

Eclipse Phase 2.0

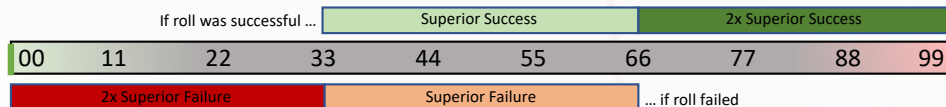
System Cheat Sheet

May 19, 2019

Dice & Tests

Success Result	
<i>Success</i> ≥ 33	Superior success.
<i>Success</i> ≥ 66	2x Superior success.
<i>Failure</i> ≤ 66	Superior failure.
<i>Failure</i> ≤ 33	2x Superior failure.
00, 11, ... 99	Critical. Supersedes superior. 00 always success / 99 failure.

Success ≥ 33 means the player rolled a success *and* also rolled higher than 33.



Superiors	
Quality	Work more exact or more sloppy. Subsequent tests maybe ± 10.
Quantity	Consumes or produces fewer or more materials or results.
Detail	Acquire information in more or less detail / depth.
Time	Task takes shorter or longer time ± 25% Task action only.
Covertness	Action more or less obvious or attention drawing, ± 10.
Damage	Success only. Inflict DV 1d6 more.

Players can chose two effects, or same effect twice on double superior.

Criticals

- Double damage on attack.
- Gain ± 20 on next test.
- Take (success) or lose (failure) next action.
- Break weapon or tool (failure).
- Any other appropriate *wow!* moment.

As always, the GM is encouraged to be creative.

- Always round true ($9/2 = 5$)
- Defaulting (using aptitude only), may imply additional −10 to −30.
- Teamwork (all do the same in parallel): only **one** person rolls.
- Teamwork (constructively helping): highest person rolls, +10 per helping character with useful aptitude over 40.

Types of Tests

Tests & Actions	
Success Test	Regular test as described above.
Opposed Test	Highest succeeding roll wins. Critical trumps higher.
Task Action	Roll at start. Failure apparent after 25 % (+ 25% per sup. fail).
Taking Time	Per 25 % longer, get +10 to test, max +60. At least 1 min.
Rushing	Per 25 % shorter, get −20 to test, max −60.

- Trying again induces cumulative −10 modifier. GM may decide trying again not possible.

Complementary Know Skills

40 - 59	Modifier +10 for active skill.
60 - 79	Modifier +20 for active skill.
80+	Modifier +30 for active skill.

- Complementary skill bonuses are granted if an appropriate Know skill is used to supplement an Active skill.
- This **only** applies if the Active skill does not incorporate the knowledge of the Know skill already. For example *Know: Religious Cults* when doing *Persuasion*. But not *Know: Computer Science* when doing *Infosec*.

Modifiers		
Difficulty	Situational Factor	Modifier
Very Easy	Major Bonus	+30
Easy	Moderate Benefit	+20
Slightly Easy	Minor Boost	+10
Average		+/-0
Slightly Hard	Minor Hindrance	-10
Hard	Moderate Impediment	-20
Very Hard	Major Drawback	-30

Aptitude Ranges

Aptitudes range from 0 to 30.

Rating	Assessment	Rating	Assessment
5	Child	20	Enhanced
10	Unaugmented Human	25	Superhuman
15	Transhuman	30	Posthuman

Skill Ranges

Skills range in value from 0 to 98.

Rating	Assessment	Rating	Assessment
10	Rudimentary Ability	60	Experienced Professional
20	Some Familiarity	70	Expert
30	Novice	80	Authority
40	Basic Professional Competence	90	Master
50	Advanced Training	98	Pinnacle of Achievement

SKILL LIST

Skill	Linked Aptitude	Type	Page
Athletics	Somatics	Active, Physical	XX
Deceive	Savvy	Active, Social	XX
Exotic Skill: [Field]	—	—	XX
Fray	Reflexes	Active, Combat	XX
Free Fall	Somatics	Active, Physical	XX
Guns	Reflexes	Active, Combat	XX
Hardware: [Field]	Cognition	Active, Technical	XX
Infiltrate	Reflexes	Active, Physical	XX
Infosec	Cognition	Active, Technical	XX
Interface	Cognition	Active, Technical	XX
Kinesics	Savvy	Active, Social	XX
Know: [Field]	Cognition/Intuition	Know	XX
Medicine: [Field]	Cognition	Active, Technical	XX
Melee	Somatics	Active, Combat	XX
Perceive	Intuition	Active, Mental	XX
Persuade	Savvy	Active, Social	XX
Pilot: [Field]	Reflexes	Active, Vehicle	XX
Program	Cognition	Active, Technical	XX
Provoke	Savvy	Active, Social	XX
Psi	Willpower	Active, Mental, Psi	XX
Research	Intuition	Active, Technical	XX
Survival	Intuition	Active, Mental	XX

Pools

Pool & Linked Aptitudes	
Insight	Cognition & Intuition.
Vigor	Reflexes & Somatics.
Moxie	Savvy & Willpower.
Flex	Any test.

Pools may only be used for their linked aptitudes.

General Pool Usage	
Before Roll	Ignore all modifiers to the test.
Before Roll	Add +20 to the tests target number.
After Roll	Flip-flop dice, e.g. 83 becomes 38.
After Roll	Upgrade success to superior, or superior to 2x superior.
After Roll	Downgrade critical failure to regular failure.
Ongoing	Get +5 (1 pt) / +10 (2 pts) for apt' linked skill tests for 24 h.

Skill boosting can only be done by permissible pool. Boosting only boosts *one* aptitude, not both!

Insight	
Go first one turn when only mental / mesh actions taken.	
Take 1 extra complex (or 2 quick) mental actions.	
Acquire clue through investigation, insight or analysis.	

If multiple people attempt to go first, all the ones that go first again go by initiative. Extra actions happen after all other characters could act this turn.

Vigor	
Go first in an action turn.	
Take 1 extra complex (or 2 quick) physical actions.	
Ignore effects of 1 wound for 24 h.	

If multiple people attempt to go first, all the ones that go first again go by initiative. Extra actions happen after all other characters could act this turn.

Moxie	
Ignore effects of 1 trauma for 24 h.	
Avoid making infection test.	
Negate a players social gaffe that the character wouldnt make.	
Refresh minor (1 pt) or moderate network favor (2 pt).	
Acquire clue through social interaction w/o needing test.	

Flex	
Introduce NPC to scene. Define <i>one</i> aspect (e.g., morph, faction, skill).	
Introduce minor non-weapon item or clue to scene. GM determines placement.	
Introduce environmental factor (e.g., cover, hiding, distractions, shelter).	
Introduce loose or minor relationship with NPC.	

All introductions must be **plausible!** Generally player can define one aspect, GM defines rest.

Refreshing	
Short (2 per 24 h)	Takes 10 min, restores 1d6 points.
Long (1 per 24 h)	Takes 4 h, restores all pools.

- Refreshing requires uninterrupted rest with only minimal activity.
- Resting also reduces Infection Rating (−10 on short rest), or resets it altogether (long rest).

