# COMBAT SEQUENCE

**1. Declare Attack**
**2. Apply Situational Modifiers**
**3. Make the Opposed Test**
    **A. Attacker rolls attribute + skill +/– modifiers**

| Attacker | Attribute | Skill |
|---|---|---|
| Astral | Willpower/Force | Astral Combat/Force |
| Matrix | attack program | Cybercombat |
| Melee | Agility | combat skill |
| Ranged | Agility | combat skill |

    **B. Defender rolls attribute + skill +/– modifiers** (+skill if on full defense)

| Defender | Attribute | Skill | Full Defense |
|---|---|---|---|
| Astral | Intuition/Force | Astral Combat/Force | +Dodge/Force |
| Matrix | Response | Firewall | +Hacking/rating |
| Melee | Reaction | combat skill/Unarmed/Dodge | +Dodge |
| Ranged | Reaction | — | +Dodge |

    **C. If attacker achieves more hits, attack succeeds.** Ties can be considered a grazing hit (see p. 139). Otherwise, attack fails.

**4. Compare Damage to Armor if the attack causes Physical damage**
    **A.** Attack's base DV + net hits = Modified Damage Value
    **B.** Armor +/– AP modifier = Modified Armor Value
    **C.** If the Modified Damage Value does not exceed the Modified Armor Value, damage is Stun rather than Physical.

| Attack | Base DV | DV modifiers |
|---|---|---|
| Astral | (Charisma/Force) ÷ 2 | net hits |
| Astral w/weapon focus | by weapon | net hits |
| Matrix | attack program | net hits |
| Melee (armed) | by weapon | net hits |
| Melee (unarmed) | Strength ÷ 2 | net hits |
| Ranged | by weapon | net hits, ammo type, autofire* |

*autofire does not count when comparing the Modified DV to the Modified Armor

**5. Damage Resistance Test**
    Defender rolls attribute + Modified Armor Value. Each hit reduces the Modified DV by 1.

| Attack | Attribute used | Armor used |
|---|---|---|
| Astral | Willpower | Mystic |
| Matrix | System/Willpower | Armor/Biofeedback Filter |
| Melee | Body | Impact |
| Ranged | Body | Ballistic or Impact |

**6. Apply Damage**
    Each remaining point of DV = 1 box of damage.

# COMBAT TURN SEQUENCE

**1. Roll Initiative**
    Initiative Score = Initiative attribute + hits
**2. Begin First Initiative Pass**
    Characters act in turn from highest Initiative Score to lowest
**3. Begin Action Phase**
    **A. Declare Actions.** Each character may take 1 Complex Action or 2 Simple Actions during their Action Phase. Each character also gets 1 Free Action to be taken on this phase or during any subsequent phase in the Combat Turn.
    **B. Resolve Actions.**
**4. Declare and Resolve Actions of Remaining Characters**
**5. Begin Next Initiative Pass**
    Characters who have more than one Initiative Pass may go again. Repeat this cycle for characters who get a third or fourth pass as well.
**6. Begin new Combat Turn**

# SPELLCASTING BY THE NUMBERS

**Step 1: Choose a Spell.**
**Step 2: Choose the Force** up to the caster's Magic attribute (unless overcasting—see p. 172).
**Step 3: Choose a Target** within the caster's line of sight.
**Step 4: Roll Magic + Spellcasting.**
**Step 5: Determine Effect** (see spell description).
**Step 6: Roll Willpower + attribute to resist Drain.**
**Step 7: Determine Ongoing Effects**
    (–2 sustaining modifier).

