

# GETTING IT DONE

Condition	Mod Value
Night or low lighting conditions	-1
Have never done this before	-1
Complex task	-2
Don't have right tools or parts	-2
Slept uncomfortable the night before.	-2
Under extreme stress	-2
Exhausted	-4
Extremely drunk or sedated	-4
Trying to perform task secretly	-4
Task obscured by smoke, darkness	-4

Difficulty	Description	DV
<b>Simple</b>	This is something most people can do without thinking, but which might be hard for a small child.	9
<b>Everyday</b>	This feat is something most people can do without a lot of special training.	13
<b>Difficult</b>	This feat is difficult to accomplish without training or natural talent.	15
<b>Professional</b>	This feat takes actual training and the user can be considered to be a professional, skilled in their abilities.	17
<b>Heroic</b>	This is a highly skilled feat; one that only the best of the best can pull off. This is the level of sports stars and other highly regarded superstars.	21
<b>Incredible</b>	This is a tremendous feat. Pulling this off would rate you among the very best of your class professionally. You are of truly Olympian mettle.	24
<b>Legendary</b>	An awe-inspiring feat. This is something people write stories about; a truly amazing accomplishment that will be spoken of in hushed tones for years to come.	29

## REPUTATION

Level	Who Knows About You
1	Anyone who was 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	Others beyond your local area recognize your name.
6	Others beyond your local area know you on sight.
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.

Attacker's STAT + Skill + 1d10  
vs.  
Defender's STAT + Skill + 1d10

Attacker's STAT + Skill + 1d10  
vs.  
Difficulty Value (DV)

▶ **Critical Success** ◀  
If 1d10 == 10: +1d10

▶ **Critical Failure** ◀  
If 1d10 == 1: -1d10

## NETRUNNING

Your Interface + Program ATK + 1d10  
or Black ICE ATK + 1d10

vs.

Target's Interface + 1d10 or Program DEF/Black ICE DEF + 1d10

On a Hit, the Target suffers the Effect of the Program

When first meeting a character, if d10 < reputation, they know you  
- Reputation can be negative

## FACEDOWNS

Cool + reputation + 1d10  
(bad reputation is a negative number)

Loser must:  
Back down  
or  
take -2 to any actions until the enemy is defeated

Vehicle repair	Item repair:
Minor: DV9/3h	Cheap/everyday: DV9/1h
Major: DV13/1d	Costly: DV13/6h
Destroyed: DV17/1w	Premium: DV17/1d
	Expensive: DV21/1w
	V. Expensive: DV24/2w
	Luxury: DV29/1m per 10k eb

On failure: Lose half the time required

Jack In/Out	Safely enter/leave net architecture 6 m/yard away
Interface ability	Use interface ability
(De)Activate program	Activate or deactivate program
Miscellaneous	If needed, decided by GM

Scanner	Find access points (meat action)
Backdoor	Hack password vs DV
Cloak	Hide presence on the NET. Enemy pathfinder must pass cloak result
Control	Take control of a node vs DV
Eye-dee	Determine worth of a file vs DV
Pathfinder	Get layout of architecture until an obstruction is reached
Slide	Flee a black ICE vs perception
Virus	Make permanent changes in a NET
Zap	Do 1d6 damage vs program DV or runner interface

Resolution for using any of these abilities (save for Zap) is as follows:

**Interface + 1d10 vs. DV**

**Programs**

- Can only be activated once per meatspace round
- An activated program cannot be activated again until deactivated
- Attack programs deactivate themselves
- You can install multiple copies of a program and their effect stack if run simultaneously

- Each control node can only be used once per turn
- Slide can only be done once per turn

Meat action/Net actions  
+  
Move action

Interface Rank	1-3	4-6	7-9	10
NET Actions	2	3	4	5

**BLACK ICE PROGRAMS**

- When activated: Interface + Speed bonus vs ICE Speed. If fail, suffer ICE effect immediately. Place in initiative one higher than highest initiative.
- Black ICE can be activated to lie in wait on a floor or during combat assigning a target to it (to reassign a target you must deactivate/activate it)
- The GM plays all black ICE

**DEMONS**

Activate: defense triggered/netrunner enters the architecture. Demon enters on the top of the initiative queue.