Combat

Each **combat turn** (also called **action turn**) takes 3 s. In a single combat turn all characters act based on their **initiative** (1D6 + Initiative), going from high to low. The player can then perform exactly **one** of the below:

- 1 complex and 1 quick action,
- 1 task action and 1 quick action,
- 3 quick actions.

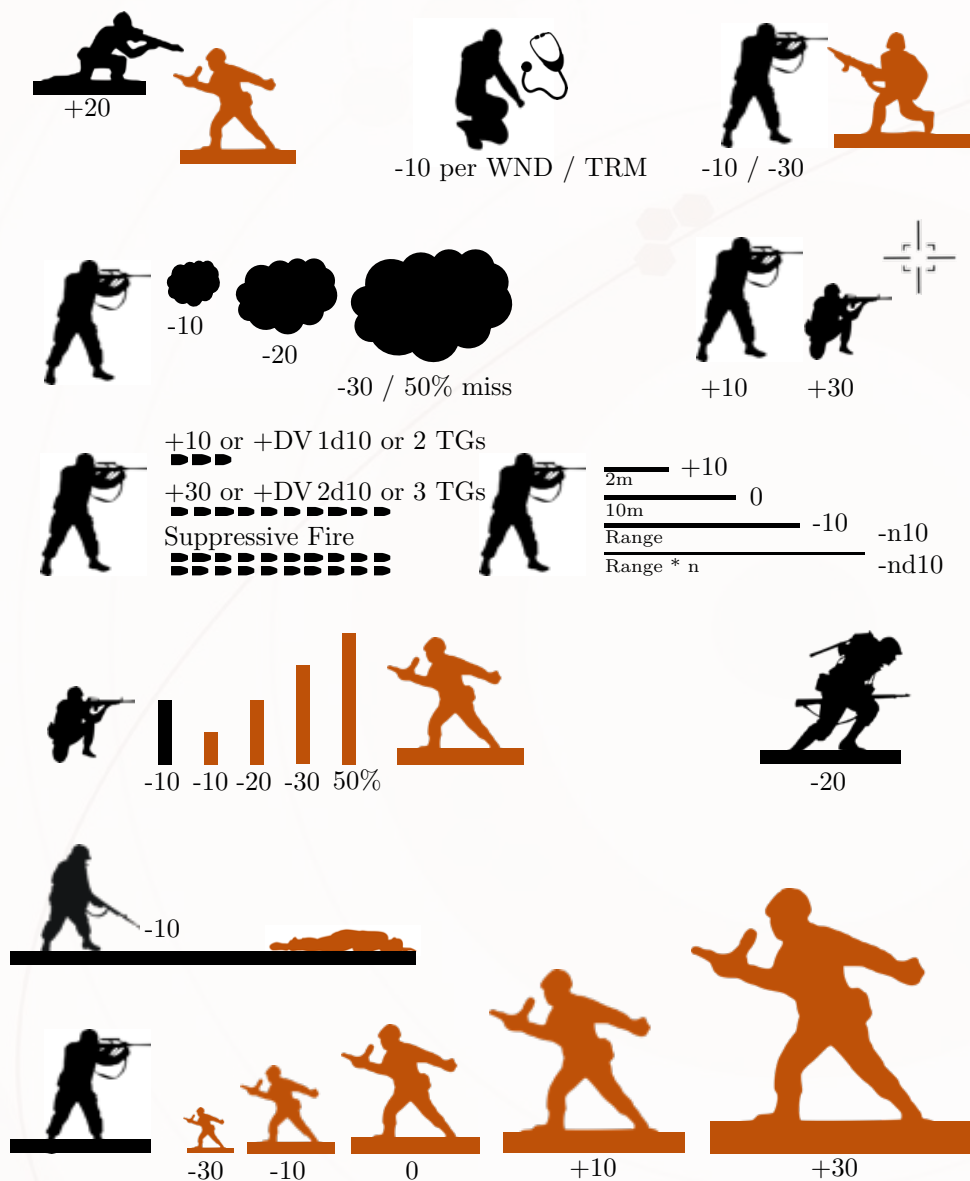
Additionally, player may take any number of automatic actions per combat turn.

Basics and Movement

Action Examples	
Automatic	Talk, base perception (−20), defend, drop, moving, ...
Quick	Activate, explain, normal perception, draw gun, go cover, ...
Complex	Aim, attack (gun, melee), examine, reload, complex device, ...
Task	Anything longer than 2 s (e.g., hack, repair, heal ...)

Movement		
Base Movement	Automatic	Moves base rate (e.g., 4 m)
Full Movement	Automatic	Moves full rate (e.g., 20 m), −20 to actions.
Rushing	Complex	Moves base + full (e.g., 24 m) [†] .
Jumping	Quick	Running: 6 m [†] .
Standing Up	Quick	Movement rate halved afterwards.
Non-Standard	Complex	Swimming, climbing, ... for base move.
Zero Gravity	-	Half movement rate [†] . Jump any length.
High Gravity	-	See rules [†] .

The basic combat sequence:



- **Declare Attack.** Skill depends on weapon type, e.g., Melee, Gun, Athletics (grenades), Interface (weapon system).
- **Declare Defense.** Melee (Melee, Fray), Ranged (Fray / 2). Psi (Willpower). Full Defense (+30 bonus when used as complex action).
- **Apply Modifiers.** See Modifier tables.
- **Make Opposed Tests.** Both opponents roll.
- **Determine Result.** Handled as opposed test. Per attacker **superior success** inflict DV 1d6 more. If **attacker critical** double damage.
- **Roll Damage.** Also apply any special damage weapon might cause.
- **Apply Armor.** Subtract remaining armor from damage. **Armor piercing** halves target armor.
- **Apply Damage.** Record damage. If accumulated damage exceeds Durability target incapacitated. If exceeds Death Rating target destroyed.
- **Determine Wounds.** Each multiple above Wound Threshold inflicts wound.

Surprises

- Make opposed test between Infiltration and Perception (−20).

Attacks

Special Attacks	
Area of Effect	Cone or Blast: DV/2 on successful Fray/2, unless near cover.
Centered Blast	DV drops by −2 for each meter from center.
Uniform Blast	All in range full DV. Drops by −2 for each meter outside.
Cone	See Cone Attack table.
Helpless Target	Roll attack. Success target dies. Fail max DV. OOC only.
Called Shot	Attack with −10. On superior success see Called Shots table.
Shock Attack	Only affects bio morphs, not synths. Details below.
Social Attack	Opposed test Provoke vs WIL. See table Social Attacks.
Sweeping Attack	With beam attack treat miss as aim +10 for next round.
2+ Weapons	Each weapon separate attack, cumulative −20 after first.

