

Skill Checks

Character's STAT + SKILL + 1d10

vs

Difficulty Value (DV)

Opposed Skill Checks

Attacker's STAT + SKILL + 1d10

vs

Defender's STAT + SKILL + 1d10

Ranged Attacks

Attacker's REF + Marksmanship + 1d10

vs DV Based on Range & Weapon

or if Defender REF > 9

Defender's DEX + Evasion Skill + 1d10

Melee Attacks

Attacker's DEX + Brawling + 1d10 or

Attacker's DEX + Melee Weapon + 1d10

vs

Defender's DV Based on Range & Weapon

Hit Points

(Death Save is equal to BODY)

	Body	2	3	4	5	6	7	8	9	10
Hit Points	Starting Hit Points	10	15	20	25	30	35	40	45	50
	Seriously Wounded	5	8	10	13	15	18	20	23	25

Wound State Effects

Seriously Wounded (1/2 Starting Hit Points)

When you reach 1/2 your Starting Hit Points (rounded up) you are seriously wounded. You take a -2 to all Actions.

Mortally Wounded (0 Hit Points)

At 0 Hit Points you enter Death State and are mortally wounded. You take a -5 to all Actions but not to your Death Save, which you make at start of your Turn.

Ranged To Hit Difficulty

Range to Target in Meters and DV at that range

Weapon	0-12m	13-25m	26-50m	51-100m	101-200m	200-400m	400-800m
Pistols	15	20	25	30	30	NA	NA
SMGs	15	15	20	25	25	30	NA
Shotguns	15	20	25	30	35	NA	NA
Rifles	15	10	10	15	20	25	30
Rockets	15	15	15	20	20	25	30

Automatic Fire

3 Round Burst

Weapon	Range in Meters and DV at that Range					Damage Effect
	0-12m	13-25m	26-50m	51m-100m	>100m	
SMG	12	15	22	28	NA	For every point above the DV, roll 1 extra damage roll up to a maximum of 3. Each roll is opposed by armor seperately.
Assault Rifle	12	10	12	18	NA	

Suppressive Fire

Instead of aiming against range, you will make the attack against the enemy's WILL+Concentration+1D10; each enemy within 25 meters who isn't behind cover that fails the roll must use their next Move Action to get to cover (page 38 of the Rulebook).

BASICS

Brawling Damage

Body	3-4	5-6	7-8	9-10
Damage	1d6	2d6	3d6	4d6

Modifier Examples

Condition	Mod Value
Unfamiliar tools	-4
Lack of instructions	-2
Lack of parts	-2
Complex task	-3
Never done task before	-1
Under stress/attack	-3
Drunk/drugged/tired	-4
Trying to hide task	-4
No visibility	-4

Typical Weapon Damage

Weapon	Special Effect	Damage
Cyberarm	Melee	1d6
Knife	Melee	1d6
Big Knucks	Melee	2d6
Medium Pistol	NA	2d6
Medium SMG	Automatic Fire	2d6
Rippers	Melee	2d6
Slice & Dice	Melee	2d6
Heavy Pistol	NA	3d6
Very Heavy Pistol	NA	4d6
Assault Rifle	Automatic Fire	5d6
Shotgun	NA	5d6
Missile Launcher	Explosive	7d10
C9 Explosive Pack	Explosive	8d10

Armor Stopping Power

Armor	Stopping Power
Leathers	4
Kevlar	7
Bodyweight Suit	11
Light Armorjack	11
Heavy Armorjack	15

Cyberware

Cyberware	Description	Damage
Big Knucks (paired)	Reinforced knucklebones, giving fists the impact value of brass knuckles.	2d6
Cyberarm (Rippers)	Rippers concealed in a cyberarm.	2d6
Cyberaudio (Amped Hearing)	Adds +1 to any sound-related Task check.	NA
Cyberaudio (Radio Link)	Micro radio implant gives you the ability to talk to any receiver on the same band frequency for up to 1 mile/1.6km	NA
Cyberlegs (Paired Jump Boosters)	You can leap 6 m/yds straight up, or make a running jump of up to 8 m/yds.	NA
Cyberoptic (Camera)	Images can be recorded on the built-in chip and downloaded.	NA
Cyberoptic (Low Light)	Can see clearly in dim light (faint moonlight, distant streetlamps).	NA
Cyberoptic (Targeting)	A built in targeting sight allows you to add +1 to ranged attacks.	NA
Interface Plugs	Sockets that allow user to interface with machines and cybertech.	NA
Reflex Boost (Speedware)	User is boosted for five full turns (+3 to Initiative rolls) before the boost cuts out. He must then wait 2 turns before reboosting	NA
Rippers (paired)	Three inch carbo-glass claws in your fingers for cutting, stabbing	2d6
Slice & Dice (single)	Mono-filament wire mounted in one finger cuts through any organic material or plastics. Can be used as a garrote, cutter or slicewhip.	2d6