# PERCEPTION TEST THRESHOLDS

| Item/Event Is: | Threshold |
|---|---|
| Obvious/Large/Loud | 1 |
| Normal | 2 |
| Obscured/Small/Muffled | 3 |
| Hidden/Micro/Silent | 4 |

# PERCEPTION TEST MODIFIERS

| Situation | Dice Pool Modifier |
|---|---|
| Perceiver is distracted | –2 |
| Perceiver is actively 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 |
| Perceiver using virtual reality | –6 |

# VISIBILITY MODIFIERS

| Visibility Modifiers | Normal | Low-Light | Thermographic | Ultrasound |
|---|---|---|---|---|
| Full Darkness | –6 | –6 | –3 | –3 |
| Partial Light | –2 | 0 | –2 | –1 |
| Glare | –1 | –1 | –1 | 0 |
| Light Fog/Mist/Rain/Smoke | –2 | –1 | 0 | –1 |
| Heavy Fog/Mist/Rain/Smoke | –4 | –2 | –2 | –2 |
| Thermal Smoke | –4 | –2 | –6 | –2 |

# MOVEMENT RATE TABLE

| Metatype | Walking Rate (m/turn) | Running Rate (m/turn) |
|---|---|---|
| Humans, Elves, Orks | 10 | 25 |
| Dwarfs | 8 | 20 |
| Trolls | 15 | 35 |

# SKILLS AND LINKED ATTRIBUTES

## PHYSICAL ATTRIBUTES

### Agility
Archery
Automatics
Blades
Clubs
Escape Artist
Exotic Melee Weapon (Specific)
Exotic Ranged Weapon (Specific)
Forgery
Gunnery
Gymnastics
Heavy Weapons
Infiltration
Locksmith
Longarms
Palming
Pistols
Throwing Weapons
Unarmed Combat

### Body
Diving
Parachuting

### Reaction
Dodge
*Pilot Aerospace*
*Pilot Aircraft*
*Pilot Anthroform*
*Pilot Exotic Vehicle (Specific)*
Pilot Ground Craft
Pilot Watercraft

### Strength
Climbing
Running
Swimming

## MENTAL ATTRIBUTES

### Charisma
Con
Etiquette
Instruction
Intimidation
Leadership
Negotiation

### Intuition
Artisan
*Assensing*
Disguise
Interests Knowledge
Language
Navigation
Perception
Shadowing
Street Knowledge
Tracking

### Logic
Academic Knowledge
*Aeronautics Mechanic*
Armorer
*Automotive Mechanic*
Computer
*Cybertechnology*
Cybercombat

Data Search
Demolitions
*Electronic Warfare*
First Aid
*Industrial Mechanic*
Hacking
*Hardware*
*Medicine*
*Nautical Mechanic*
Professional Knowledge
*Software*

### Willpower
*Astral Combat*
Survival

## SPECIAL ATTRIBUTE

### Magic
*Banishing*
*Binding*
*Counterspelling*
*Ritual Spellcasting*
*Spellcasting*
*Summoning*

### Resonance
*Compiling*
*Decompiling*
*Registering*

**Note:** You cannot default on *Italicized* skills.

# DIFFICULTY TABLE

| Difficulty | Threshold |
|---|---|
| Easy | 1 |
| Average | 2 |
| Hard | 3 |
| Extreme | 4 |

# BUYING HITS

| Dice Pool | Automatic Hits |
|---|---|
| 1–3 | not possible |
| 4–7 | 1 |
| 8–11 | 2 |
| 12–15 | 3 |
| 16–19 | 4 |
| 20–23 | 5 |
| 24–27 | 6 |
| 28–31 | 7 |
| 32–35 | 8 |
| 36–39 | 9 |

# EXTENDED TEST DIFFICULTIES

| Task Time | Interval |
|---|---|
| Fast | 1 Combat Turn |
| Quick | 1 Minute |
| Short | 10 Minutes |
| Average | 30 Minutes |
| Long | 1 Hour |
| Consuming | 1 Day |
| Exhaustive | 1 Week |
| Mammoth | 1 Month |

| Task Difficulty | Threshold |
|---|---|
| Easy | 4 |
| Average | 8 |
| Hard | 12 |
| Extreme | 16+ |

# RANDOM ALERT RESPONSE

| 1D6 Roll | Response |
|---|---|
| 1 | Launch Track IC |
| 2 | Launch Attack IC |
| 3 | Launch Blackout or Black Hammer IC |
| 4 | Scramble Security Hacker |
| 5 | Terminate Connection |
| 6 | System Reset/Shutdown |