Melee Modifiers	
These modifiers apply to close-combat attacks.	
Situation	Modifiers
Aggressive	+10 or +1d10 DV, -10 Fray
Charging	-10, +1d6 DV
Extra Weapon (Attack)	+1d6 DV
Extra Weapon (Defense)	+10
Grappling	
Smaller-Size Opponent	+20 per size step
Larger-Size Opponent	-20 per size step
2+ Limbs Advantage	+20
2+ Limbs Disadvantage	-20
Multiple Targets	-20 per extra target
Reach	+10 or more
Touch-Only	+20, no damage

Combat Modifiers	
Numerous factors can impact an attack's outcome. These modifiers apply to all types of attacks.	
Situation	Modifiers
Superior position	+20
Wounded/traumatized	-10 per wound/trauma
Called shot (superior success needed, p. XX)	-10
Wielding two-handed weapon with one hand, p. XX	-20
Very small target (mouse or insect)	-30
Small target (child-sized)	-10
Large target (car sized)	+10
Very large target (side of a barn)	+30
Visibility impaired (minor: glare, light smoke, dim light)	-10
Visibility impaired (major: heavy smoke, dark)	-20
Blind Attacks, p. XX	-30 or 50% miss chance

Firing Modes	
Mode	Effect
Single Shot	Standard DV
Semi-Auto	Standard DV
Burst Fire	
Single Target	+10 to hit or +1d10 DV
Two Adjacent Targets	Standard DV to both
Full Auto	
Single Target	+30 to hit or +2d10 DV
Three Adjacent Targets	Standard DV to all three
Suppressive Fire	Standard DV to anyone moving out of cover within cone

Ranged Modifiers

These modifiers apply to ranged combat attacks.

Situation	Modifiers
Aim (Quick Action)	+10
Aim (Complex Action)	+30
Attacker Behind/Coming Out of Cover	-10
Attacker In Melee	-10 (-30 long weapons)
Attacker Not Using Smartlink or Laser Sight	-10
Attacker Running	-20
Attacker Firing Multiple Weapons At Once	-20 cumulative (after first)
Defender Behind Minor Cover	-10
Defender Behind Moderate Cover	-20
Defender Behind Major Cover	-30
Defender Hidden	-30 or 50% miss chance (<i>Blind Attacks</i> , p. XX)
Defender Prone and at Range (10+ m)	-10
Firing Mode	
Single-Shot/Semi-Auto	+0
Burst Fire (Concentrated)	+10 or +1d10 DV
Full Auto (Concentrated)	+30 or +2d10 DV
Indirect Fire	-30
Range	
Point-Blank (2 m)	+10
Close (10 m)	+0
Range	-10
Beyond Range	-10 per Range increment -1d10 DV for kinetic weapons

- **Shock Attack:** Inflict shock without damage in melee: Melee (+20). Inflict shock plus damage requires is regular Melee. **When hit** with shock effect make SOM check, apply Energy Armor as positive modifier, if large +30, if small -30. **Failure:** lost neuromuscular control, fall, incap. for 1 turn (+2 per sup. fail) and stunned for 3 min. **Success:** stunned 3 turns. Synthmorphs are immune to shock, but mesh access disrupted for duration. General hardware might be disrupted.

Cone Attack

Point Blank & Close	Affects 1 target, DV +1d10.
Range	Affects 2 targets 1 m of each other.
Beyond Range	Affects 3 targets 2 m of each other, DV -1d10

Cone attack requires weapon that does cone damage.

Called Shot Results

Weak spot	Armor halved. GM might rule has no weak spot.
Disarm	Victim gets half DV. Make SOM (-30) or weapon off 1d10 m [†] .
Knockdown	Applies <i>prone</i> condition.
Redirect	Move opponent 2 m. May make REF (-30) to save.
Special Target	Inflict other status conditions (e.g., blinded, hindered).

All Called Shots results *only* apply if attacker succeeded with -10 attack *AND* scores superior success. Extra superior success can sometimes be used to increase modifiers or inflict additional damage (e.g, full instead of half). See rule book for details.

Social Attacks

Calm	Soothe opponent into pausing hostilities temporarily.
Fluster	Opponent -10 for next action, additional -10 per. sup. success.
Inspire	NPC receives +10 next action.
Intimidate	Make opponent not attack, s.o. else, take cover, run away 1 turn.
Taunt	Force opponent to attack you with their next action.

Also consult Social Modifiers table in the following chapter.

Sample Objects and Structures

Object/Structure/Material	Armor (E/K)	Destruction Rating	Wound Threshold
Airlock Door (Standard, 2 person)	25/15	150	15
Airlock Door (Service, 10 person)	25/20	300	30
Electronics Console	6/4	80	8
Cortical Stacks	20/20	40	
Dome, Inflated (Spiderweave, 3 × 3 m)	10/20	60	6
Dome, Structural (3 × 3 m)	30/40	100	10
Door (Metallic Foam)	25/20	100	10
Door (Polymer)	4/8	60	6
Furniture (Polymer)	4/6	50	5
Hull, Aerostat/Light (Metallic Foam)	70/50+	500+	50+
Hull, Standard (Advanced Composites)	80/60+	750+	75+
Hull, Heavy (Reinforced)	100/100+	1,500+	150+
Tree	0/2	80	8
Wall (Aerogel, 3 × 3 m)	10/5	150	15
Wall (Concrete, 3 × 3 m)	6/10	200	20
Wall (Metal Alloys, 3 × 3 m)	25/15	300	30
Wall, Reinforced (Metal Alloys, 3 × 3 m)	40/30	500	50
Window (Aerogel, 1 × 3 m)	7/5	50	5
Window (Transparent Aluminum, 1 × 3 m)	10/15	100	10

Objects & Cover

Shooting Through Objects

Ranged kinetic attacks do only 1/2 damage after armor subtracted.
 AoE kinetic, beam, energy attacks apply normal damage.
 Devices –10 per wound, or stop working totally.
 Simple objects 0.5 m hole per wound.

Conditions

Conditions

Blinded	All physical –30, still miss 50 %. Skill check to move full.
Confused	COG (–30) p. turn. Failed: mutter; flee; rnd. attack or action.
Dazed	No action except base move and defend.
Deafened	Cannot hear. Initiative –3, Perception –30.
Grappled	No action (even Fray) except Melee / SOM –30 to escape.
Incapacitated	No action whatsoever (not even defensive).
Impaired	Suffer –10, –20, –30, depending on condition.
Prone	Quick action to get up. Melee opponent +20, ranged –10.
Stunned	Suffer –30 physical, –10 mental.
Unconscious	Helpless. Treat bios w. stim, cases w. INT (–30) if DV i DUR.

Conditions can be set by weapons or circumstances.

Weapon and Gear Properties

Weapon Traits

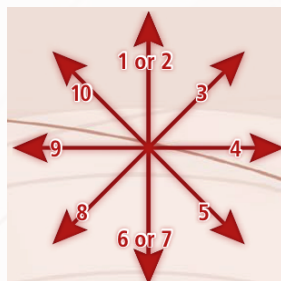
Armor Piercing	Inflicts DV -1d10, but halves armor.
Blinding	No anti-glare: REF or blind 1 turn [†] . Perm. on crit.
Concealable	Receive 30 for Infiltration hiding weapon.
Entangling	Make REF or be grappled. Superior attacks give –10.
Fixed	Needs mount point or be prone, otherwise –20 to attack.
Fragile	Item breaks or becomes unusable on superior fail.
Knockdown	Target REF or be knocked down.
Lacks Smartlink	Receive –10 to attack.
Long	Give –30 when firing in melee, no +10 on point blank.
No Close	Cannot be used close or at point-blank.
No Point-Blank	Cannot be used at point-blank.
Pain	Target WIL or flee 1 turn, –20 to next action [†] .
Paralyzing	Target REF or paralyzed, REF (–30) on sup. attack.
Shock	Inflicts shock effect.
Single Use	Can only be used once.
Steady	Ignores range modifiers.
Stun	Target SOM or stunned [†] .
Touch Only	Requires a touch to hit, +20, but no DV inflicted.
Two-Handed	Needs two hands, or –20 used with one.

