



SITUATION MODIFIERS TABLE	
SITUATION	DICE MOD
Attacker Firing from cover with imaging device	-3
Attacker firing from a moving vehicle	-2
Attacker in melee combat	-3
Attacker running	-2
Attacker using off-hand weapon	-2
Attacker wounded	-Wound modifier
Blind fire	-6
Called shot	-4
Previously aimed with take aim	+1 Dice/ +1 Accuracy
Wireless Smartgun	+1(gear)/+2 (Implant)

MELEE MODIFIERS TABLE	
SITUATION	DICE MOD
Attacker making charging attack	+2
Attacker prone	-1
Attacker making a called shot	-4
Character attacking multiple targets	Split dice pool
Character has superior position	+2
Character using off-hand weapon	-2
Attacker wounded	-Wound modifier
Defender receiving a charge	+1
Environmental modifiers	Light and visibility mods
Attacker has friends in melee	+1 or Teamwork
Opponent prone	+1
Touch-only attack	+2

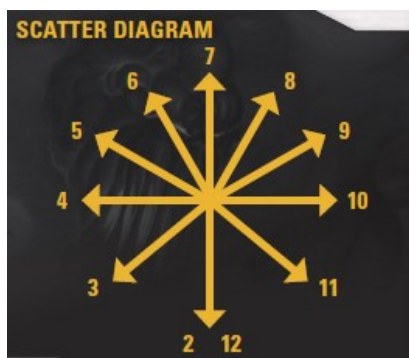
DEFENCE MODIFIERS TABLE	
SITUATION	DICE MOD
Defender inside a moving vehicle	+3
Defender prone	-2
Defender unaware of attack	No defense possible
Defender wounded	-Wound modifiers
Attacker has longer reach	-1 def/ point of net reach
Defender has longer reach	+1 def/ point of net reach
Defender receiving a charge	+1
Defender has defended against previous attack	-1 per previous attack
SITUATION	DICE MOD
Attacker firing flechette shotgun on narrow spread	-1
Attacker firing flechette shotgun on med. spread	-3
Attacker firing flechette shotgun on wide spread	-5
Attacker firing full-auto (Complex)	-9
Attacker firing long burst or full auto (Simple)	-5
Attacker firing burst or semi-auto burst	-2
Defender in melee targeted by ranged attack	-3
Defender running	+2
Defender/ Target has good cover	+4
Defender/ Target has partial cover	+2
Targeted by area-effect attack	-2

ENVIRONMENTAL MODIFIERS				
VISIBILITY	LIGHT/GLARE	WIND	RANGE	MODIFIER
Clear	Full light/No glare	None or light breeze	Short	—
Light rain/Fog/Smoke	Partial light/Weak glare	Light winds	Medium	-1
Mod rain/Fog/Smoke	Dim light/Mod glare	Mod winds	Long	-3
Hvy rain/Fog/Smoke	Total darkness/Blinding glare	Strong winds	Extreme	-6
Combination of two or more conditions at the -6 level row				-10

ENVIRONMENTAL COMPENSATION			
COMPENSATION	EFFECT	COMPENSATION	EFFECT
Flare Compensation -	Glare shifts 2 rows up	Tracer rounds (FA) -	Range & winds above light shift 1 row up
Image Magnification -	Reduce range by 1 category	Smartlink -	Wind shift 1 row up
Low Light Vision -	Treat partial and dim light as full	Sunglasses -	Glare shifts 1 row up/Light 1 down
Thermographic Vision -	Visibility and light shift 1 row up	Ultrasound -	Ignore light, visibility 1 row up

RANGE TABLE				
DICE POOL MODIFIER	SHORT +0	MEDIUM -1	LONG -3	EXTREME -6
PISTOLS		RANGE IN METERS		
Taser	0-5	6-10	11-15	16-20
Hold-out Pistol	0-5	6-15	16-30	31-50
Light Pistol	0-5	6-15	16-30	31-50
Heavy Pistol	0-5	6-20	21-40	41-60
AUTOMATICS		RANGE IN METERS		
Machine Pistol	0-5	6-15	16-30	31-50
SMG	0-10	11-40	41-80	81-150
Assault Rifle	0-25	26-150	151-350	351-550
LONGARMS		RANGE IN METERS		
Shotgun (Flechette)	0-15	16-30	31-45	46-60
Shotgun (Slug)	0-10	11-40	41-80	81-150
Sniper Rifle	0-50	51-350	351-800	801-1500
HEAVY WEAPONS		RANGE IN METERS		
Light Machinegun	0-25	26-200	201-400	401-800
Medium/Heavy machinegun	0-40	41-250	251-750	751-1200
Assault Cannon	0-50	51-300	301-750	751-1500
Grenade Launcher	5-50	51-100	101-150	151-500
Missile Launcher	20-70	71-150	151-450	451-1500
BALLISTIC PROJECTILES		RANGE IN METERS		
Bow	0-STR	To STR x 10	To STR x 30	To STR x 60
Light Crossbow	0-6	7-24	25-60	61-120
Medium Crossbow	0-9	10-36	37-90	91-150
Heavy Crossbow	0-15	16-45	46-120	121-180
IMPACT PROJECTILES		RANGE IN METERS		
Thrown Knife	0-STR	To STR x 2	To STR x 3	To STR x 5
Shuriken	0-STR	To STR x 2	To STR x 5	To STR x 7
THROWN GRENADES		RANGE IN METERS		
Standard	0-STR x 2	To STR x 4	To STR x 6	To STR x 10
Aerodynamic	0-STR x 2	To STR x 4	To STR x 8	To STR x 15