# MATRIX SEARCH TABLE

| Threshold | Difficulty |
|---|---|
| 2 | Easy |
| 4 | Average |
| 8 | Hard |
| 16 | Extreme |

| Interval | Search Area |
|---|---|
| 1 Initiative Pass | Same device |
| 1 Combat Turn | Same network |
| 1 Minute | Entire Matrix |

# CONCEALABILITY TABLE

| Concealability Modifier | Examples |
|---|---|
| –6 | RFID tag, bug, slap patch, micro-electronics, micro-drone |
| –4 | Hold-out pistol, monowhip, ammo, credstick, chips/softs, sequencer/passkey |
| –2 | Light pistol, knife, sap, microgrenade, flash-pak, jammer, minidrone |
| +0 | Heavy pistol, taser, grenade, goggles, commlink |
| +2 | Machine pistol, medkit, club |
| +4 | SMG, stun baton, sword |
| +6 | Assault rifle, katana |

# AVAILABILITY INTERVAL

| Item's Cost | Interval |
|---|---|
| Up to 100¥ | 12 hours |
| 101 to 1,000¥ | 1 day |
| 1,001 to 10,000¥ | 2 days |
| 10,001¥+ | 1 week |

## WEAPON RANGE TABLE

| Dice Pool Modifier: | +0 | −1 | −2 | −3 |
|---|---|---|---|---|
| | | Range in Meters | | |
| | Short | Medium | Long | Extreme |
| **Pistols** | | | | |
| 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** | | | | |
| Machine Pistol | 0–5 | 6–15 | 16–30 | 31–50 |
| SMG | 0–10 | 11–40 | 41–80 | 81–150 |
| Assault Rifle | 0–50 | 51–150 | 151–350 | 351–550 |
| **Longarms** | | | | |
| Shotgun (flechette) | 0–10 | 11–25 | 26–40 | 41–60 |
| Shotgun (slug) | 0–10 | 11–40 | 41–80 | 81–150 |
| Sporting Rifle | 0–100 | 101–250 | 251–500 | 501–750 |
| Sniper Rifle | 0–150 | 151–350 | 351–800 | 801–1,500 |
| **Heavy Weapons** | | | | |
| Light Machine Guns | 0–75 | 76–200 | 201–400 | 401–800 |
| Medium/ Heavy Machine Gun | 0–80 | 81–250 | 251–750 | 751–1,200 |
| Assault Cannon | 0–100 | 101-300 | 301–750 | 751–1,500 |
| Grenade Launcher | *5–50 | 51–100 | 101–150 | 151–500 |
| Missile Launcher | *20–70 | 71–150 | 151–450 | 451–1500 |
| **Ballistic Projectiles** | | | | |
| 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** | | | | |
| 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** | | | | |
| 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 |

* See *Grenade Launcher Minimum Range,* p. 145.

## RANGED COMBAT MODIFIERS TABLE

| Situation | Dice Pool Modifier |
|---|---|
| Attacker running | −2 |
| Attacker in melee combat | −3 |
| Attacker in a moving vehicle | −3 |
| Target has partial cover | −2 |
| Target has good cover | −4 |
| Target hidden (blind fire) | −6 |
| Attacker firing from cover | −1 |
| Attacker wounded | −wound modifiers (see p. 153) |
| Attacker using laser sight | +1* |
| Attacker using smartlinked weapon | +2* |
| Attacker using image magnification | eliminates range modifiers (see p. 139) |
| Attacker using a second firearm | splits dice pool |
| Attacker using off-hand weapon | −2 |
| Aimed shot | +1 per Simple Action |
| Called shot | −variable (see *Called Shots,* p. 149) |
| Multiple targets | −2 per additional target that Action Phase |
| Tracer rounds with short burst | +1 |
| Tracer rounds with long burst | +2 |
| Tracer rounds with full auto | +3 |
| Recoil, semi-automatic | −1 for second shot that Action Phase |
| Recoil, burst | −2 (first burst), −3 (second) |
| Recoil, long burst | −5 (first burst), −6 (second) |
| Recoil, full auto | −9 |
| Recoil, heavy weapon | 2 x uncompensated recoil |
| Recoil compensation | Reduces recoil modifier |
| Gyro stabilization | Reduces recoil or movement modifier |
| Visibility Impaired | See Visibility Table |

* Note that the bonuses for laser sights and smartlinks are not cumulative.

