



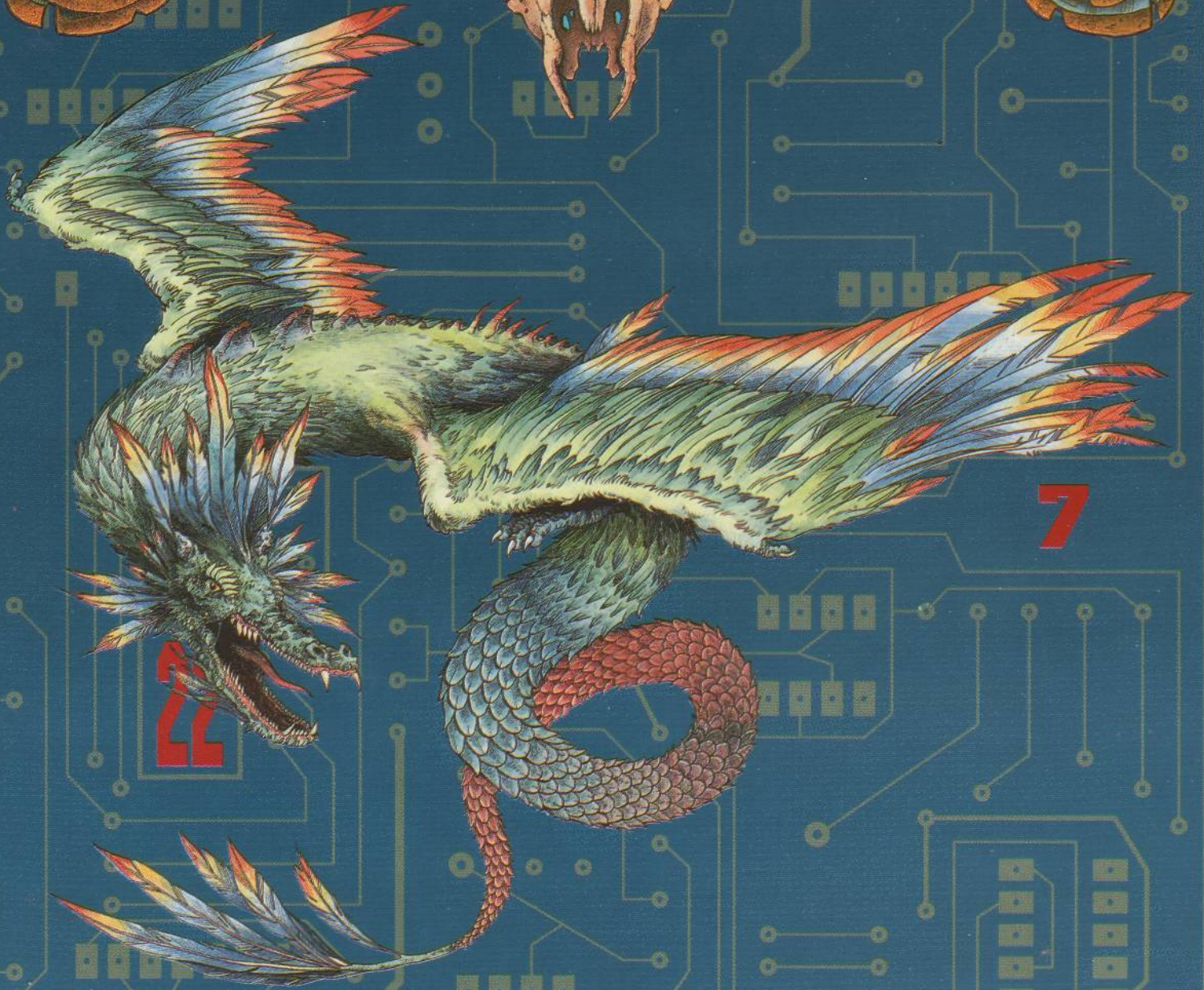
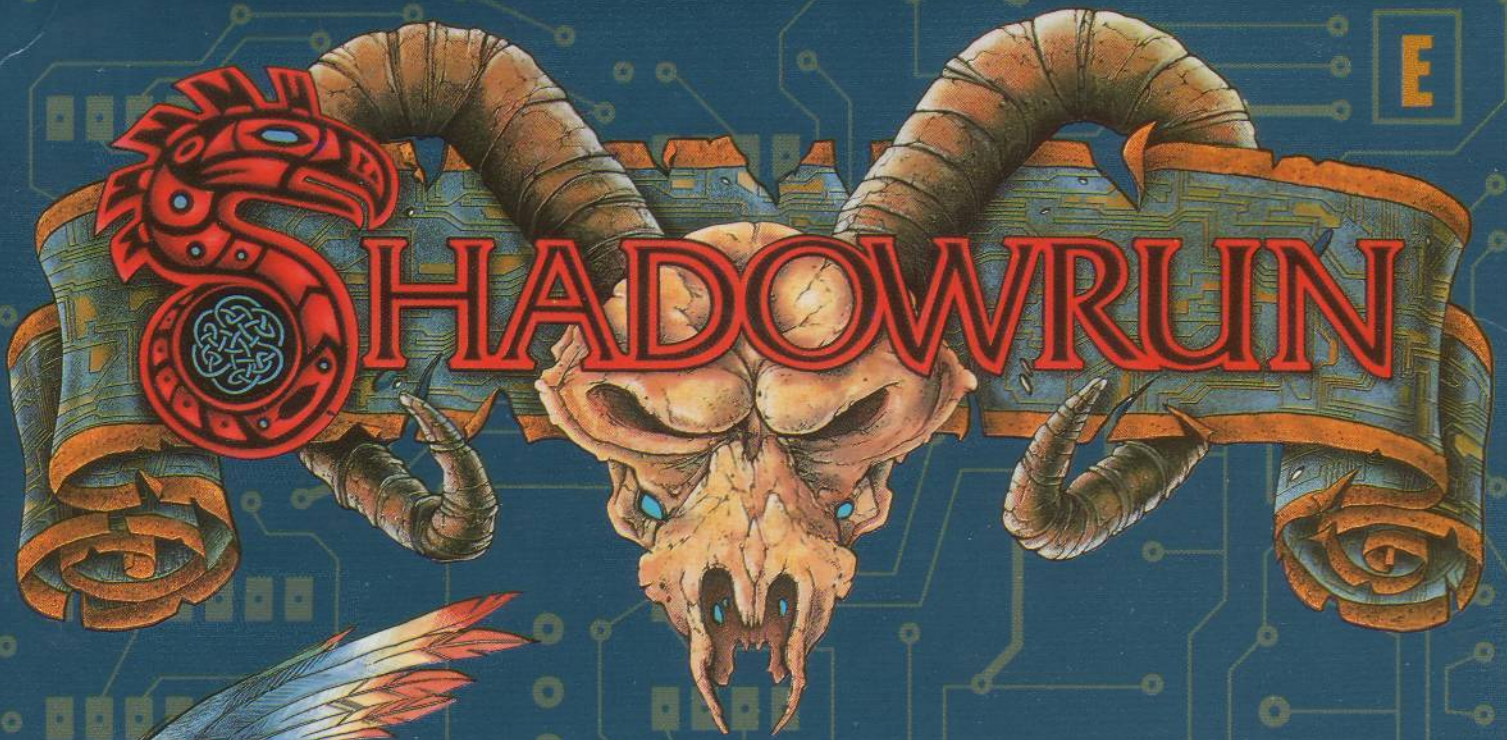
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SOCIAL SKILL MODIFIERS