SCATTER TABLE	
TYPE	SCATTER
Standard Grenade	-3
Aerodynamic Grenade	-2
Grenade Launcher	-3
Missile Launcher	-2
Rocket Launcher	-2



COMBAT ACTIONS	
FREE ACTIONS	
Call a shot	Eject Smartgun clip
Change linked device mode	Multiple Attacks
Drop object	Run
Drop Prone	Speak/text/transmit phrase
SIMPLE ACTIONS	
Activate Focus	Quick draw
Call Spirit	Ready/Draw weapon
Change Device Mode	Reckless spellcasting
Command Spirit	Reload Weapon (see table)
Dismiss Spirit	Remove clip
Fire Bow	Shift Perception
Fire Weapon (SA,SS,BF,FA)	Take Aim
Insert clip	Take Cover
Observe in detail	Throw Weapon
Pick up/put down object	Use simple device
COMPLEX ACTIONS	
Astral Projection	Melee Attack
Banish Spirit	Reload Weapon (see table)
Cast Spell	Rigger Jump In
Fire Weapon (FA)	Sprint
Fire long or Semi-auto burst	Summoning
Fire mounted/vehicle Wpn	Use Skill
INTERRUPT ACTIONS	
Block	Hit the Dirt
Dodge	Intercept
Full Defense	Parry

FIRING MODE TABLE		
MODE	DEF MOD	# OF ROUNDS
Single-shot (SS)	0	1
Semi-automatic (SA)	0	1
Semi-auto Burst (SB)	-2	3
Burst Fire (BF)	-2	3
Long Burst (LB) or full auto (FA) (Simple)	-5	6
Full Auto (FA) (Complex)	-9	10
Suppressive Fire	Duck or cover	20

Barrier Ratings		
Barrier	Structure	Armor
Fragile	1	2
<i>Ex: standard Glass</i>		
Cheap Material	2	4
<i>Ex: drywall,plaster,door,regular tire</i>		
Average Material	4	6
<i>Ex: furniture, plastiboard, ballistic glass</i>		
Heavy Material	6	8
<i>Ex: tree, hardwood, dataterminal, light post, chain link</i>		
Reinforced Material	8	12
<i>Ex: densiplast, security door, armored glass, Kevlar wall-board</i>		
Structural Material	10	16
<i>Ex: brick, plascrete</i>		
Heavy Structural Material	12	20
<i>Ex: concrete, metal beam</i>		
Armored/Reinforced Material	14	24
<i>Ex: reinforced concrete</i>		
Hardened Material	16+	32+
<i>Ex: blast bunkers</i>		

DAMAGING BARRIERS	
Weapon	DV Modifier
Melee of unarmed	No Change
Projectiles and bullets	See Penetration wpns
Explosive in contact with barrier	Base DV x 2
AV rocket/missile	Base DV x 2
Combat Spell	No Change

Concealability Modifiers	
Modifier*	Example Items
-6	RFID tag, bug, slap patch, microdrone, contact lenses
-4	Hold-out pistol, monowhip, ammo clip, credstick, chips/softs, sequencer/passkey, autopicker, lockpick set, commlink, glasses
-2	Light Pistol, knife, sap, minidrone, microgrenade, flash-pak, jammer, cyberdeck, Rigger command console
0	Heavy pistol, machine pistol (foldins stock collapsed), grenade, goggles, ammo belt/drum, club, extendable baton (Collapsed)
+2	SMG, machine pistil (folding stock extended), medkit, small drone, extendable baton (Extended), stun baton
+4	Sword, sawed off shotgun, bullpup assault rigle
+6	Katana, monosword, shotgun, assault rifle, sport rifle, crossbow
+8	Sniper rifle, bow, grenade launcher, medium drone
+10/Forget about it	Machine gun, rocket launcher, missile launcher, staff, claymore, metahuman body
*Applies to observer	

HTR Team Response Time		
Security Level	Example	Response Time
AAA	Downtown Seattle, Megacorp HQ, Military installation	1D6 minutes
AA	Luxury residential area	1D6 + 4 minutes
A	Mid– to-high-level residential, common corps	2D6 + 3 minutes
B	Mid-level residential, industrial	1D6 x 5 minutes
C	Low-end residential, storage areas	1D6 x 10 minutes
Z	Redmond Barrens, Chicago Containment Zone	2D6 hours



