

## Skill checks

### Roll

2d6 + relevant attribute modifier + skill level + Situational

**Success:** Larger or equal to DC.

**Not even level 0:** Skill level = -1

**Peripheral cases:** +2 DC and potentially less effective (e.g., using Drive to repair vehicle instead of Fix)

**Situational:**  $\pm 2$ .

### Aid skill check

**Requires:** Player describes how action helps and GM agrees.

**Roll:** Same DC as original, uses skill relevant for the aiding action.

**Effect:** +1 on success, nothing on failure. Max +1 regardless of how many aiding.

### Opposed skill checks

Each person rolls relevant skill. PC wins ties. NPC adds skill bonus to relevant skills, otherwise flat 2d6.

Difficulty	Skill Check
6	A relatively simple task that is still more than the PC would usually be expected to manage in their regular background. Anything easier than this isn't worth a skill check.
8	A significant challenge to a competent professional that they'd still succeed at more often than not.
10	Something too difficult to be expected of anyone but a skilled expert, and even they might fail.
12	Only a true master could expect to carry this off with any degree of reliability.
14+	Only a true master has any chance of achieving this at all, and even they will probably fail.

## Combat (page 33)

### Attack

#### Roll

1d20 + Base Hit Bonus + Weapon's Attribute + Skill

Gear/situation may add or subtract.

**Hit:** Roll  $\geq$  AC. Ranged and melee have different AC.

**Damage:** Weapon dependent. Unarmed add Punch.

**Trauma/Crits:** If hit, roll weapon's Trauma Die. Equal or exceed Trauma Target to cause weapon's Traumatic Hit multiplier, which all of the damage is multiplied by.

**Shock:** If miss, deal Shock if weapon's Shock rating  $\geq$  Enemy's AC

**Nat 1 and 20:** Nat 1 auto miss, Nat 20 auto hit if physically possible.

Situation	Mod
Shooting at a distant prone foe	-2
Attacking an adjacent prone foe	+2
Melee attacking while prone	-4
The target is at least half behind cover	-2
The target is almost completely in cover	-4
Making a thrown attack while in melee	-4
Shooting a one-handed gun while in melee	-4
Shooting a two-handed rifle while in melee	N/A

### Initiative

Team based. Each team rolls 1d8 + team's highest Dex.

### Actions

**On own turn:** 1 Main Action, 1 Move (10 m), reasonable amount On Turn actions.

**Any time:** Instant action.

**Snapshot:** Make attack at -4 as Instant action. Uses up own action for the round.

## Mortally Wounded

**Reaching 0 HP:** Unable to take actions/Helpless/unconscious. Die instantly if further damaged, or at the end of 6 rounds after hitting 0 HP.

**Stabilizing:** Main Action perform Int/Heal or Dex/Heal, DC 8 + number of rounds since hit 0 HP, increases by +2 if no medkit. Only one person can attempt to stabilize per round. Once stabilized, recover 1 HP after 10 min of rest.

**Frail:** A week after being mortally wounded, you are Frail, meaning you cannot heal through natural means (i.e. resting) and die instantly if hit 0 HP. Remove Frail condition with medkit, takes 1 hour and DC 10. Can only be tried once.

## Healing

**Natural Healing:** Good night's sleep heals your level in HP.

**First Aid:** Using medkit, 1 minute to heal 1d6 HP + Heal level, adding 1 System Strain.

## Attack of opportunity

Move away from enemies in melee, enemies get free attack. *Fighting Withdrawal* action prevents AoO.

## Execution attacks

**Requires:** Target feels safe and 1 minute of prep. Melee attacks auto-hit, ranged Dex/Shoot DC 6 point-blank, 8 normal range, 10 long range.

**Effect:** Target makes Physical save with penalty equal to attacker's combat skill. If fail, hit 0 HP. Otherwise traumatic hit.

## Hacking

**Connection to Cyberspace:** Either physical, or wirelessly within 30m and line of sight. Wirelessly gives -2 penalty to cyberspace skill checks, and Avatar can't move out of node.

**Access:** The "hacking resource", each program costs access to run. Equal to INT mod + Program skill + bonus Access. 1/day, spend 1 hour to regain all Access.

**Memory:** Programs and paydata take up 1 CPU. Each Subject and Verb use 1 memory.

**Shielding:** Extra HP vs. *Stun* or *Kill* program verbs.

**CPU:** Number of Ongoing programs deck can run at once.

## Running programs

**Verbs and Subjects:** Programs are made up of *Verbs* and *Subjects*, which must be combined appropriately e.g. *Blind Camera* to turn off a camera or *Hijack Turret* to take control of a turret. Verbs are limited to certain types.

**Failing a program:** Increases the network's awareness. Two failed attempts raise awareness once.