Situational Modifiers	Target Number
With respect to your character, the NPC is:	
Friendly	-2
Neutral	—
Hostile	+4
An enemy	+6
Suspicious	+2
Player's desired result is:	
Advantageous to NPC	-2
Of no value to NPC	—
Annoying to NPC	+2
Harmful to NPC	+4
Disastrous to NPC	+6

SKILL SUCCESS TABLE

Difficulty	Target Number
Simple	2
Routine	3
Average	4
Challenging	5
Difficult	6
Strenuous	7
Arduous	8
Extreme	9
Nearly Impossible	10+

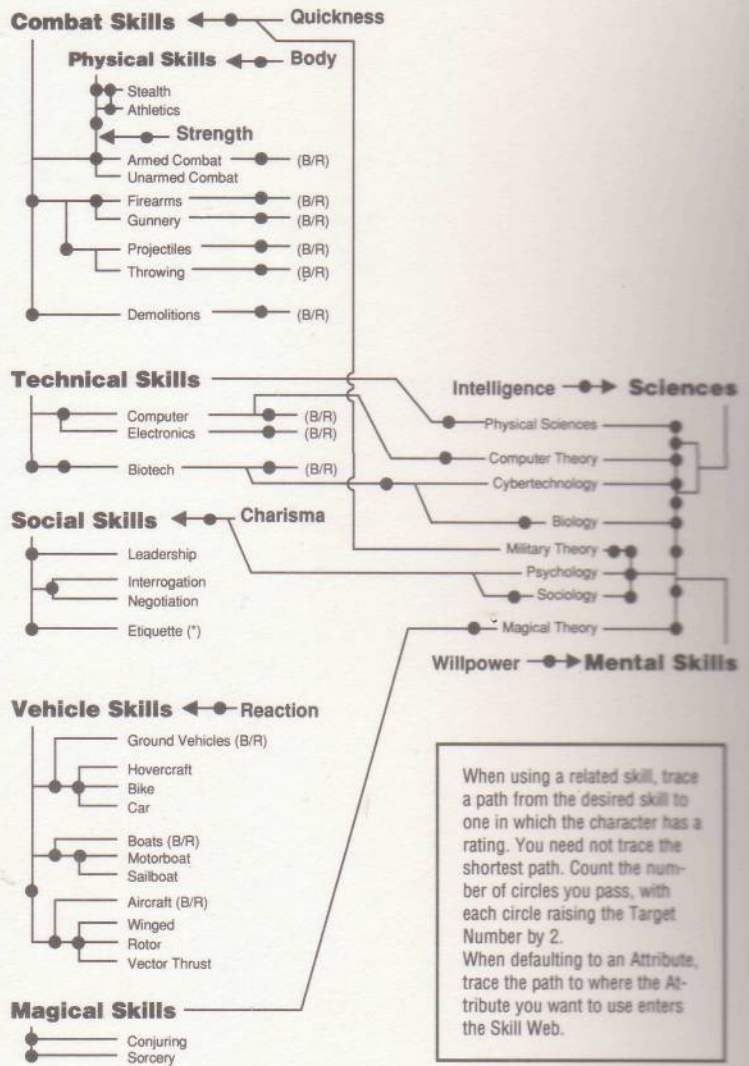
LEVEL OF SUCCESS TABLE

Successes	Level
1-2	Barely Achieved
3-4	Noteworthy
5-6	Praiseworthy
7+	Exemplary

BUILD/REPAIR SKILL SITUATIONAL MODIFIERS

Situation	Target Number
Working Conditions:	
Bad	+2
Terrible	+4
Superior	-1
Tools are:	
Unavailable	Usually not allowed
Inadequate	+2
References available	—
Working from memory	+(5 - Intelligence)

SKILL WEB



When using a related skill, trace a path from the desired skill to one in which the character has a rating. You need not trace the shortest path. Count the number of circles you pass, with each circle raising the Target Number by 2. When defaulting to an Attribute, trace the path to where the Attribute you want to use enters the Skill Web.

KNOWLEDGE SKILL TABLE

Situation	Target Number
Character is seeking:	
General Knowledge	3
Detailed Knowledge	5
Intricate Knowledge	8
Obscure Knowledge	12
# Number of Successes	
1	General Information, no details
2	Detailed Information, with some minor points inaccurate
3	Detailed Information, with some minor points obscure or missing
4	Detailed and Accurate Information

SUCCESS TEST			RESISTANCE TEST	
Situations	Test Dice From	Base Target Number	Resistance From	Base Target Number
Combat				
Armed Melee	Armed Combat	4	Body	Weapon Power Level
Firearms	Weapon Skill	Range chart	Body	Weapon Power Level
Unarmed Melee	Unarmed Combat	4	Body	Attacker Strength
Magic Use				
Mana Spell	Spell Force	Target's Willpower	Willpower	Spell Force
Physical Spell	Spell Force	Target's Body	Body	Spell Force
Drain Resistance*	-	-	Willpower	Spell Force
Conjuring	Conjuring Skill	Spirit Force	-	-
Conjuring Drain Resistance	-	-	Charisma	Charisma-Spirit Force
Unresisted Spells				
General Detection Spell	Spell Force	4(in sight)or 6 (out of sight)	-	-
Health Spell	Spell Force	10-(Subject's Essence)	-	-
Hypersense Spell	Spell Force	4	-	-
Unresisted Manipulation**	Spell Force	4	-	-
Unresisted Illusion	Spell Force	3	-	-
Matrix Operation				
Combat Utility				
Persona Hit Test***	From Hacking Pool	Security Rating	-	-
IC Hit Test***	IC Rating	Evasion	-	-
IC Damage	Program Rating	Security Rating	IC Rating	Computer Skill
Persona Damage	Program Rating	Bod	MPCP Rating	Security Rating
Give Node an Order****	Computer Skill	Security Rating	-	-
Sensor Utility****	Program Rating	Security Rating	Security Rating	Sensor
Masking Utility****	Program Rating	Security Rating	IC Rating	Masking
*Must be done after all Spells ** Must Exceed Threshold				
Extra Success Add to Damage Test *Must Exceed Security Level				