SOCIAL MODIFIERS			
GEN MODIFIERS	MOD	GEN MODIFIERS	MOD
The NPCs attitude towards the PC is:			
Friendly	+2	Prejudiced	-2
Neutral	+0	Hostile	-3
Suspicious	-1	Enemy	-4
PC's desired result is:			
Advantageous to NPC	+1	Of no value to NPC	+0
Annoying to NPC	-1	Harmful to NPC	-3
Disastrous to NPC	-4	Control thoughts cast on	-1 per hit
PC has (known) street rep	+ street cred	Subject has (known) street rep	- street cred
Subject has "Ace in the hole"	+2	Subject has romantic attraction to PC	+2
PC is intoxicated	-1		
CON MODIFIERS	MOD	CON MODIFIERS	MOD
PC has plausible seeming evidence	+1 or 2	Subject is distracted	+1
Subject has time to evaluate situation	-1		
ETIQUETTE MODIFIERS	MOD	ETIQUETTE MODIFIERS	MOD
PC is wearing the wrong attire or not the right look	-2	PC is obviously nervous, agitated, or frenzied	-2
Subject is distracted	-1		
INTIMIDATION MODIFIERS	MOD	INTIMIDATION MODIFIERS	MOD
PC is physically imposing	+1 to +3	Subject is Phys imposing	-1 to -3
PC's outnumber the subject (s)	+2	Subjects outnumber the PC's	-2
Character wielding weapon or obvious magic	+2	Subject wielding weapon or obvious magic	-2
PC is causing (or has caused) subject physical pain (Torture)	+2	Subject is oblivious to danger or doesn't think character "would try something so stupid"	+2
LEADERSHIP MODIFIERS	MOD	LEADERSHIP MODIFIERS	MOD
PC has superior rank	+1 to +3	Subject has superior rank	-1 to -3
PC's is an obvious authority figure	+1	PC not part of subject social strata	-1 to -3
Subject is a fan/devoted to PC	+2		
NEGOTIATION MODIFIERS	MOD	NEGOTIATION MODIFIERS	MOD
PC lacks background knowledge of situation	-2	PC has blackmail material or heavy bargaining chip	+2

SOCIAL SKILL TESTS	
CHARACTER ROLL	TARGET ROLL
Con + Cha [Social]	Con + Cha [Social]
Etiquette + Cha [Social]	Per + Cha [Social]
Impersonation + Cha [Social]	Per + Int [Mental]
Intimidation + Cha [Social]	Intimidation + Wil [Social]
Leadership + Cha [Social]	Leadership + Wil [Social]
Negotiation + Cha [Social]	Negotiation + Cha [Social]
Performance + Cha [Social]	Cha + Wil

PERCEPTION TEST MODIFIERS	
SITUATION	DICE MODIFIER
Perceiver is distracted	-2
Perceiver is specifically looking/listening for it	+3
Object/Sound not in immediate vicinity	-2
Object/Sound far away	-3
Object/Sound stands out in some way	+2
Interfering sight/Odor/Sound	-2
Perceiver has active enhancements	+ [Rating]
Visibility and Light	*Special

PERCEPTION THRESHOLDS		
ITEM/EVENT IS:	THRESHOLD	EXAMPLES
Obvious/Large/Loud	1	Neon sign, running crowd, yelling, gunfire
Normal	2	Street sign, pedestrian, conversation, silenced gunfire
Obscured/Small/Muffled	3	Item dropped under table, contact lens, whispering
Hidden/Micro/Silent	4	Secret door, Needle in haystack, subvocal speech

EXTENDED TEST THRESHOLDS	
DIFFICULTY	THRESHOLD
Easy	6
Average	12
Hard	18
Very Hard	24
Extreme	30+

SUCCESS TEST THRESHOLDS	
DIFFICULTY	THRESHOLD
Easy	1
Average	2
Hard	4
Very Hard	6
Extreme	8—10

EXTENDED TEST INTERVALS							
TASK	TIME INTERVAL	TASK	TIME INTERVAL	TASK	TIME INTERVAL	TASK	TIME INTERVAL
Fast	1 Combat Turn	Short	10 minutes	Long	1 Hour	Exhaustive	1 Week
Quick	1 Minute	Average	30 Minutes	Consuming	1 Day	Mammoth	1 Month

SKILL GROUPS				
ACTING	ATHLETICS	BIOTECH	CLOSE COMBAT	CONJURING
Con	Gymnastics	Cybertechnology	Blades	Banishing
Impersonation	Running	First Aid	Clubs	Binding
Performance	Swimming	Medicine	Unarmed	Summoning
CRACKING	ELECTRONICS	ENCHANTING	FIREARMS	INFLUENCE
Cybercombat	Computer	Alchemy	Automatics	Etiquette
Electronic Warfare	Hardware	Artificing	Longarms	Leadership
Hacking	Software	Disenchanting	Pistols	Negotiation
ENGINEERING	OUTDOORS	SORCERY	STEALTH	TASKING
Aeronautics Mechanic	Navigation	Counterspelling	Disguise	Compiling
Automotive Mechanic	Survival	Ritual Spellcasting	Palming	Decompiling
Industrial Mechanic	Tracking	Spellcasting	Sneaking	Registering
Nautical Mechanic				

INDIVIDUAL SKILLS
AGILITY
Archery, Automatics, Blades, Clubs, Escape Artist, Exotic Melee Weapon (Specific), Exotic Ranged Weapon (Specific), Gunnery, Gymnastics, Heavy Weapons, Locksmith, Longarms, Palming, Pistols, Sneaking, Throwing Weapons, Unarmed Combat
BODY
Diving, Free-fall
REACTION
Pilot Aerospace, Pilot Aircraft, Pilot Exotic Vehicle (Specific), Pilot Ground Craft, Pilot Walker, Pilot Watercraft
STRENGTH
Running, Swimming
CHARISMA
Animal Handling, Con, Etiquette, Impersonation, Instruction, Intimidation, Leadership, Negotiations, Performance
INTUITION
Artisan, Assensing, Disguise, Interests knowledge, Language, Navigation, Perception, Street Knowledge, Tracking
LOGIC
Academic knowledge, Aeronautics Mechanic, Arcana, Armorer, Automotive Mechanic, Biotechnology, Chemistry, Computer, Cybertechnology, Cybercombat, Demolitions, Electronic Warfare, First Aid, Forgery, Industrial Mechanic, Hacking, Hardware, Medicine, Nautical Mechanic, Professional Knowledge, Software
WILLPOWER
Astral Combat, Survival
MAGIC
Alchemy, Artificing, Banishing, Binding, Counterspelling, Disenchanting, Ritual Spellcasting, Spellcasting, Summoning
RESONANCE
Compiling, Decompiling, Registering