- They prioritize using control nodes and only zap with leftover actions.
- Combat number is used for controlled nodes
- Interface is used for zap, control or defense
- Demons always win SPEED against programs

# FRIDAY NIGHT FIREFIGHT

Action	Data
<b>Move Action</b>	Move up to as many m/yds as your MOVE STAT x 2 each Turn (or squares equal to your MOVE STAT).
<b>Attack</b>	Make a Melee or Ranged Attack.
<b>Choke</b>	Choke an opponent you have Grabbed.
<b>Equip/Drop Shield</b>	Equipping and dropping a Shield takes an Action. See Using Shields later in this section on <b>PG. 183</b> .
<b>Get into a Vehicle</b>	Get into a Vehicle. See Vehicle Combat later in this section on <b>PG. 189</b> .
<b>Get Up</b>	Get up after being Prone. While Prone, until you use this Action, you cannot use a Move Action.
<b>Grab</b>	Grab and hold an opponent or take away an object they are holding.
<b>Hold Action</b>	Hold an Action until later in the Initiative Queue. You must choose a specified event to trigger the Action or a specific number in the Initiative Queue when the action occurs as well as what the Action is, and what its intended target is.
<b>Human Shield</b>	Equip an opponent you have Grabbed as a Human Shield.
<b>Reload</b>	Fully reload and replace a weapon's magazine with a single ammunition type.
<b>Run</b>	Take an additional Move Action, but only if you have already taken a Move Action this Turn.
<b>Start a Vehicle</b>	Start a Vehicle to gain its MOVE and jump to the top of the Initiative Queue.
<b>Stabilize</b>	Stabilize a target to begin the natural healing process or pull them out of the Mortally Wounded Wound State to save their life. See on <b>PG. 222</b> .
<b>Throw</b>	Throw a grabbed opponent to the ground or throw an object.
<b>Use NET Actions</b>	Perform multiple NET Actions inside the NET. See Netrunning Section for how to use NET Actions on <b>PG. 197</b> .
<b>Use an Object</b>	Manipulate an object in a way that doesn't require a Skill. Drawing an easily accessible weapon into a free hand or dropping a held weapon (not a shield) onto the floor does not require this Action but stowing a held weapon on your person does.
<b>Use a Skill</b>	Use one of your Skills to accomplish a quick task. A longer task will require multiple Actions over the course of multiple Turns, rolling only when the full time has been paid for in 3-second increments.
<b>Vehicle Maneuver</b>	Use your Action while driving to focus entirely on making a dangerous Maneuver.

Ranged Combat is resolved:  
 Attacker's REF + Relevant Weapon Skill + 1d10  
 vs.  
 Defender's DV Determined by Range to Target and Weapon  
 or Defender's DEX + Evasion Skill + 1d10\*

\*A Defender with a REF 8 or higher can choose to attempt to dodge a Ranged Attack instead of using the range table to determine the DV

**Suppressive Fire**  
 Uses 10 bullets.  
 Everyone within 25 m/yds with no cover in LOS:  
 WILL+concentration vs. REF+Autofire  
 Fail: Must go to cover and must try to run if MOVE is not enough

**Autofire**  
 Uses 10 bullets, uses autofire skill  
 Dmg: 2d6 \* max(diff(result, DV), 3 or 4)

Weapon Type	0 to 6 m/yds	7 to 12 m/yds	13 to 25 m/yds	26 to 50 m/yds	51 to 100 m/yds
SMGs	20	17	20	25	30
Assault Rifle	22	20	17	20	25

**Arrows**  
 Needs no reload (atk+reload=1action) and arrows can be scavenged  
**Shotgun Shells**  
 No aimed atk.  
 REF + shoulder vs DV 13  
 Damage: 3d6 in 6m/yds radius in front

**Explosives**  
 Damage: 10m/yds square. Roll damage only once for all.  
 DV success: The center is where intended. Else, GM decides  
 Explosion blows cover: Full dmg