## MELEE MODIFIERS TABLE

| Situation | Dice Pool Modifier |
|---|---|
| Friends in the melee | +1 per friend (max. +4) |
| Character wounded | −wound modifier (see p. 153) |
| Character has longer Reach | +1 per point of net Reach* |
| Character using off-hand weapon | −2 |
| Character attacking multiple targets | splits dice pool |
| Character has superior position | +2 |
| Opponent prone | +3 |
| Attacker making charging attack | +2 |
| Defender receiving a charge | +1 |
| Visibility impaired | See Visibility Table |
| Called shot | variable (see *Called Shots,* p. 149) |
| Touch-only attack | +2 |

* You may apply Reach as a −1 dice pool modifier per net point to the opponent instead.

## DEFENSE MODIFIERS TABLE

| Situation | Dice Pool Modifier |
|---|---|
| Defender unaware of attack | No defense possible |
| Defender wounded | −wound modifiers (see p. 153) |
| Defender inside a moving vehicle | +3 |
| Defender has defended against previous attacks since last action | −1 per additional defense |
| Defender prone | −2 |
| *Ranged Attacks only:* | |
| Defender running | +2 |
| Defender in melee targeted by ranged attack | −3 |
| Attacker firing wide burst | −2 |
| Attacker firing long wide burst | −5 |
| Attacker firing full-auto wide burst | −9 |
| Attacker firing shotgun on medium spread | −2 |
| Attacker firing shotgun on wide spread | −4 |
| Attacker using area attack weapon (grenade, missile) | −2 |

## SCATTER DIAGRAM
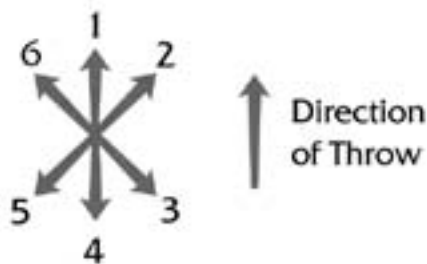


## SCATTER TABLE

| Type | Scatter |
|---|---|
| Standard Grenade | 1D6 meters – 2 per net hit |
| Aerodynamic Grenade | 2D6 meters – 4 per net hit |
| Grenade Launcher | 3D6 meters – 4 per net hit |
| Rocket | 2D6 meters – 1 per net hit |
| Missile | 2D6 meters – 1 per net hit (– Sensor rating) |
| Airburst | 1D6 meters – 1 per net hit (– Sensor rating) |

## PROJECTILE WEAPONS TABLE

| Weapon | Damage Value | AP |
|---|---|---|
| Bow | (STR Min. +2)P | — |
| Light Crossbow | 3P | — |
| Medium Crossbow | 5P | — |
| Heavy Crossbow | 7P | –1 |
| Shuriken | (STR/2)P | — |
| Throwing knife | (STR/2 + 1)P | — |

## GRENADE DAMAGE TABLE

| Type | Damage Code | AP | Blast |
|---|---|---|---|
| Flash-Bang | 6S | –3 | 10m Radius |
| Flash-Pak | Special | — | Special |
| Fragmentation | 12P(f) | +2 | –1/m |
| High Explosive | 10P | –2 | –2/m |
| Gas | Chemical | — | 10m Radius |
| Smoke | — | — | 10m Radius |
| Thermal Smoke | — | — | 10m Radius |