BUILD/REPAIR TABLE	
SITUATION	MODIFIER
Working Conditions:	
Distracting	-1
Poor	-2
Bad	-3
Terrible	-4
Superior	+1
Tools and/or parts are:	
Inadequate	-2
Unavailable	-4 or not allowed
Superior	+1 or more
Plan/Reference Materials:	
Available	+1
Augmented Reality	+2
Working from memory:	
Logic 5+	+0
Logic 1-4	-(5-Logic)

KNOWLEDGE SKILLS	
CHARACTER SEEKS	THRESHOLD
General Knowledge	1
Detailed Knowledge	2
Intricate Knowledge	4
Obscure Knowledge	6+

LANGUAGE SKILLS TABLE	
SITUATION	THRESHOLD
Universal concept (hunger, fear, bodily function)	1
Basic Conversation (concerns of daily life)	1
Complex subject (special/limited interest)	2
Intricate subjects (almost any technical subject)	3
Obscure subject (Very technical/rare knowledge)	4
SITUATION	DICE MOD
Speaking lingo (or variation of specific language)	-2
Using AR visual display help	+1 to +4

INITIATIVE ATTRIBUTE TABLE		
INITIATIVE TYPE	ATTRIBUTES	BASE DICE
Physical	Rea + Int	1D6
Astral	Int x 2	2D6
Matrix: AR	Rea + Int	aD6
Matrix: Cold SIM VR	Data + Int	3D6
Matrix: Hot SIM VR	Data + Int	4D6
Rigging AR	Rea + Int	1D6

HEALING MODIFIERS TABLE	
SITUATION	MODIFIER
Good conditions (Sterilized med facility)	+0
Average conditions (Indoors)	-1
Poor conditions (Street or wilderness)	-2
Bad conditions (combat, bad weather, swamp)	-3
Terrible conditions (Fire, severe storm)	-4
No medical supplies	-3
Improvised medical supplies	-1
Wireless medkit/autodoc	+ Rating
Applying medical care remotely through medkit/autodoc	-2
Assistance	As teamwork test
Uncooperative patient	-2
Patient is awakened or emerged	-2
Patient has implants	-1 per 2 full points of essence lost

WOUND RECOVERY
STUN DAMAGE
Bod + Wil (1 hour) extended test. Must rest whole hour. Each hit heals 1 box mental.
PHYSICAL DAMAGE
Bod x 2 (1 day) Extended Test. Must rest whole day. Each hit heals 1 box. Physical. Must heal stun first.
MEDICINE SKILL
Medicine + Log [Mental] test. Each hit gives +1 die to any subsequent healing tests on subject. For physical injuries, must spend at least 30 minutes per day tending to injuries. For stun it is 10 minutes per hour.
MEDKITS AND AUTODOCS
Grants dice pool modifier equal to the medkits rating (if used wirelessly) or the autodoc's first aid or medicine autosoft when treating a character. If wireless medkit is left unattended, roll the device's rating x 2 for any subsequent tests.
STABILIZATION
Character in overflow takes additional box of damage every (body) minutes. To stabilize, it is a First Aif or Medicine + Logic [Mental] (3) test. Apply situation modifiers.

KARMA ADVANCEMENT TABLE FOR ATTRIBUTES										
STARTING RATING	DESIRED RATING									
	2	3	4	5	6	7	8	9	10	11
1	10	25	45	70	100	135	—	—	—	—
2	—	15	35	60	90	125	165	—	—	—
3	—	—	20	45	75	110	150	195	—	—
4	—	—	—	25	55	90	130	175	225	—
5	—	—	—	—	30	65	105	150	200	(225)
6	—	—	—	—	—	35	75	120	170	(225)
7	—	—	—	—	—	—	40	85	135	(190)
8	—	—	—	—	—	—	—	45	95	(150)
9	—	—	—	—	—	—	—	—	50	(105)
10	—	—	—	—	—	—	—	—	—	(55)

Numbers in parenthesis () are only available to characters with the correct quality.

TRAINING RATE TABLE	
IMPROVEMENT	RATE
Improving an attribute (Mental, Physical, Magic, Resonance)	New rating x 1 week
Improving Edge	No time required
Improving a skill	
Rating 1—4	New rating x 1 day
Rating 5—8	New rating x 1 week
Rating 9—13	New rating x 2 weeks
Improving a skill group	New rating x 2 weeks
New Specialization	1 month

CHARACTER IMPROVEMENT TABLE	
IMPROVEMENT	KARMA COST
New Specialization (Active, knowledge, or Language)	7
New knowledge/language skill	1
New positive quality	Karma cost x 2
Remove a negative quality	Karma cost x 2
New Complex Form	4
New Initiate Level	10 + (Grade x 3)
New Spell	5

KARMA ADVANCEMENT TABLE FOR SKILLS													
SKILL	DESIRED RATING												
	1	2	3	4	5	6	7	8	9	10	11	12	(13)
Active Skill	2	6	12	20	30	42	56	72	90	110	132	156	182
Active Skill Group	5	15	30	50	75	105	140	180	225	275	330	390	455
Knowledge Skills	1	3	6	10	15	21	28	36	45	55	66	78	91
Language Skills	1	3	6	10	15	21	28	36	45	55	66	78	91

Numbers in parenthesis () are only available to characters with the correct quality.



