

01 : ranged combat

Step 1. Determine Range

distance in metres	short(4)	medium(5)	long(6)	extreme(9)
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
SMG	0-10	11-40	41-80	81-150
taser	0-5	6-10	11-12	13-15
shotgun	0-10	11-20	21-50	51-100
sporting rifle	0-100	101-250	251-500	501-750
sniper rifle	0-150	151-300	301-700	701-1000
assault rifle	0-50	51-150	151-350	351-550
light machine gun	0-75	76-200	201-400	401-800
medium machine gun	0-80	81-250	251-750	751-1200
heavy machine gun	0-80	81-250	251-800	801-1500
grenade launcher	5-50	51-100	101-150	151-300
missile launcher	20-150	151-450	451-1200	1201-3000
bow	0-STR	STR x10	STR x30	STR x60
light crossbow	0-STR x 2	STR x8	STR x20	STR x40
medium crossbow	0-STR x 3	STR x12	STR x30	STR x50
heavy crossbow	0-STR x 5	STR x15	STR x40	STR x60
thrown knife	0-STR	STR x2	STR x3	STR x5
shuriken	0-STR	STR x2	STR x5	STR x7

Step 2. Apply Situational Target Modifiers

recoil, semi-automatic	+1 for second shot that Combat Phase
recoil, burst-fire	+3 per burst that Combat Phase
recoil, full-auto	+1 per round fired that Combat Phase
recoil, heavy weapon	2x uncompensated recoil
blind fire	+8
partial cover	+4
multiple targets	+2 per additional target that Combat Phase
target running	+4
target stationary	+2
attacker in melee combat	+2 per opponent
attacker running	+4
attacker running (difficult ground)	+6
attacker walking	+1
attacker walking (difficult ground)	+2
attacker wounded	light: +1; medium: +2; serious +3
smartlink (with smartgun)	-2
smart goggles (with smartgun)	-1
laser sight	-1
using a second firearm	+2
aimed shot	-1 per Simple Action
called shot	+4, up one Damage Level
image magnification	adjust range by rating
recoil compensation	reduces recoil modifier by rating
gyro stabilization	reduces recoil or movement modifier by rating

visibility	normal	low-light	thermographic
full darkness	+8	+8/+8	+4/+2
minimal light	+6	+4/+2	+4/+2
partial light	+2	+1/0	+2/+1
glare	+2	+4/+2	+4/+2
mist	+2	+2/0	0
light smoke/fog/rain	+4	+4/+2	0
heavy smoke/fog/rain	+6	+6/+4	+1/0
thermal smoke	+4	+4	+8/+6

Step 3. Make Attacker's Success Test

roll Combat Skill(target number)

count number of successes

Free Actions

Activate Cyberware
Call a Shot
Change Smartgun Fire Mode
Deactivate Focus
Delay Action
Drop Object
Drop Prone
Drop Sustained Spell
Eject Smartgun Clip
Gesture
Observe
Speak a Word
Spell Defense

Simple Actions

Activate Focus
Call Nature Spirit
Change Gun Mode
Change Position
Command a Spirit
Fire Weapon
Insert Clip
Observe in Detail
Pick Up/Put Down Object
Quick Draw - reaction(4)
Ready Weapon
Remove Clip
Shift Perception
Take Aim (-1 per action)
Throw Weapon
Use Simple Object

Complex Actions

Astral Projection
Banish Spirit
Call Elemental
Cast Spell
Control Spirit
Erase Astral Signature
Fire Automatic Weapon
Fire Mounted or Vehicle Weapon
Melee/Unarmed Attack
Reload Firearm (Manual)
Summon Nature Spirit
Use Complex Object
Use Skill

special attacks

burst fire
+3 Power, up one damage level
autofire
+1 Power per round
up one damage level per 3 rounds
shock weapons
+2 for rounds equal to attack's
Power - 1/2 impact armor -
Willpower or Body(4) successes

**Step 4. Resolve Dodge Test (optional by defender's choice)**

roll allocated Combat Pool(4) clean miss if attacker successes &lt; dodge successes

**Step 5. Resolve Target's Damage Resistance Test**

roll Body(weapon's Power Level - armor rating) count number of successes

**Step 6. Determine the Outcome**

attacker's successes - damage resistance successes every 2 successes stage damage up one level

**Step 7. Apply Damage**

Light Damage - 1; Medium Damage - 3; Serious Damage - 6; Deadly Damage - 10!

**Knockback Test**

roll Body(attack's Power Level/2) successes required: light - 2; moderate - 3; serious - 4 to stand up, roll Willpower(2), note injury modifier

**02 : Spellcasting****Step 1. Sorcery Test**

roll Sorcery(spell's target number) count number of successes

**Step 2. Spell Resistance Test (unwilling living targets only)**

roll targeted Attribute(spell's Force rating) no effect if attacker successes &lt;= resistance successes

**Step 3. Drain Resistance Test**

roll Willpower(spell's Force rating/2 + drain modifiers) every 2 successes stage damage down one level

**Step 4. Apply Spell Effects and Drain**

Light Damage - 1; Medium Damage - 3; Serious Damage - 6; Deadly Damage - 10!

**03 : Perception, Skill Use & Healing**

roll Intelligence(4 + modifiers)

roll Skill(difficulty + modifiers)

**situation**

perceiver is distracted	+2
<b>sight</b>	
very small object	+6
object partially hidden	+2
object brightly colored	-2
action very obvious	-4
action not obvious	+4
*also apply visibility modifiers	
<b>sound</b>	
single gunshot	-2
silenced single gunshot	0
burst fire	-4
sound-suppressed burst fire	-2
full autofire	-6
sound-suppressed autofire	-4
grenade blast	-8
a person's yell	-2
sound is rooms away	+2
sound is on same floor	+4
sound is floors away	+6
perceiver has active sound enhancements	rating, or -2
<b>smell</b>	
odor obvious	-4
other odors present	+2
<b>touch</b>	
temperature extreme (hot or cold)	-4
perceiver wearing gloves	+2
<b>taste</b>	
taste obvious	-4
perceiver has a cold	+2

**difficulty number table**

simple	2
routine	3
average	4
challenging	5
difficult	6-7
strenuous	8
extreme	9
nearly impossible	10+

**defaulting skills**

skill to skill	+2
skill to specialization	+3
skill to attribute	+4

**healing**

<b>roll Biotech(wound + modifiers)</b>	
light wound	2
moderate wound	4
serious wound	6
intensive care	-2
long-term magical care	-2
not in hospital/clinic	+2
bad conditions	+3
terrible conditions	+4
magician patient	+2
<b>patient's Body/Willpower</b>	
1-3	0
4-6	-1
7-9	-2
10+	-3