## MELEE WEAPONS TABLE

| Blades | Reach | Damage Value | AP |
|---|---|---|---|
| Combat Axe | 2 | (STR/2 + 4)P | –1 |
| Forearm Snap-Blades | — | (STR/2 + 2)P | — |
| Katana | 1 | (STR/2 + 3)P | –1 |
| Knife | — | (STR/2 + 1)P | — |
| Monofilament Sword | 1 | (STR/2 + 3)P | –1 |
| Survival Knife | — | (STR/2 + 1)P | –1 |
| Sword | 1 | (STR/2 + 3)P | — |
| **Clubs** | | | |
| Club | 1 | (STR/2 + 1)P | — |
| Extendable Baton | 1 | (STR/2 + 1)P | — |
| Sap | — | (STR/2 + 1)S | — |
| Staff | 2 | (STR/2 + 2)P | — |
| Stun Baton | 1 | 6S(e)* | –half |
| **Cyberware (Blades or Exotic Melee)** | | | |
| Hand Blade | — | (STR/2 + 2)P | — |
| Hand Razors | — | (STR/2 + 1)P | — |
| Spur | — | (STR/2 + 3)P | — |
| **Cyberware (Unarmed)** | | | |
| Aluminum Bone Lacing | — | (STR/2 + 2)P | — |
| Plastic Bone Lacing | — | (STR/2 + 1)P | — |
| Titanium Bone Lacing | — | (STR/2 + 3)P | — |
| Shock Hand | — | 6S(e)* | –half |
| **Exotic Melee Weapons** | | | |
| Pole Arm | 2 | (STR/2 + 2)P | –2 |
| Monofilament Chainsaw | 1 | 5P | –2 |
| Monofilament Whip | 2 | 8P | –4 |
| Riot Shield | — | (STR/2)S | +2 |
| Taser Armor/Shield | — | 6S(e)* | –half |
| **Unarmed** | | | |
| Shock Glove | — | 5S(e)* | –half |
| Unarmed | — | (STR/2)S | — |
| **Sample Improvised Weapons** | | | |
| Bottle (unbroken: Clubs, broken: Blades) | — | (STR/2)P | +1 |
| Chain/Whip (Exotic Melee) | 1 | (STR/2 + 1)P | +1 |
| Chair (Clubs) | 1 | (STR/2 + 1)S | — |
| Frying Pan (Clubs) | — | (STR/2 + 1)S | +1 |
| Metahuman Body (Unarmed Combat) | 1 | (BOD/2)S | +2 |
| Pistol/Rifle Butt (Clubs) | — | (STR/2 + 1)P | — |
| Pool Cue (Clubs, breaks after first hit) | 1 | (STR/2)S | — |

*(e) means that the weapon inflicts Electricity damage (see p. 154).

## CHARISMA-LINKED OPPOSED TESTS

| Skill Used | Acting Character Rolls: | Target Character Rolls: |
|---|---|---|
| Con | Con + Charisma | (Con or Negotiation) + Charisma |
| Etiquette | Etiquette + Charisma | Perception + Charisma |
| Intimidation | Intimidation + Charisma | Intimidation + Willpower |
| Leadership | Leadership + Charisma | Leadership + Willpower |
| Negotiation | Negotiation + Charisma | Negotiation + Charisma |

## SIGNAL RATING TABLE

| Signal Rating | Signal Range |
|---|---|
| 0 | 3 m |
| 1 | 40 m |
| 2 | 100 m |
| 3 | 400 m |
| 4 | 1 km |
| 5 | 4 km |
| 6 | 10 km |
| 7 | 40 km |
| 8 | 100 km |
| 9 | 400 km |

## BARRIER RATING TABLE

| Material | Armor Rating | Structure Rating |
|---|---|---|
| Fragile | 1 | 1 |
| Cheap Material | 2 | 3 |
| Average Material | 4 | 5 |
| Heavy Material | 6 | 7 |
| Reinforced Material | 8 | 9 |
| Structural Material | 12 | 11 |
| Heavy Structural Material | 16 | 13 |
| Armored/Reinforced Material | 24 | 15 |
| Hardened Material | 32+ | 17+ |

## DAMAGING BARRIERS TABLE

| Weapon | DV Modifier |
|---|---|
| Melee or Unarmed | No change |
| Whip/Monofilament whip | DV of 1 |
| Projectile | DV of 1 per projectile |
| Bullet | DV of 2 per bullet |
| Explosive | base DV x 2 |
| AV rocket/missile | base DV x 3 |
| Combat spell | No change |

