged	-5	
Steel/Security Door	20	60	Armored Fridge	30	90	Spotter in vehicle	-5	
Reinforced Steel Door	50	150	Weapon Emplacement	30	90	Spotter in AFV (total -10)	-5	
Plexiglas Windows	12	15/m	Tree, Phone Pole	30	90	Spotter doing something else	+10	
Bulletproof Glass	15	45/m	Concrete Utility Pole	35	105	Computer-assisted Optics	+5	MAKING EXPLOSIVES
External Windows	25	75/m	Engine Block	35	105	Cyberlinked into vehicle	+2	Nitroglycerine (lab, 24eb/kg) 15
Car Body, Door	10	30	Hydrant	35	105	Darkness	-3	Guncotton (lab, 10eb/kg) 15
Data Term	25	75	Armored Car Body	40	120	Using IR, etc to find IR-baffled target	-5	TNT (full lab, 20eb/kg) 20
Mailbox	25	75	AV-4 Body	40	120	Image Enhancement/Intensifiers	+2	Plastique (full-lab, 50eb/kg) 25
Curb	25	75	Jersey Barrier	40	120	C6 (full-lab, 75eb/kg) 35		
Armored Fridge	30	90	SPACECRAFT HULLS			Chemical delay fuses (25eb-75eb) 20		
Weapon Emplacement	30	90	Spacecraft Skin	8	24/m	BODY TYPE MODIFIER (BTM) TABLE		
Tree, Phone Pole	30	90	Internal Bulkhead	8	24/m	2 (Very Weak)	-0	FUMBLE TABLES
Concrete Utility Pole	35	105	Internal Partition	4	12/m	3-4 (Weak)	-1	REFLEX - Combat
Engine Block	35	105	Heavy Cargo Craft Skin	10	30/m	5-7 (Average)	-2	1-4 No fumble. You just screw up.
Hydrant	35	105	Station Hull	20	60/m	8-9 (Strong)	-3	5 You drop your weapon.
Armored Car Body	40	120	Workplatform Hull	10	30/m	10 (Very Strong)	-4	6 Weapon discharges or strikes something harmless.
AV-4 Body	40	120	Spacecraft Armor	25/pt	75/pt	11+ (Superhuman)	-5	7 Weapon jams or imbeds itself in the ground for one turn.
Jersey Barrier	40	120	O'Neill Colony Wall	300	900/m	8 You manage to wound yourself.		
STRUCTURES			SP			9-10 You wound a member of your party.		
Guard Tower	50	150	Guard Tower	50	150	REFLEX - Athletics		
Militech Tower	50/25	150/floor	Militech Tower	50/25	150/floor	1-4 No fumble. Make an idiot of yourself.		
Arasaka Tower	40/20	120/floor	Arasaka Tower	40/20	120/floor	5-7 Fail miserably. 1 point of damage (sprain, fall), make a Stun Save.		
Corp Research Park	30/15	400-1500	Corp Research Park	30/15	400-1500	8-10 Fail abysmally. If a physical action, take 1D6 damage, make Stun Save -1.		
Covert Research Base	100/15	400-1500	Covert Research Base	100/15	400-1500	TECH - Repair or create		
Covert Corp Bunker	75/30	750-2000	Covert Corp Bunker	75/30	750-2000	1-4 No fumble. You can't get it together.		
Corp Tower Bunker	75/30	200/floor	Corp Tower Bunker	75/30	200/floor	5-7 You make it worse, +5 Difficulty for next attempt.		
Corp Military Base	30-80/15	1000-4000	Corp Military Base	30-80/15	1000-4000	8-10 You damaged the device or creation beyond repair.		
Underground Base	200	5000	Underground Base	200	5000	EMP - Convince, Fast Talk, Seduce		
Floating City	20+/10+	500-2000	Floating City	20+/10+	500-2000	1-4 No fumble. They just won't buy it.		
Undersea Dome	35/15	75/level	Undersea Dome	35/15	75/level	5-6 You not only don't convince them, you leave them totally cold (-4 to next roll).		
Old Undersea Dome	25/5	50/level	Old Undersea Dome	25/5	50/level	7-10 They are violently opposed to anything you want. Roll 1D10, on a 1-4 they attempt to do you physical harm.		
Undersea Mining Op	25/50	1000-6000	Undersea Mining Op	25/50	1000-6000	INT - Figure out, Notice, catch a clue		
Sea Farm - Green	20/10	400	Sea Farm - Green	20/10	400	1-4 No fumble. Don't know how to do it, or what's going on.		
Sea Farm - Industrial	20/10	800	Sea Farm - Industrial	20/10	800	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.		
Sea Farm - Luxury	20/10	1000	Sea Farm - Luxury	20/10	1000	8-10 You not only don't know what's going on or anything about the subject, but everyone knows how ignorant you are.		
Submarine Pen	35/15	2000/sub	Submarine Pen	35/15	2000/sub			
Military Sub Pen	200/15	3000/sub	Military Sub Pen	200/15	3000/sub			
STABILIZATION MODIFIERS			SP					
Full Hospital & Surgery		+5	Full Hospital & Surgery		+5			
Trauma Team Ambulance		+3	Trauma Team Ambulance		+3			
Life Suspension Tank		+3	Life Suspension Tank		+3			

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 your 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.