ASTRAL DAMAGE TABLE	
ATTACK	TEST
Unarmed	Astral combat + Wil [Astral] v Int + Log
Weapon Focus	Astral Combat + Wil [Accuracy] v Int + Log
TYPE	DAMAGE
Magician	Charisma
Weapon Focus	By weapon (Cha is Strength)
Spirit	Force
Watcher	1

ASTRAL TRACKING MODIFIERS	
CONDITION	THRESHOLD MODIFIER
Each hour passed since astral link was active	+1
Target behind mana barrier	+ Force of barrier
Tracking master by spirit:	
Bound spirit	+0
Unbound spirit	+2

MIND PROBE TABLE	
NET HITS	RESULTS
1-2	The subject can read the target's surface thoughts only
3-4	The subject can find out anything the target consciously knows and view the target's recent memories (up to 72 hours).
5+	The subject can probe the target's subconscious, gaining information the target may not even be consciously aware of, like psychological quirks, deep fears, or hidden memories.

ASTRAL ATTRIBUTES TABLE	
PHYSICAL ATTRIBUTE	ASTRAL ATTRIBUTE
Agility	Logic
Body	Willpower
Reaction	Intuition
Strength	Charisma
Astral Initiative	Intuition x 2 (+3D6)

DETECTION SPELL RESULTS	
NET HITS	INFORMATION GAINED
1	Only general knowledge, no details. <i>Detect Life example: A group of metahumans.</i>
2	Major details only, no minor details <i>Detect Life example: A dwarf, a troll, and an ork walk into a bar. Stop me if you heard this one.</i>
3	Major and minor details, with some minor details obscured or missing. <i>Detect Life example: The three individuals listed above are all armed, and their weapons are out. The troll is leading.</i>
4	Detailed information <i>Detect Life example: The troll is your contact, Moira; you don't believe you've met the other two.</i>

OBJECT RESISTANCE TABLE	
OBJECT TYPE	DICE POOL
Natural Objects <i>Trees, soil, unprocessed water, hand-carved wood, metal (cold-worked by hand).</i>	3
Manufactured Low-tech objects and materials <i>Brick, leather, simple plastics</i>	6
Manufactured high-tech objects and materials <i>Advanced plastics, alloys, electronic equipment, sensors</i>	9
Highly processed objects <i>Computers, complex toxic wastes, drones, vehicles</i>	15+

ASSESSING TABLE	
HITS	INFORMATION GAINED
0	None
1	The General state of the subject's health (healthy, injured, ill, etc.). The subject's general emotional state or impression (happy, sad, angry, etc.). Whether the subject is mundane or awakened
2	The presence and location of Cyberware implants. The class of a magical subject (Fire elemental, manipulation spell, power focus, curse ritual, and so on). If you have seen the subject's aura before, you may recognize it, regardless of physical disguise or alterations.
3	The presence and location of alphaware cyber implants. Whether the subjects Essence and Magic are higher, lower, or equal to your own. Whether the subject's force is higher, lower or equal to your magic. A general diagnosis of any maladies (diseases or toxins) the subject suffers. Any astral signatures present on the subject.
4	The presence an location of bioware implants or betaware cyber implants. The exact essence, magic, and force of the subject. The general cause of any astral signature (combat spell, alchemical combat spell, air spirit, and so on).
5+	The presence and location of deltaware implants, gene treatments, and nanotech. An accurate diagnosis of any disease or toxin which afflict the subject. The fact that a subject is a technomancer.



SPIRIT SERVICES TABLE	
UNBOUND SPIRIT	BOUND SPIRIT
Combat	Any Unbound Spirit Service
Power Use	Aid Alchemy
Physical Task	Aid Sorcery
Remote Service	Spell Binding
	Spell Sustaining

SPIRITS OF EARTH	
B (F+4)	A (F-2) L (F-1) I (F) EDG (F/2)
S (F+4)	R (F-1) W (f) C (F) ESS/M (F)
INIT: (Fx2) -1 +2D6 ASTRAL INIT: (Fx2) +3D6	
Skills	Assensing, Astral combat, Exotic ranged weapon, Perception, Unarmed combat
Powers	Astral form, Binding, Guard, Materialization, Movement, Sapience, Search
Optional Powers	Concealment, Confusion, Engulf, Elemental attack, Fear

SPIRITS OF FIRE	
B (F+1)	A (F+2) L (F) I (F+1) EDG (F/2)
S (F-2)	R (F+3) W (f) C (F) ESS/M (F)
INIT: (Fx2) +3 +2D6 ASTRAL INIT: (Fx2) +3D6	
Skills	Assensing, Astral combat, Exotic ranged weapon, Perception, Unarmed combat
Powers	Assensing, Astral combat, Exotic ranged weapon, Flight, Perception, Unarmed combat
Optional Powers	Fear, Guard, Noxious breath, Search
Weaknesses	Allergy (Water, Severe)
Special	+5 meters/ hit for sprinting