Weapon Type	0 to 6 m/yds	7 to 12 m/yds	13 to 25 m/yds	26 to 50 m/yds	51 to 100 m/yds	101 to 200 m/yds	201 to 400 m/yds	401 to 800 m/yds
Pistol	13	15	20	25	30	30	N/A	N/A
SMG	15	13	15	20	25	25	30	N/A
Shotgun (Slug)	13	15	20	25	30	35	N/A	N/A
Assault Rifle	17	16	15	13	15	20	25	30
Sniper Rifle	30	25	25	20	15	16	17	20
Bows & Crossbow	15	13	15	17	20	22	N/A	N/A
Grenade Launcher	16	15	15	17	20	22	25	N/A
Rocket Launcher	17	16	15	15	20	20	25	30

**AIMED SHOTS**  
 -8 modifier. Only 1 ROF when aiming. Also do effect from table.

Aiming for...	Effect
Head	Multiply the damage that gets through your target's head armor by 2.
Held Item	If a single point of damage gets through your target's body armor, your target drops one item of your choice held in their hands. It lands on the ground in front of them.
Leg	If a single point of damage gets through your target's body armor, your target also suffers the Broken Leg Critical Injury if they have any legs left that aren't broken.

Melee Attacks / Special Move Resolutions are made using:  
 DEX + Melee Skill + 1d10 vs. Defender's DEX + Evasion + 1d10 or DV\*

\*for some Special Moves

**Grab**  
 Dex + Brawling vs. Dex + Brawling  
 Choose: Grab enemy or grab item from hand  
 While grabbing enemy -2 to both  
 Enemy must move with attacker  
 Cannot use 2H weapons  
 Defender or other character must use a brawl action to break free

**Choke**  
 Ignores armor. Does BODY dmg.  
 HP < 1: HP = 1 and unconscious.  
 Choked 3 rounds: Unconscious  
**Throw**  
 Does BODY dmg, ignores armor. Defender ends prone  
 Throw weapon: DEX + Athletics. Do not ignore half SP for melee weapons.

BODY	4 or Under	5 to 6 (or ≤ 4 w/ Cyberarm)	7 to 10	11 or Higher
Damage	1d6	2d6	3d6	4d6

Weapon Type	0 to 6 m/yds	7 to 12 m/yds	13 to 25 m/yds
Thrown Weapon	16	15	15

**TAKING COVER**  
 Hidden behind something and no LOS. Cover has HP and can be destroyed. When destroy excess damage is lost (Except for explosives). Covers cannot be hit by brawl or martial arts (unless made with cyberarms or BODY ≥ 10).

Type of Cover	Thick HP	Thin HP
Steel	50 HP	25 HP
Stone	40 HP	20 HP
Bulletproof Glass	30 HP	15 HP
Concrete	25 HP	10 HP
Wood	20 HP	5 HP
Plaster/Foam/Plastic	15 HP	0 HP (Not Cover)

**USING SHIELDS**

Shield Type	Shield Description	Hit Points (HP)
Bulletproof Shield	A transparent polycarbonate shield that can protect you in a firefight.	10
Corpse	Shield made of meat. Used to be a person.	BODY STAT the corpse had in life.

**HUMAN SHIELDS**  
 If enemy is in a grapple, use an action to make it a shield.  
 Cannot block melee or aimed at head shots. The human shield cannot dodge ranged attacks.  
 You can still attack your human shield.

Whenever you take damage:

1. Your Attacker rolls the damage for their attack.

2. Subtract your armor's SP in that location (if they didn't target your head using an Aimed Shot, this is always your body location. If a melee attack ignore half the SP rounded up) from the damage.\* Subtract any remaining damage from your Hit Points.

3. If you ended up taking any damage, your armor on that location is still ablated, reducing its SP by 1 point, until it is repaired.

\*Some things that cause damage, like poisons and fire, bypass armor.