PROGRAM REACTION TIME

Security Level	Reaction
Blue	Not Applicable (no IC)
Green	5 + Rating
Orange	7 + Rating
Red	9 + Rating

SECURITY CODE TABLE

Security Level	Number of Successes	Initiative	Security Rating	IC Rating
Blue	1	NA	1D6	None
Green	1	5+rating	1D6+1	1D6+1
Orange	2	7+rating	1D6+2	2D6
Red	3	9+rating	2D6	2D6+1

DAMAGE MODIFIERS TABLE

Physical/Mental Damage	Target Numbers	Initiative Rolls
None	-	-
Light	+1	-1
Moderate	+2	-2
Serious	+3	-3

WOUND DAMAGE TABLE

Category	Blocks Filled
Light	1
Moderate	3
Serious	6
Deadly	All

WEAPON RANGE

Type	Short 4	Medium 5	Long 7	Extreme 9
Firearms				
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
Taser	0-5	6-10	11-12	13-15
Shotgun	0-10	11-20	21-50	51-100
Sporting Rifle	0-30	31-60	61-150	151-300
Sniper Rifle	0-40	41-80	81-200	201-400
Assault Rifle	0-15	16-40	41-100	101-250
SMG	0-10	11-40	41-80	81-150
Heavy Weapons				
Light MG	0-20	21-40	41-80	81-150
Medium MG	0-40	41-150	151-300	301-500
Heavy MG	0-40	41-150	151-400	401-800
Assault Cannon	0-50	51-150	151-450	451-1300
Grenade Launcher	20-50	51-100	101-150	151-300
Missile Launcher	20-70	71-150	151-450	451-1,500
Impact Projectiles				
Bow	0-5	6-50	51-150	151-300
Light Crossbow	0-10	11-40	41-100	101-200
Medium Crossbow	0-20	21-60	61-150	151-250
Heavy Crossbow	0-30	31-80	81-200	201-300
Thrown Knife	0-3	4-6	7-12	13-20

EXTRA ACTION TABLE

Initiative Result	# of Extra Actions
1-10	One action per turn
11-16	Two actions per turn
17-22	Three actions per turn
23+	Four actions per turn

SAMPLE WEAPON DAMAGE CODES

Weapon	Damage Code
Light Pistol	3M1
Heavy Pistol	4M2
SMG	4M3
Assault Rifle	5M3
Shotgun	3M3
Bow	(Strength)M2
Thrown Knife	(Strength+2)L1
Katana	(Strength)M3
Knife	(Strength+2)L1
Sword	(Strength)M2
Hand Razors	(Strength+2)L2
Club	(Strength+1)M2 Stun
Fist	(Strength)M1 Stun

CLOTHING AND ARMOR

	Ballistic	Impact	Weight	Cost
Armor Clothing	3	0	2	500
Armor Jacket	5	3	2	900
Armor Vest	2	1	1	200
Vest With Plates	4	3	2	600
HEAVY ARMOR				
Partial Suit	6	4	10+Body	10,000
Full Suit	8	6	15+Body	20,000
Helmet	1	1	—	200
LEATHER				
Real	0	2	1	750
Synthetic	0	1	1	250
Lined Coat	4	2	1	700
Ordinary Clothing	0	0	1	50
Fine Clothing	0	0	1	500
Tres Chic	0	0	1	1,000

WEAPON MODIFIERS TABLE

Situation	Modifier
Recoil	Number of Bursts
Blind Fire	+8
Cover, Partial	+2
Cover, Full	+4
Target Running	+1
Attacker in Melee Combat	+1 Per Opponent
Attacker Running	Cannot Shoot
Attacker Moving	+1
Attacker Moving (difficult ground)	+2
Visibility Impaired	See Visibility Table
Smartgun	-2
Smart Goggles	-1
Image Magnification	Special
Target Standing Still	-1
Recoil Compensator	Up to Rating
Gyro Stabilizer	Up to Rating

HARD COVER PROTECTION

Material	Thin	Normal	Thick	Reinforced
Wood	0	1	2	4
Armor Glass	1	2	4	8
Plywood	1	3	6	12
Construction Plastic	2	4	8	16
Impact Plastic	2	5	10	20
Steel Sheet	3	6	12	24
Ballistic Composite	3	7	14	28
Concrete	4	8	16	32

VISIBILITY TABLE

Condition	Normal Vision	Low Light Vision	Thermographic Vision
Full Darkness	+4	+2	0
Glare	+2	+4	+4
Mist	+2	+2	0
Reduced Light	+2	0	0
Smoke or Heavy Fog	+4	+4	+2