HOMUNCULUS	
B *	A (F-2) L (1) I (F-2)
S (F)	R (F-2) W (1) C (F-2)
ASTRAL INIT: (F+1) +1D6	
Movement	15/30
Skills	Assensing, Astral combat, Perception, Unarmed combat
Powers	Sapience
Notes	* The body of a minion is equivalent to the structure rating of the material used to make it

SPIRITS OF AIR	
B (F-2)	A (F+3) L (F) I (F) EDG (F/2)
S (F-3)	R (F+4) W (f) C (F) ESS/M (F)
INIT: (Fx2) +4 +2D6 ASTRAL INIT: (Fx2) +3D6	
Skills	Assensing, Astral combat, Exotic ranged weapon, Perception, Running, Unarmed combat
Powers	Accident, Astral form, Concealment, Confusion, Engulf, Materialization, Movement, Sapience, Search
Optional Powers	Elemental attack, Energy aura, Fear, Guard, Noxious
Special	+10 meters/ hit for sprinting

SPIRITS OF WATER	
B (F)	A (F+1) L (F) I (F) EDG (F/2)
S (F)	R (F+2) W (f) C (F) ESS/M (F)
INIT: (Fx2) +2 +2D6 ASTRAL INIT: (Fx2) +3D6	
Skills	Assensing, Astral combat, Exotic ranged weapon, Perception, Unarmed combat
Powers	Astral Form, Concealment, Confusion, Engulf, Materialization, Movement, Sapience, Search
Optional Powers	Accident, Binding, Elemental attack, Energy aura, Guard, Weather control
Weaknesses	Allergy (Fire, Severe)
Special	Move twice as fast in water

WATCHER	
B *	A * L (F-2) I (F-2)
S *	R * W (F-2) C (F-2)
ASTRAL INIT: (Fx2) +1D6	
Skills	Assensing, Astral combat, Perception
Powers	Astral form, Manifesting, Sapience, Search
Notes	* Watchers do not have a corporeal body

SPIRITS OF BEASTS	
B (F+2)	A (F+1) L (F) I (F) EDG (F/2)
S (F+2)	R (F) W (f) C (F) ESS/M (F)
INIT: (Fx2) +2D6 ASTRAL INIT: (Fx2) +3D6	
Skills	Assensing, Astral combat, Perception, Unarmed combat
Powers	Animal control, Astral form, Enhanced senses (Hearing, low-light, Smell), Fear, Materialization, Movement, Sapience
Optional Powers	Concealment, Confusion, Guard, Natural weapon (Drain value = force physical damage, AP —), Noxious breath, Search, Venom

SPIRITS OF MAN	
B (F+1)	A (F) L (F) I (F+1) EDG (F/2)
S (F-2)	R (F+2) W (f) C (F) ESS/M (F)
INIT: (Fx2) +2 +2D6 ASTRAL INIT: (Fx2) +3D6	
Skills	Assensing, Astral combat, Perception, Spellcasting, Unarmed combat
Powers	Accident, Astral form, Concealment, Confusion, Enhanced senses (Low-light, thermographic vision), Guard, Influence, Materialization, Sapience, Search
Optional Powers	Fear, Innate spell (Any one known by the summoner, force is limited to spirit's magic), Movement, Psychokinesis

SEARCH POWER MODIFIERS TABLE	
SITUATION	THRESHOLD MODS
Target is more than 1km away	+km
Target is a non-living object/place	+5
SITUATION	DICE POOL MODS
Target hidden by concealment	-concealer's Magic power
Target hidden behind mana barrier	- barrier Force



DEVICE RATINGS		
TYPE	RATING	EXAMPLES
Simple	1	General appliances, public terminals, entertainment systems.. VENDING MACHINES, CAMERAS.
Average	2	Standard personal electronics, basic cyberware, vehicles, drones, weapons, residential security devices. DOOR LOCK, SENSOR.
Smart	3	Security vehicles, alphaware, corporate security devices. COMMON DRONE, SECURITY DRONE, WORK STATION.
advanced	4	High-end device, betaware, military vehicles and mil-spec security devices.. CORPORATE SERVER.
Cutting edge	5	Deltaware, credsticks, black-ops vehicles and security devices. SECURITY CONTROLLER.
Bleeding edge	6	Billion-Nuyen experimental devices, space craft

NOISE MODIFIERS	
DISTANCE TO TARGET	NOISE LEVEL
Direct Connection	0
Up to 100 meters	0
101-1,000 meters	1
1,001-10,000 meters	3
10,001-100,000 meters	5
Greater than 100 km	8
SITUATION	NOISE LEVEL
Dense Foliage	1 per 5 meters
Faraday Cage	No Signal
Jamming	1 per hit on Action
Metal-laced earth or wall	1 per 5 meters
Fresh Water	1 per 10cm
Salt Water	1 per 1cm
SPAM ZONE	NOISE LEVEL
City Downtown	1
Sprawl Downtown	2
Major Event/Ad Blitz	3
City Commercial Area	4
Sprawl Commercial Area	5
Massive Gathering/Widespread Emergency	6
STATIC ZONE	NOISE LEVEL
Abandoned Building	1
Barrens	2
Abandoned Underground/Heavy Rain	3
Wilderness/Severe Storm	4
Satellite Access	5
Remote Enclosed Area	6

MATRIX SEARCH TABLE		
INFORMATION IS:	THRESHOLD	TIME
General knowledge or public	1	1 minute
Limited interest or not publicized	3	30 minutes
Hidden or actively hunted and erased	6	12 hours
Protected or secret	N/A	N/A
INFORMATION IS:	DICE POOL MODIFIER	
Intricate or specialized	-1	
Obscure	-2	
On another grid	-3	
If info is protected or secret, must find the host and do a search within the host with a base time of 1 minute. This only works if the information is at least occasionally accessed by legitimate users.		