## BUILD/REPAIR TABLE

| Item or Part/Repair | Threshold |
|---|---|
| Simple/Malfunction | 2 |
| Basic/Easy Fix | 4 |
| Complex/Common Repair | 8 |
| Intricate/Serious Damage | 12 |
| Exotic/Broken Beyond Repair | 16+ |

| Situation | Dice Pool 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 |
| Plans or Reference Material: | |
| Available | +1 |
| Augmented Reality Enhanced | +2 |
| Working From Memory | |
| Logic 5+ | +0 |
| Logic 1–4 | −(5 − Logic) |

## KNOWLEDGE SKILL TABLE

| Character Seeks: | Threshold |
|---|---|
| General knowledge | 1 |
| Detailed knowledge | 2 |
| Intricate knowledge | 3 |
| Obscure knowledge | 4 |

## OBJECT RESISTANCE TABLE

| Category | Threshold |
|---|---|
| Natural Objects (Trees, Soil, Unprocessed Water) | 1 |
| Manufactured Low-Tech Objects and Materials (Brick, Leather, Simple Plastics) | 2 |
| Manufactured High-Tech Objects and Materials (Advanced Plastics, Alloys, Electronic Equipment) | 3 |
| Highly Processed Objects (Computers, Complex Toxic Wastes, Drones, Vehicles) | 4+ |

## SIGNATURE TABLE

| Target Vehicle | Modifier |
|---|---|
| Large and oversized vehicles (trains, construction vehicles, zeppelins, tractor-trailers, airliners) | +3 |
| Electric-powered (EP) vehicles | −3 |
| Metahumans, critters | −3 |
| Drones | −3 |
| Micro-drones | −6 |

## SAMPLE DEVICES

| Device Type | Device Rating | Example |
|---|---|---|
| Dumb | 1 | General appliances, bodyware |
| Simple | 2 | Public terminals, entertainment systems |
| Average | 3 | Standard personal electronics, headware, vehicles, drones, home/business terminals |
| Complex | 4 | Security vehicles, alphaware, research terminals, security devices |
| Smart | 5 | High-end devices, betaware, security terminals, military vehicles |
| Cutting-Edge | 6 | Deltaware, credsticks |

## VEHICLE TEST THRESHOLD TABLE

| Situation | Threshold |
|-----------|-----------|
| Easy | 1 |
| Average | 2 |
| Hard | 3 |
| Extreme | 4 |

## TERRAIN TABLE

| Terrain Type | Threshold Modifier |
|--------------|--------------------|
| Open | 0 |
| Light | +1 |
| Restricted | +2 |
| Tight | +3 |

## HANDLING RATING TABLE

| Vehicle | Handling |
|---------|----------|
| Motorcycle | +2 |
| Car | 0 |
| Sports car | +3 |
| Truck | −1 |
| 18-Wheeler | −3 |
| Autogyro | +2 |
| Utility helicopter | 0 |
| Combat helicopter | +3 |
| Single-engine airplane | 0 |
| Jumbo jet | −3 |
| Jet fighter | +3 |
| T-bird | 0 |

## ASSENSING 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). |
| | 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, and so on). |
| | If you have seen the subject's aura before, you may recognize it, regardless of physical disguises or alterations. |
| 3 | The presence and location of alphaware cyber-implants. |
| | Whether the subject's 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 for any maladies (diseases or toxins) the subject suffers. |
| | Any astral signatures present on the subject. |
| 4 | The presence and location of bioware implants and betaware cyber-implants. |
| | The exact Essence, Magic and Force of the subject. |
| | An accurate diagnosis of any disease or toxins which afflict the subject. |
| 5+ | Any other implants. |
| | The general cause of any emotional impression (a murder, a riot, a religious ceremony, and so on). |
| | The general cause of any astral signature (combat spell, hearth spirit, and so on). |
| | The fact that a subject is a technomancer. |

## 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 | No modifier |
|  Unbound spirit | +2 |