See core book for details on traits for given weapon / ammunition.

Seekers & Grenades

Adjust Blast Radius	Declare less (uniform) or reduction per meter (CAE).
Jumping Grenades	REF and DV +1d10 for you, but -(AV+10) others.
Sticky	No scatter on hit. [?]
Throw Back	REF to throw back if in range.

- **Scatter:** On miss, roll 1 direction die (2D, gravity) or 2 direction die (3D, microgravity) and distance die (as meters). Distance double per superior.



Trigger Conditions

Airburst	Explode after certain distance. Might ignore cover.
Impact	Explode when hit. Resolve immediately.
Proximity	Range up to 3m. Fixed 3 turn delay after activation.
Signal	Explodes when transmitted signal over wireless.
Timer	Minimum: end of next action turn.

Tactical Networks

Collate maps, tag spacial features.
Share real time position information.
Share sensory input between members.
Encrypted communication.
Smartlink / weapon data.
Overwatch, +10 against surprises.
Indirect fire, help distant targets to aim.
Analysis with real time suggestions and warning.

Actions

Asphyxiation

Holding breath: 2 min (less when stressed).
For each 30s longer, SOM with cumulative -10.
When fail: unconscious, treated as DV = DUR, 10 more DV per minute.
Every 30s WIL or SV 1d6 and unable to act, and WIL to non-rescue action.

Falling

1 - 2 meters	DV 1d10.
3 - 5 meters	DV 2d10.
6 - 8 meters	DV 3d10.
Over 8 meters	+1 per meter.

Fire

Burning characters and objects DV 1d6 per round (saved by Energy Armor).
Armor may catch fire though.
Fire increases every 5 turns (to DV 1d10, DV 2d10, DV 3d10, +5, +10, ...).
Water & co. might reduce this.

Gravity

For characters not used, up to 3 day to accustom to new Gravity.
During that time -10 to social, physical, -20 combat, fine motorics.

Atmosphere

Contamination	From -10 to -30.
Dangerous	Same as Contamination plus appropriate effects.
High-Pressure	Same as Contamination plus appropriate effects.
Toxic	Up to DV 2d10 per turn if not holding breath.
Corrosive	DV 1d10 per turn, regardless of holding breath. Dmg. items.
Decompression	REF or blown out, SOM or let go. Fray or debris hit.
Extreme	Usually kills quickly.
Radiation	No actual rules, apply common sense.
Underwater	General -20 for actions performed underwater.
Vacuum	See Asphyxiation, if Vacuum Sealing 1 min extra time.
Space	See Vacuum. No thermal protection -10 and DV 2 per min.

Passive perception (when not actively looking) induces a -20 modifier.

Health

Physical Health

Wounds
Each wound causes cumulative –10 on all tests, –1 to initiative.
When receiving wound, SOM or knockdown.
When receiving 2x wound at once, automatic knockdown. SOM or unconscious.

- If character suffered wound and damage exceed DUR they are in danger of bleeding out. Make SOM. On failure receive DV 1 per wound per turn until dead or stabilized with Medicine: Paramedic.

First Aid	Healing/Repair	Timeframe
Medicine: Paramedic	1 wound, 1d10 [5] damage +1d6 per superior success	10 minutes + 10 per wound
Long-Term Healing	Damage Healing Rate	Wound Healing
Morph without biomods	1d10 [5] per day	1 per week
Morph with biomods	1d10 [5] per 12 hours	1 per 3 days
Medichines/nanobandages/fixers	1d10 [5] per hour	1 per day
Meds	1d10 [5] per hour	—
Healing Vat/Nanofabber	2d10 [11] per hour	1 per 2 hours
Poor Conditions	x2	x2
Harsh conditions	x3	x3
Physical Repair	Timeframe	
Hardware: Robotics, etc.	1 hour per 5 damage + 8 hours per wound	

- All damage must be healed first before wounds can be healed!
- Medicine: Paramedic is exception as it heals both at same time. Can only be used once per set of injuries. Only within first 24 hours.

Mental Health

Stress Sources	
Alienation	Disconnection to the self, loss of self.
Helplessness	Inability to control events, betrayal.
The Unknown	Anything alien.
Violence	Threats and harm to self and others.

Stressful Experiences	
Alienation	SV
Resleeving alienation/continuity loss/lack	1d6
Extensive lack	1d10/1
Encountering inexplicably lost memories	1d6
Extended isolation (per week)	1d6 + 2/half
Exsurgent virus infection	Varies (p. XX)
Unwillingly controlled via puppet sock	1d10/half
Mind-controlled	1d10 + 2/half
Forced to act opposite to Motivation	1d6
Helplessness	SV
Asphyxiation (p. XX)	1d6
Set on fire	1d6
Awareness of imminent death	1d10/1
Betrayal by a trusted friend	1d6
Cyberbrain hacked	1d6
Drugged against your will	1d6 – 1
Losing a loved one	1d6
Watching a loved one die	1d10
Being responsible for the death of a loved one	1d10 + 1/1
Suffering moderate torture	1d6 + 2/half
Suffering severe torture	1d10 + 2/half
The Unknown	SV
Encountering unusual non-sapient alien life	1d6 – 2
Encountering sapient alien life	1d10/1
Encountering highly advanced technology	1d6 – 1
Pandora gate in operation	1d6 – 2
Encountering exsurgent-infected transhumans	1d6
Encountering full exsurgents	1d10/1
Witnessing async sleights	1d6 – 2
Witnessing psi-epsilon sleights	1d10/half
Violence	SV
Encountering a gruesome corpse or murder scene	1d6 – 1
Viewing extreme violence/torture	1d6
Committing violence in self-defense	1d6 – 1
Killing in self-defense	1d6 + 1
Committing offensive violence	1d6
Murdering in cold blood	1d10/1
Harming an innocent	1d6 + 2/1
Killing an innocent	1d10 + 2/half
Experiencing death via XP	1d10
Popping a cortical stack	1d6
Remember your death	1d10/1

Stressful Experience

When encountering something horrific WIL check.
 On failure receive stress as indicated on table.
 On each trauma, take note of event on character sheet.
 Receiving 5 traumas w.o. receiving disorder, character hardens.
 Hardening permanently gives -10 to WIL Checks and Persuade.

- Disorders are received by stress exceeding lucidity.
- Disorders are triggered by traumas or circumstances.

Traumas

Each trauma causes cumulative -10 on all tests, -1 to initiative.
 Receiving trauma, WIL or stunned, shake w. cmplx. action. Triggers disorder.
 Receiving 2x trauma at once, automatic stunned. SOM or ASR.
 ASR: Attack OR Flee OR Detach. Friends can try Provoke (-30) to snap out.

- Traumas trigger disorder of the same type they are from. Players encouraged to role play reactions.
- To recall later what happened COG (-30) check.
- Accute Stress Responses (ASR) determined randomly. Player remains in mode until incapacitated, threat avoided, destroyed or snapped out.