MATRIX SPOTTING TABLE		
TARGET IS:	NOT SUNNING SILENT	RUNNING SILENT
Within 100 meters	Automatic	Computer + Int [Data]
Outside 100 meters	Computer + Int [Data]	v. Log + Sleaze Test
A host	Automatic	

GRIDS	
GLOBAL GRIDS	DESCRIPTION
ARES GLOBAL GRID	A Medieval castle with Ares logo on flags
AZGRID	Hulking green Ziggurat. Old Aztec cities/rainforests
ETERNAL HORIZON	Giant setting sun. Endless beach coastline.
EVOGRID	Revolving Vitruvian man constantly changing limbs
MCT GLOBENET	Revolving cut with MCT logo. Japanese mountain village
NEONNETWORK	Huge star icon. Sprawling cityscape.
RENRAKU OKOKU	Revolving red pagoda. Idealized small towns
SAEDER-KRUPP UBERWELT	Silver dragon watching over the earth. Berlin circa 1990.
SHIAWASE CENTRAL	Shiawase logo. Energy generation motif
WUXING WORLDWIDE	Spinning metallic lotus. Peaceful Chinese countryside
NATIONAL GRIDS	
ALOHANET (Hawaii)	Smoking volcano with lei around it. Chain of islands.
AMC NATIONET (AMC)	Walking polar bear. Snowy fields. Native structures.
CALFREENETWORK (CFS)	CFS national flag. Sunny sky as far as you can see.
CASNET	Nation with CAS flag overlay. Mid-1800's America.
DAKOTANET (SIOUX)	Crossed tomahawks. No sculpting. Just like a pub net.
PAGPÁGTZELZİL (SS)	Rotating trio of redwoods. Forests of the pacific northwest.
PUEBNET (PCC)	Dreamcatcher with idols. Early native tribe iconography
SOLNET (Aztlán)	Spinning Aztec calendar stone. Mini AZGRID
TIRTELENET (Tir Taitngire)	Rotating flag of the Tir. Purple. Curvy aesthetic.
UCAS ONLINE	UCAS flag on pole. Norman Rockwell small town.
LOCAL CITY GRIDS	
CHITOWN (Chicago)	The Sears Tower. Roaring 20's gangster theme.
EMERALD CITY (Seattle)	Space Needle surrounded by translucent globe. Green sky and crystalline green accents on everything.
HUB GRID (Boston)	Schooner flying Boston flag. 18th century Boston.
NYCNET (Manhattan)	Manhattan night skyline. It overlays the actual city.

MATRIX ACTIONS				
FREE ACTIONS	NOTE:			
Load Program	Load a program onto cyberdeck/commlink			
Switch two Matrix Attributes	Reconfigure Cyberdeck			
Swap two Programs	Switch 1 loaded program for another			
Unload Program	Turn off a running program			
SIMPLE ACTIONS	MARKS	LIMIT	FUNCTION	TEST
Change Icon	Owner	Data	Miscellaneous	—
Jack Out	Owner	Firewall	Miscellaneous	Hardware + Wil [Firewall] v. Logic + Attack
Send Message	—	Data	Miscellaneous	—
Switch Interface Mode	Owner	Data	Miscellaneous	—
Call/Dismiss Sprite	—	—	Sprite Manipulation	—
Command Sprite	—	—	Sprite Manipulation	—
Invite Mark	Owner		Mark Manipulation	—
VARIABLE ACTIONS	MARKS	LIMIT	FUNCTION	TEST
Control Device	Varies	Data*	Device Manipulation	
Matrix Search	Special	Data	Information Gathering	Computer + Int [Data]
COMPLEX ACTIONS	MARKS	LIMIT	FUNCTION	TEST
Brute Force	—	Attack	Mark Manipulation	Cybercombat + Log [Attack] v. Wil + Firewall
Erase Mark	3	Attack	Mark Manipulation	Computer + Log [Attack] v. Wil + Firewall
Hack on the Fly	—	Sleaze	Mark Manipulation	Hacking + Log [Sleaze] v. Int + Firewall
Check Overwatch Score	—	Sleaze	Information Gathering	E Warfare + Log [Sleaze] v. 6 Dice
Matrix Perception	—	Data	Information gathering	Computer + Int [Data] v. Log + Sleaze
Snoop	1	Sleaze	Information gathering	E Warfare + Int [Sleaze] v. Log + Firewall
Trace Icon	2	Data	Information gathering	Computer + Int [Data] v. Wil + Sleaze
Crack File	1	Attack	File Manipulation	Hacking + Log [Attack] v. 2 x Protection rating
Disarm Data Bomb	—	Firewall	File Manipulation	Software + Int [Firewall] v. 2 x Databomb rating
Edit File	1	Data	File Manipulation	Computer + Log [Data] v. Int + Firewall
Set Data Bomb	1	Sleaze	File Manipulation	Software + Log [Sleaze] v. 2 x Databomb rating
Format Device	3	Sleaze	Device Manipulation	Computer + Log [Sleaze] v. Wil + Firewall
Reboot Device	3	Data	Device Manipulation	Computer + Log [Data] v. Wil + Firewall
Spoof Command	1	Sleaze	Device Manipulation	Hacking + Int [Sleaze] v. Log + Firewall
Crash Program	1	Attack	Matrix Combat	Cybercombat + Log [Attack] v. Int + Firewall
Data Spike	—	Attack	Matrix Combat	Cybercombat + Log [Attack] v. Int + Firewall
Enter/Exit Host	1	Data	Miscellaneous	—
Erase Matrix Signature	—	Attack	Miscellaneous	Computer + Res [Attack] v. Signature rating x 2
Grid-Hop	—	Data	Miscellaneous	—
Hide	0	Sleaze	Miscellaneous	E Warfare + Int [Sleaze] v. Int + Data Processing
Jam Signals	Owner	Attack	Miscellaneous	E Warfare + Logic [Attack]
Jump into Rigged Device	3	Data	Miscellaneous	E Warfare + Log [Data] v. Wil + Firewall
Erase Resonance Signature	—	Attack	Miscellaneous	Computer + Res [Attack] v. Signature rating x 2
Compile Sprite	—	—	Sprite Manipulation	Compiling + Res [Level] v. Sprite Level
Decompile Sprite	—	—	Sprite Manipulation	Decompiling + Res [Lvl] v. Sprite Rating + Compilers Res
Kill Complex Form	—	—	Resonance	Software + Res [Level] v. Complex form level + res
Register Sprite	—	—	Resonance	Registering + Res [Level] v. Sprite level x 2
Thread Complex Form	—	—	Resonance	Software + Res [Level] v. Special