### DROWNING AND ASPHYXIATION

Can hold breath BODY minutes  
BODY dmg at start of turn from then on  
Asphyxiation in space: 1d6 at end of turn to INT, REF, and DEX. If int reaches 0 character is dead

### CRITICAL INJURIES

If 2+ dmg dice roll 6: 5 bonus dmg + roll 2d10 and apply critical injury

### BEING ON FIRE

You need to use an action to put out fire(no armor)

### RADIATION

Low: No dmg. Can kill over time  
High: Strong fire or Deadly fire (really high radiation)  
You cannot put out radiation

Intensity	Example	Effect
Mild	Wood Fire	2 Damage direct to HP
Strong	Gasoline Fire	4 Damage direct to HP
Deadly	Thermite	6 Damage direct to HP

### FALLING

Fall time: 40 m/yds per turn  
If edge/ledge: once can roll DV15 athletics or use grapple hand/gun.  
Dmg: 2d6 per 10 m/yds (soaked by body armor). Unless you pass a DV15 athletics also get broken leg injury.  
2 cyberlegs: Cancel effect up to 30 m

### ELECTROCUTION

6d6 per turn (soaked by armor)  
**EXPOSURE**  
Extreme elements: 1d6 per day  
Cannot heal naturally, even stabilized  
Proper equipment: No exposure

### POISONS

Intensity	Examples	Resist Torture/Drugs DV	Effect
Mild	Belladonna, Toxic Waste	11	1d6 Damage direct to HP
Strong	Arsenic	13	2d6 Damage direct to HP
Deadly	Biotoxin, Designer Poison, Stonefish Venom	15	3d6 Damage direct to HP

### DRUGS

Intensity	Examples	Resist Torture/Drugs DV	Effect
Mild	Alcohol	11	Inebriation
Strong	Sodium Pentothal	13	Suggestibility
Deadly	Designer Drug	15	Designer's Intention

### DEATH SAVES

Must do death saves at the start of turn if mortally wounded.  
If d10 < BODY you live, else die. If d10 = 10: Fail.  
Each time a death save is passed, add +1 mod.  
Keep in mind critical injuries.  
When stabilized return to 1HP and become unconscious for 1 minute.

### ARMOR

Armor is divided between body and head. They do not stack and are treated as separate.  
Armor does not stack, the highest SP is used.  
All worn armor in a location is ablated at the same time.  
Each time you receive dmg and armor is used, reduce its SP by 1.

## CRITICAL INJURIES TO THE BODY

Roll (2d6)	Injury	Injury Effect	Quick Fix	Treatment
2	Dismembered Arm	The Dismembered Arm is gone. You drop any items in that dismembered arm's hand immediately. <b>Base Death Save Penalty is increased by 1.</b>	N/A	Surgery DV17
3	Dismembered Hand	The Dismembered Hand is gone. You drop any items in the dismembered hand immediately. <b>Base Death Save Penalty is increased by 1.</b>	N/A	Surgery DV17
4	Collapsed Lung	-2 to MOVE (minimum 1) <b>Base Death Save Penalty is increased by 1.</b>	Paramedic DV15	Surgery DV15
5	Broken Ribs	At the end of every Turn where you move further than 4m/yds on foot, you re-suffer this Critical Injury's Bonus Damage directly to your Hit Points.	Paramedic DV13	Paramedic DV15 or Surgery DV13
6	Broken Arm	The Broken Arm cannot be used. You drop any items in that arm's hand immediately.	Paramedic DV13	Paramedic DV15 or Surgery DV13
7	Foreign Object	At the end of every Turn where you move further than 4m/yds on foot, you re-suffer this Critical Injury's Bonus Damage directly to your Hit Points.	First Aid or Paramedic DV13	Quick Fix removes Injury Effect permanently
8	Broken Leg	-4 to MOVE (minimum 1)	Paramedic DV13	Paramedic DV15 or Surgery DV13
9	Torn Muscle	-2 to Melee Attacks	First Aid or Paramedic DV13	Quick Fix removes Injury Effect permanently
10	Spinal Injury	Next Turn, you cannot take an Action, but you can still take a Move Action. <b>Base Death Save Penalty is increased by 1.</b>	Paramedic DV15	Surgery DV15
11	Crushed Fingers	-4 to all Actions involving that hand	Paramedic DV13	Surgery DV15
12	Dismembered Leg	The Dismembered Leg is gone. -6 to MOVE (minimum 1) You cannot dodge attacks. <b>Base Death Save Penalty is increased by 1.</b>	N/A	Surgery DV17