Disorders

Alien Behavior Disorder	Prone to exhibiting alien behavior.
Anxiety	Needs to be convinced to do almost anything.
Atavism	Show primitive or animalistic behavior.
ADHD	Negative perception modifier and task effects.
Autophagy	Consume yourself.
Bipolar	Prone to risky behavior.
Body Dysmorphia	Prone to alienation.
Cosmic Anxiety Disorder	Flee from aliens / TITANs.
Conversion Disorder	Blindness, deafness, loss of balance, ...
Depression	Requires test to take any action.
DPD	Separate personality.
Fugue	Totally non-responsive.
Impulse Control	Engage in activity that controls thoughts.
Insomnia	Long rests become short, no short. Bad perception.
Narcissistic PD	Demand attention.
Paramnesia	Recall memories not own, confused about self.
Paranoia	Expect betrayal everywhere.
Phobia	Try to avoid phobia's focus.
PTSD	Respond to triggers with violence.
Schizophrenia	Experience delusions and hallucinations.

- Effects are often resisted by WIL tests for one or a few rounds.

Psychic Care

Psychic care is delivered by Medicine: Psychosurgery or Know: Psychology.
 Healing SV 1d6 stress is task action (1 day*).
 Healing 1 trauma is task action (8 days*).
 Healing 1 disorder is task action (40 days*).
 Each trauma and disorder applies -10 to test.
 *Only 1 effective hour of treatment needed a day, e.g., trauma: 8 days, 1h each.

- If patient receives new stress during treatment, it must be restarted.
- If VR is used, each hour of healing still requires full simulated day for person.
- Healing naturally, players can make INT each month they didn't get new stress, healing SV 1d6 or 1 trauma. Disorders require 3 months.

Resleeving Tests	
Integration Test:	SOM Check
Failure:	-10 to all actions for 1 day, +1 day per superior failure.
Resleeving Stress Test:	WIL Check
Standard alienation/continuity loss/lack:	SV 1d6
Remember your death/lengthy lack (3+ months):	SV 1d10/1

Mesh & Hacking

General Usage	
AR Mist	In ad-spammed area, up to -30 general modifier.
AR Filter	Counter AR mist with Interface test.
Hidden Tags	At least Interface test at -30 to find, maybe impossible.
List Public Devices	Trivial activity.
List Stealthed Devices	Opposed Interface test at -30 for searcher.
Privacy Mode	Applies -30 to tracking, might be illegal or frowned.
Sniffing WiFi	Needs <i>Sniffer</i> app, Hacking test.
Sniffing Laser	Needs to be in optical path.
Sniffing Cabled	Needs hardware access.
Sniffing VPNs	Applies -30, only valid for 1d6 minutes.
Sniffing Detection	Defender may make Infosec test to detect every minute.

Selection of mesh actions that don't require a server account and have rules mentioned in the core book. There are many other common mesh use cases (AR, VR, XP, Banking, Comms, Office, Networking, ...).

Accounts and Access

These actions and rules are primarily concerned with systems (notes, hosts, servers) that have some sort of accounts, and users that have gained or stolen access to these systems.

Accounts	
Public Account	Does not require login, everyone has access.
User Account	Requires authentication.
Security Account	Can edit logs, modify other user data.
Admin Account	Change all device features, services, shutdown.

Authentication Methods	
Biometric Scan	Fingerprint, DNA, retina scan, ...
Ego Scan	Brainwave scan with special device.
Direct Neural Interface	Requires special brain implant.
Mesh ID	Just needs the right mesh ID.
Other Account	Account A might grant access to account B.
Passcode	Some secret string, aka <i>password</i> .
Passkey	Special physical security token.
Quantum Key	Require passcode delivered on highly secure channel.

Crypto	
Public Key	Can be broken with quantum computer, Infosec (1 week) task.
Quantum	Cannot be broken, always requires key.

Universal Actions	
Access System	Authenticate and access account.
Apply Tag	Mark physical place or thing with AR tag.
Communicate	Mail, text, chat if you have their mesh ID.
Encrypt / Decrypt	Protect or access file if you have key.
Filter AR Mist	Remove AR spam.
Identify Attacker	Detect who is attacking you in mesh combat.
Issue Command	Command a slaved device, ALI or bot with quick action.
Log Off	Exit a system.
Modify Files	Access, modify, delete files (might be recoverable).
Operate Device	Control attached devices, might requires skill test.
Run Script	Run pre-programmed script.
Scan Wireless Signals	Try locate hidden or public devices and their mesh IDs.
Search	Search connected system.
Shield Software	Protect software targeted in mesh combat.
Stealth WiFi Signals	Attempt to hide wireless activity.
Switch Home Device	If infomorph, transfer mind to other system.
Terminate Software	Kill software for which you have access.
Toggle AR Skin	Change looks of world around you.
Toggle Privacy Mode	Set your profile public or private.
Toggle Simulspace	Enter or exit simulspace.
Use Apps	Use installed app, may also require Interface test.
Use Service	Access cloud service for which you have access.
View Apps	List all apps you have access to.
View Profile	See profile and rep of anyone not in private mode.
View Sensor Feeds	Access sensor, might also require Perception or Know.
View System Status	View general system health and activity.

Security Actions	
Acquire Mesh ID	View mesh ID of anyone accessing system.
Activate Countermeasure	Trigger countermeasure against spotted attacker .
Attack	Engage against other apps or users.
Bypass Jamming	Interface to get short (3s) transmission through.
Locate Intruder	Identify attacker to system.
Lockout	Block ID (defeat in combat first if signed on).
Monitor Activity	Watch user activity (might require Infosec).
Scan Infomorph	Reveal info about infomorph (Interface).
Trace	Trace user to physical location.
Trigger Alert	Put system into passive or active alert.
View Logs	View previous user activity.
View Users	View all non-hidden users.

Admin Actions	
Disable Systems	Turn off sensors or functions.
Modify Accounts	Add, remove, modify accounts.
Modify Privileges	Modify existing account permissions.
Modify Software	Install, modify or remove software.
Wipe System	Takes 1 to 10 minutes (double for secure wipe).

Searches

- **Common Information.** Instant and does not require roll.
- **Uncommon Information.** On local mesh have timeframe of 1 h, and might be complemented by appropriate Know skill. Searches outside of the local mesh increase time frame due to distance lag.
- **Private Information.** (Located on specific host or sub-net) requires appropriate access and has special time frame (see table). Encrypted files must be decrypted before they can be searched.
- **Superior successes.** provide more nuanced information, **critical success** leads to breakthrough understanding, **critical failure** to false or misleading information.
- **Research only yields information.** Understanding data might require Know test or similar.