SHADOWRUN RIGGING

RIGGER ACTIONS		
FREE ACTIONS	NOTE	TEST
Detect Target Lock	From Active/Passive Targeting	Computer + Log + RCC NR [Data Proc.](2)
SIMPLE ACTIONS		
Command multiple Drones	Send 1 action to Slaved Drones	Varies
Break Target Lock	Net hits reduces lock	E Warfare + INT + RCC NR [Data Proc.] v LOG + Sensors
COMPLEX ACTIONS		
Confuse Pilot	Pilot Test (Hits/2) to decide next action	E Warfare + Log + RCC NR [Data Proc.] v Log + Sensors
Suppress Noise	Between RCC and Drones by hits	E Warfare + Log + RCC NR [Data Proc.]
Target Device	Add net hits as Att bonus	E Warfare + Log + RCC NR [Data Proc.] v Wil + Firewall

TERRAIN MODIFIERS TABLE	
TERRAIN	MODIFIER
Open	0
Highways, flat plains, open sea, clear sky	
Light	+1
Main street thoroughfares, rolling hills, dock areas, intra-city air traffic	
Restricted	+2
Side Streets, light woods, rocky mountain slopes, light traffic, shallow waters, heavy air traffic	
Obstructed	+3
Low altitude flying over heavy terrain, high traffic, rip tide currents	
Tight	+4
Back alleys, heavy woods, steep slopes, driving against traffic, swamp, heavy rapids, flying through winding canyons/cityscape	
Impossible	+6
Flying at street level through a city, 10 meter waves and hurricane winds, driving in an office building, situations where you just don't want anyone telling you the odds.	

TARGET SIZE MODIFIERS		
SIZE	MODIFIER	EXAMPLE
Miniscule	-3	Micro Drones
Tiny	-2	Mini Drones
Small	-1	Small Drones
Average	—	Vehicles/drones (bod 8 or less)
Bulky	+1	Vehicles/drones (bod 9—14)
Large	+2	Vehicles/drones (bod 15-20)
Huge	+3	Vehicles/drones (bod 21+)
<i>*If the vehicle has 10 or more seats, add +2 to Body when calculating size for every 10 seats.</i>		

CHASE RANGES TABLE	
RANGE	SPEED ENVIRONMENT APPROX. DISTANCE (M)
Close	0-2
Short	2-10
Medium	11-50
Long	51-150
Extreme	151-300
Spotter (Only with aircraft)	301-500

RAMMING DAMAGE TABLE	
SPEED (M/T)	DAMAGE VALUE
1-2	Body/2
3-4	Body
5-6	Body x 2
7-8	Body x 3
9-10	Body x 5
11+	Body x 10
Aircraft damage from a ram is calculated at 3 times current speed when calculating damage	

VEHICLE TEST MODIFIER TABLE	
SITUATION	MODIFIER
Pilot has impaired visibility	Environmental mod
Limited light conditions	Environmental mod
Pilot unaware of event	No test possible
Pilot wounded	-Wound modifier
Piloting damaged vehicle	-Wound mod (Handling)
Pilot using AR	+1 Handling
Pilot using VR	+2 Handling

VEHICLE TEST THRESHOLD TABLE	
SITUATION	THRESHOLD
Easy	1
Merging, passing, sudden stop, Drift or gradual turn (Less than 75 degrees)	
Average	2
Avoiding an obstacle, maneuvering through a narrow spot, tight turn (75-130 degrees)	
Hard	3
Hairpin turn, "Stoppie" on a motorbike, driving through unusual places (Mall), "dog lef" or hairpin turn (Greater than 130 degrees)	
Extreme	4+
Jumping vehicle over an obstacle, driving through a space just big enough for the vehicle, while ramping a vehicle through the air rolling it just enough to have a hook from an overhanging crane knock a bomb off the vehicle before it explodes.	
Driver jumped in with VCR	-VCR rating