## CRITICAL INJURIES TO THE HEAD

Roll (2d6)	Injury	Injury Effect	Quick Fix	Treatment
2	Lost Eye	The Lost Eye is gone. -4 to Ranged Attacks & Perception Checks involving vision. <b>Base Death Save Penalty is increased by 1.</b>	N/A	Surgery DV17
3	Brain Injury	-2 to all Actions. <b>Base Death Save Penalty is increased by 1.</b>	N/A	Surgery DV17
4	Damaged Eye	-2 to Ranged Attacks & Perception Checks involving vision.	Paramedic DV15	Surgery DV13
5	Concussion	-2 to all Actions	First Aid or Paramedic DV13	Quick Fix removes Injury Effect permanently
6	Broken Jaw	-4 to all Actions involving speech	Paramedic DV13	Paramedic or Surgery DV13
7	Foreign Object	At the end of every Turn where you move further than 4m/yds on foot, you re-suffer this Critical Injury's Bonus Damage directly to your Hit Points.	First Aid or Paramedic DV13	Quick Fix removes Injury Effect permanently
8	Whiplash	<b>Base Death Save Penalty is increased by 1.</b>	Paramedic DV13	Paramedic or Surgery DV13
9	Cracked Skull	Aimed Shots to your head multiply the damage that gets through your SP by 3 instead of 2. <b>Base Death Save Penalty is increased by 1.</b>	Paramedic DV15	Paramedic or Surgery DV15
10	Damaged Ear	Whenever you move further than 4m/yds on foot in a Turn, you cannot take a Move Action on your next Turn. Additionally you take a -2 to Perception Checks involving hearing.	Paramedic DV13	Surgery DV13
11	Crushed Windpipe	You cannot speak. <b>Base Death Save Penalty is increased by 1.</b>	N/A	Surgery DV15
12	Lost Ear	The Lost Ear is gone. Whenever you move further than 4m/yds on foot in a Turn, you cannot take a Move Action on your next Turn. Additionally you take a -4 to Perception Checks involving hearing. <b>Base Death Save Penalty is increased by 1.</b>	N/A	Surgery DV17

Use TECH + first aid/paramedic to stabilize

Wound State	Threshold	Wound Effect	Stabilization DV
Lightly Wounded	Less than Full HP	None	DV10
Seriously Wounded	Less than 1/2 HP (round up)	-2 to all Actions	DV13
Mortally Wounded	Less than 1 HP	-4 to all Actions -6 to MOVE (Minimum 1) Must make a <b>Death Save</b> at start of each one of their Turns. Mortally Wounded Characters suffer a <b>Critical Injury</b> whenever they are damaged by a Melee or Ranged Attack. In addition, their <b>Death Save Penalty</b> increases by 1.	DV15 to heal back to 1 HP, and Unconscious (Gone from the world for 1 minute)
Dead	One failed Death Save	Death	Never coming back

# TRAUMA TEAM

## TREATING A CRITICAL INJURY

**A Quick Fix will remove the Injury Effect for the rest of the day.**

**Each attempt takes a minute. You can Quick Fix yourself.**

**A Treatment will remove the Injury Effect permanently.**

**Each attempt takes four hours. You can't do a Treatment on yourself.**

Hospital: 4h per treatment. 100eb per day to stay overnight. Limbs/parts (extra) to cryochill costs 50eb

Highest DV of Stabilization or Treatment for Critical Injury During Visit	Cost
DV17 or higher	1,000eb (V. Expensive)
DV15	500eb (Expensive)
DV13	100eb (Premium)
DV10	50eb (Costly)

When stabilized heal BODY per day resting. If the patient pushes it they will need to be stabilized again

### NEEDED SKILLS

First aid: stabilize and quick fix some critical injuries  
Paramedic/Surgery: stabilize, quick fix and treat some injuries  
Cybertech: Quick fix and treat injuries if the part is a cyberware

## CYBERWARE

Installing/Repairing/Removing cyberware takes 4 hours. Installing/Removing uses surgery. Repairing uses cybertech. Failure loses 2 hours and destroys cyberware (can be repaired). Cannot install cyberware on yourself (except mall)

Typical Installation	Surgery DV (Medtech only)	Cost to Install at a Hospital
Mall	DV13	100eb (Premium)
Clinic	DV15	500eb (Expensive)
Hospital	DV17	1,000eb (V. Expensive)

Type of Trauma	Example of Trauma	Humanity Loss
Traumatic Physical Incident	Torture	1d6
Traumatic Mental Incident	Witnessing a particularly horrific death, mutilation, etc.	1d6
Long-term Mental Stress	Kidnapping, imprisonment. Long term abuse.	2d6
Long-term Environmental Stress Factors	Starvation or being trapped in a war zone, experiencing devastation from a long-term disaster, or living in constant danger for a month.	2d6

## BODYSULPTING

4 hours. Failure loses materials and 2 hours lost. Can't bodysculpt yourself.