Online Research	
Situation	Modifiers
Conflicting Sources	-10
Possess Hints, Traces, or Corroborating Details	+10 to +30
Availability	
Widespread Information	timeframe ÷ 2
Buried Within Other Details	timeframe × 2
Obscure or Unusual Data	-10 to -30
Private or Proprietary Data	-30 or NA
Analysis/Comparison of Data Sets	
Small Data Set (single scientific study/sample)	timeframe ÷ 2
Medium Data Set (multiple studies/samples)	—
Large Data Set (dozens of studies/samples)	timeframe × 4
Massive Data Sets (hundreds of studies/samples)	timeframe × 20
Real-Time Biometric Scanning	
Facility/Small Habitat	—
Neighborhood/Medium Habitat	-10
City/Large Habitat	-30
Forecasting	
Small Data Set (1 week)	-30
Medium Data Set (1 month)	—
Large Data Set (1 year)	+10
Massive Data Set (5 years+)	+30

Searching Timeframes	
System	Timeframe
Small Server	1d6 action turns
Large Server	1d6 minutes
PAN	1d6 action turns
TacNet	1d6 minutes
Small Network (Mesh Site, Lab, Ship Net)	1d6 × 5 minutes
Large Network (Hypercorp Division, Habitat Net)	1d6 × 10 minutes

Physical Tracking

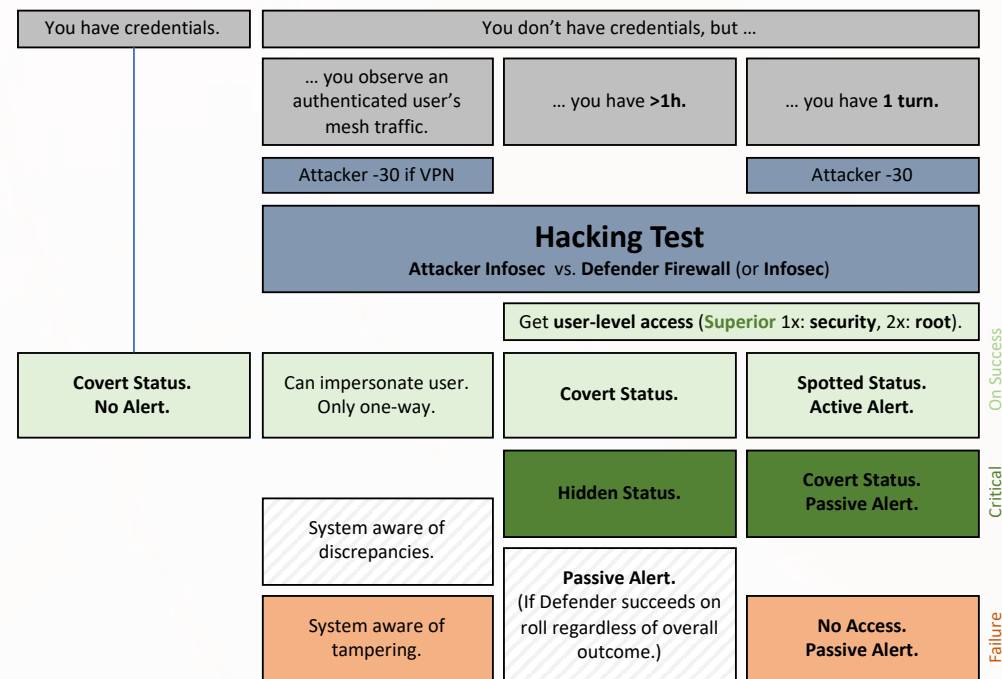
- **Via Mesh ID.** Research and can yield location of target and is instant. If they are in private mode –30 modifier, opposed vs Infosec if they cycle mesh IDs, timeframe 1 h.
- **Via Biometrics.** Handled as Perceive or Research, possibly opposed by Infiltrate or Disguise.

Biometric Searches	
Area	Modifier
Large Habitat (Cylinder) or City	–30
Medium Habitat (Torus) or Neighborhood	–20
Small Habitat (Tin Cans) or Large Building	–10
Heavy Traffic	–10
Multiple Biometrics	+10
Less Available Biometric Sensors (Scent, Thermal)	–10
Access to Private Sensor Nets	+10 to +30
Target in Privacy Mode	–10

Mesh Tracking

- **Live Activity Tracking.** Generally difficult (Research at –30) or impossible even if mesh ID is known. Better approach is to sniff traffic or hack their PAN. Tracking activity on particular system can be done with elevated accounts.
- **Countermeasures.** Burner mesh IDs, disposable Ectos, VPNs, anonymizing proxies and spoofing mesh IDs.
- Public information easily accessible, private info might require Research scraping at –30, favors, or special database access.

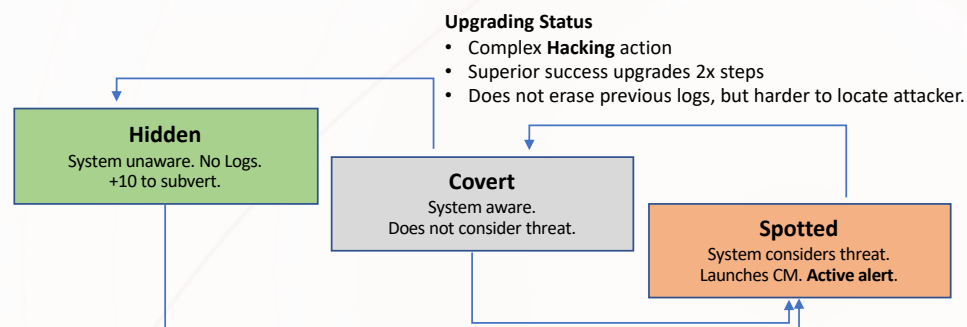
Breaking In / Hacking



- **Credentials.** Can either be real (e.g., stolen), or forged.
- **Hacking Basics.** Usually opposed roll between attacker Infosec and system Firewall (default protection) or defender Infosec (if actively protected).
- **Spoofing.** Monitor active connection of existing user with sniffer. Then take over victim's client with Hacking test, complex action. This *only* allows sending. Victim VPN gives –30, Firewall can detect. To also take over victim's server for full-duplex, similar Hacking test must succeed.
- **Intrusion Requirements.** Requires a direct connection to target, either wirelessly (need to know target mesh ID), via an access port, or via tapping into a cable (Hardware: Electronics).
- Remember to take time, use pools to redo rolls, or get extra mesh actions.

Firewall Ratings	
Device	Firewall Rating
Mote	30
Host	50
Server	70

Status & Countermeasures



Downgrading Status

- **Critical failure** during any **Infosec** causes **Spotted**.
- **Zero In** (Infosec vs. Infosec) by system defender (-30 if attacker hidden). If successful causes **Spotted**.

■ **Zero In.** To take action against attacker, system needs to zero in, i.e., attacker needs to be **spotted**.

Security Alerts

Passive Alert	Notifies admin, might launch passive CM, usually 10 m cooldown.
Active Alert	Launches active CM, attacker suffer -10.

Passive Countermeasures

Backup	Back up all critical information to prevent deletion.
Egress Filtering	Block outgoing transfers (contest w. Hacking).
Locate Intruder	Try to zero in on intruder in system.
Reduce Privileges	Reduce access rights of standard users.

Active Countermeasures

Counter Intrusion	Try to back-hack intruder if identified.
Crash and Lockout	Crash intruder shell and prevent further access.
Reboot or Shutdown	Takes 1d6 actions or minutes.
Terminate Connections	System can't be accessed anymore.
Trace	Try to identify attacker's physical location.