Bodysculpting	Installation	Cost	Humanity Loss	Surgery DV (Medtech only)
Standard	Clinic	500eb (Expensive)	N/A	DV15: Materials are 100eb (Premium)
Exotic	Hospital	1,000eb (V. Expensive)	4d6	DV17: Materials are 500eb (Expensive)

Takes a week. Fail: Materials and week lost. Must get materials from biotechnica.

Therapy	Description	Cost	Effect	Medical Tech DV
Addiction	One week of intensive psychotherapy combined with a flight of anti-addiction drugs in a safe environment.	1,000eb (V. Expensive)	Patient is freed of one of their addictions. However, whenever they roll against the Secondary Effect of the source of their addiction for 1 year after getting clean, they automatically fail the roll.	DV15 Materials are 500eb (Expensive)
Standard Humanity Loss	One week of intensive psychotherapy combining stress and anger management counseling, hypnosis, and minor direct brain reprogramming, aided by pharmaceuticals, and a safe environment which may be induced by therapeutic braindance.	500eb (Expensive)	Patient regains 2d6 of their lost Humanity. Humanity cannot be fully regained without the removal of cyberware. Each piece of cyberware will decrease your maximum Humanity by 2. Each piece of borgware cyberware lowers maximum Humanity by 4 instead. Cyberware with 0 Humanity Loss on installation will not decrease your maximum Humanity.	DV15 Materials are 100eb (Premium)
Extreme Humanity Loss	One week of intensive psychotherapy, and sessions focused on direct and extreme brain reprogramming, only made possible by state-of-the-art pharmaceuticals and a safe environment which may be induced by therapeutic braindance.	1,000eb (V. Expensive)	Patient regains 4d6 of their lost Humanity. Humanity cannot be fully regained without the removal of cyberware. Each piece of cyberware will decrease your maximum Humanity by 2. Each piece of borgware cyberware lowers maximum Humanity by 4 instead. Cyberware with 0 Humanity Loss on installation will not decrease your maximum Humanity.	DV17 Materials are 500eb (Expensive)

## VEHICLE COMBAT

Vehicle can't dodge, but passengers can dodge if they are aimed at. You can be targeted through the glass.

A vehicle with 0 SDP is destroyed and cannot be used as cover or moved.

All vehicles have weak points that can be aimed shot at. 2xSDP damage on success.

On melee, a weak point always hits unless the car is moving. Then a DV13 roll must be passed with -8.

- Getting in a car is an action.  
- Starting/Stopping a car is an action (Includes plugging/unplugging if applies)  
- You must have one hand driving (unless interface plugged) or you lose control next turn.  
- If REF + control skill <= 9: Need to roll. Failure loses control.

**When a Vehicle is started, three things happen:**

1. The driver is placed immediately at the top of the Initiative Queue.
2. The Vehicle's MOVE STAT effectively becomes the driver's MOVE STAT. Any penalty the driver had to their MOVE doesn't affect the movement of the vehicle.
3. The driver becomes unable to use the Run Action. (I mean, why did you get into a vehicle in the first place, right?)

Maneuver	DV
Sswerve	13
Sharp Turn	13
Emergency Stop	13
Bootleg Turn	17
Do a Jump	17
Landing (Air Vehicle)	13
Aerobatic Maneuver (Air Vehicle)	17

### LOSING CONTROL

If control of the vehicle is lost the GM decides its movement and can crash (treat as ramming)

### RAMMING

Do 6d6 damage to vehicle and hit object/pedestrian. All involved in the crash get whiplash critical injury.

If the hit object HP gets to 0 you can continue moving. You can continue moving after hitting a pedestrian, but if they have HP > 0 they can choose to be on top of the vehicle

Dodge a vehicle: DEX + Evasion DV13. You can choose to be on top on success.