CONSOLIDATED HACKING

Sometimes a PC may want to hack a system that is less consequential to the story. Rather than running each hack step-by-step, the GM can consolidate such a hack into a single task action **Infosec Test**. First, the hacker should compile a brief list of objectives after hacking in (e.g., locate a file, unlock a door, loop a sensor feed, eliminate traces). Set a timeframe of 1 hour plus 10 minutes per objective. If brute forcing, the timeframe is 2 action turns per objective. Apply the following modifiers: -30 if brute forcing, +10 if hacking a mote, -10 if hacking a server, and -10 if hacking multiple systems.

Infosec Test Result

Critical Failure
Superior Failure
Failure
Success
Superior Success

Hacking Result

Hack fails, hacker traced.
Hack fails.
Hacker achieves first objective only.
Hacker achieves all objectives.
Hacker achieves all objectives in 25% less time per superior success.
Hacker achieves all objectives, backdoors system.

Subversion

Subversion	
Break Encryption	View all non-hidden users.
Control Ware	Modify user hardware.
Disable Safety Mechanics	Disable system preventing accidental harm.
Edit AR Feed	Block or override user's sensory data.
Eliminate Traces	Clean up evidence of break in.
Force Re-Authentication	Can be used to sniff user's credentials.
Hide File or Process	Makes it harder to find later.
Impair Senses	Can induce -10 modifiers to perception.
Inject AR Illusion	Crafted in advance for best results.
Install Backdoor	Bypass authentication later.
Install Blocker	Block apps and countermeasures.
Jam Signals	Interfere with local communications.
Loop Sensor Feed	Undermine surveillance.
Modify Tacnet	Change enemy's status information.
Sniff Traffic	See above.
Suppress Alarm	Turn off passive alarm or reduce active to passive.
Suppress Process	Prevent process from coming back on again.
Tap AR	See other user's AR feed as if it were your own.
Tap Senses	Tap into cyberbrain or mesh insert senses.

Subversion are all activities that either try to bypass current permissions, **or would generally be considered *negative*** by defending firewall. Usually handled as opposed Hacking test.

Mesh Combat

- **Attacking (Local).** Require access and account on system and can attack entities on system. In particular when **fighting active shell of spotted intruder** by system firewall or defender. Complex action Infosec (-30 if without admin account). If system shielded, opposed roll instead against Infosec.
- **Attacking (Remote).** Against operating systems of remote devices, but cannot attack infomorphs, cyberbrains, or software running on them. Opposed Infosec against firewall or defender's Infosec.
- **Awareness.** Attacks not obvious to victim, look like glitches. Can't fight back unless aware, and Infosec complex action to identify attacker. Attacks also require successful Hacking test, or system goes into **passive alert**.

■ **Damage.** Roll 2d10, add 1d6 per superior, double for critical.

■ **Wounds.** Like regular wounds if damage exceeds threshold. Induce cumulative -10 modifier. Each wound causes cumulative 10 % chance for system glitch.

■ **Healing.** Apps can't heal and need to restart. Infomorphs and others heal 1d10 or 1 wound per minute.

Glitch Table	
1 - 2	Lost Connectivity. If cyberbrain, collapses or freezes.
3	Encoding Error. Might get spotted, leak real ID, compromise system.
4	Memory Loss. Might lose file, memory or skill until reboot.
5	Hung Process. App or synthmorph system might stop working.
6	Overload. Can't use pool for 1d6, or function every other round.

Mesh Durability			
Software	WT	DUR	Death Rating
Account Shell	3	15	NA
ALI	4	20	40
App	2	10	20
Firewall App	6	30	60
Cyberbrain	7	35	70
Infomorph			
Digimorph	5	25	50
Agent	8	40	80
Ikon	6	30	60
Operator	7	35	70
Operating System			
Mote	4	20	40
Host	8	40	80
Server	12	60	120

Counter-Surveillance

- **Detecting Sensors.** Many sensors radiate WiFi publicly, private ones can be triangulated with Interface (−30). Perception (up to −30) to see sensors, depending on if active or passive.
- **Hacking Sensors.** Single sensor like regular hacking. Mass hacking can work, as motes have bad security. Treat as **consolidated hacking** with −10 per 5 sensors.
- **Avoiding Recognition.** Use devices like shrouds, invisibility cloaks, masks, chameleon skin, disguises, and many more. Might yield opposed Infiltrate or Disguise against system's Perceive (applying negative modifiers).
- **Disabling Sensors.** Jam to prevent certain sensors from transmitting, not necessarily recording though. Permanently disables sensors via EMP or similar until replaced. Alternatively, carefully removing sensors if task Perception roll if you don't mind to be seen, or Infiltrate with double time frame to do covertly. Spy nanoswarms require separate cleaning with guardian swarms.
- **Dead Zones & Route Mapping.** Many places have no sensor coverage due to age, environment, vandalism. Route mapping (finding a dead zone path) treated as task Infiltrate with modifiers based on area. Black market might sell *dead zone maps*.
- **Skipjacking.** Moving while under surveillance without raising suspicion is Infiltrate with modifiers based on area, opposed by Perceive.

Resources & Networking

Getting Gear

Before Missions	
Regular mission has 20 GP and 6 MP, but adjust accordingly.	
GP can only be spent in mission prep phase, can't be saved.	
Resource trait level adds to GP.	
Favors can be traded for 1 to 3 GP, if rep 40+ and appropriate.	

During Missions	
Spend regular rep favors for gear (minor to major).	
Use resource trait to buy.	
Find and use nanofabricator to build if blueprints available.	

Resource Trait During Missions	
Level 1	Up to 2 GP per week on minor items.
Level 2	Up to 3 GP per week on minor or moderate items.
Level 3	Up to 5 GP per week on any complexity.
Level 4	Same as Level 3, but also rare or restricted (pending GM).

Gear Point Value	
Gear Complexity	Gear Point Cost
Minor	1
Moderate	2
Major	3
Rare	5+

- **Time.** In general cases it is just a matter of waiting. In special cases a Persuasion test may be needed. Acquiring multiple items combines time frame.
- **Blueprints.** When acquiring gear, chose between actual item or single-use blueprint. Multi-use blueprints are available, but increase complexity by one step. Regular blueprints are assumed to come with one physical copy.
- **Flex.** At Level 3 and Level 4 can be used with Flex to immediately acquire Moderate items and introduce them to the scene.
- **Bribing.** High traits can also be used as bribing modifier in certain situations. Apply +10 per level of trait.

Resource Trait & Life Style	
Level 1	Own cubicle in a beehive hab or a small apartment.
Level 2	Private residence or a condo. Small vehicle.
Level 3	Large residential complex or multiple homes, one or more vehicles.
Level 4	Rich, might own a small private hab and even shuttle.

Acquisition Time Frame	
Digital Only	1 minute.
Minor	2 hours.
Moderate	8 hours.
Major	24 hours.
Rare, Restricted	GM choice.

Social Modifiers	
Situation	Modifier
NPC Attitude	
Hostile	-30
Antagonistic	-20
Unfriendly	-10
Indifferent	+0
Friendly	+10
Cooperative	+20
Supportive	+30
Request	
Simple/Short	+10
Complex/Long	-10
Beneficial to NPC	+30
Dangerous to NPC	-30
Appeal to/Violate NPC's Motivation	+/-10 to +/-30
Social Stigma/Status	+/-10 to +/-30
High Rep (60+) in Favored Network	+10

Gear Complexity	
Minor	Common and easily accessible.
Moderate	Less common, might take time to track down.
Major	Expensive and hard to find.
Rare	Unique, highly unusual or highly valuable.
Restricted	Illegal. Needs special permit or creativity to get.

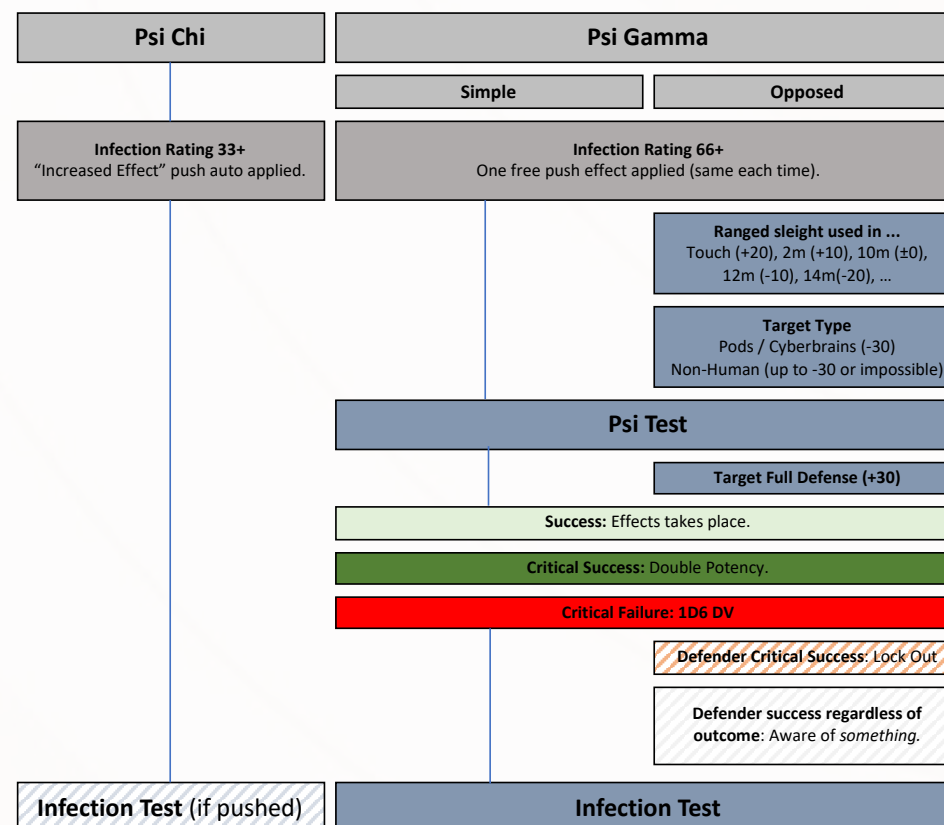
Reputation Networks

- **Rolling Rep.** Look up favor type, apply modifiers and make test in appropriate network. Favor is not lost on failed test unless critical failure is rolled.
- **Burning Rep.** Can burn rep to either get favor spent, or get bonus on roll equal to 2x the rep burned.
- **Keeping Quiet.** For each -X on roll, opponent gets -X to trace.

Rep Modifiers			
Favor	Modifier	Max Amount	Burn Cost
Trivial	+30*	Any time, no limits	—
Minor	+10	3 per week	5 rep
Moderate	+0	1 per week	10 rep
Major	-30	1 per story arc/campaign	20 rep
* No test necessary with a Rep of 60+.			

Psi

Invoking



Targeting	
Multiple Targets	Single roll vs. multiple opposed. IR +5 per target more.
Animals	Partially sapient -20, non-sapient animals -30.
Aliens	At least -20, might not work at all.

Psi-Gamma ranged ability used in ...	
Touch	Gives +20 if in physical contact.
Point Blank	Gives +10, if within 2 m.
Close	Must be within 10 m, -10 for each 2 m beyond.
Psi vs Psi	Ranges double against other async.

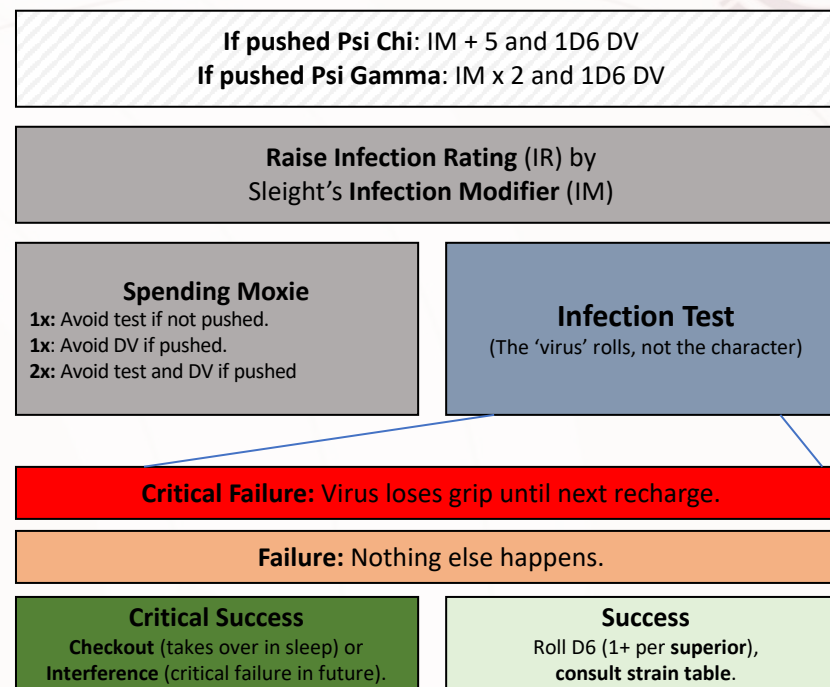
Duration	
Constant	Always on.
Instant	Immediate and permanent.
Temporary	Lasts WIL / 5 time units, as defined in sleight.
Sustained	Requires concentration, -10 to Async for duration.

- Multiple sleights might be sustained with each incurring additional -10.
- Async must also stay within range.

Pushing Sleights	
Increase Range	Touch becomes Close, Close 20 m, Close (Async) 30 m.
Increase Effect	Any modifiers are doubled.
Increase Power	Resisted by WIL / 2 instead of WIL.
Increase Penetration	Psi Shield reduced by half.
Increase Duration	Double duration (temporary sleights only).
Extra Target	Target extra victim with same action.

- **Doubles Infection Rating** when pushing. User also suffers DV 1d6.
- **Psi-Chi Pushing.** Infection rating raises by 5 and causes Infection test. Boosting them lasts for WIL / 5 min.
- **Moxie** to avoid making Infection costs 2 if pushed.

Infection Test



- **Role Playing.** Consider have other player do Infection Test, and role play the *voice of the infection*, describe compulsions and hallucinations, or even maintain a sort of alter-ego internal dialogue with the async.
- **Checkout Time.** Next long rest or unconscious situation infection may take over and acts with character without character knowing.
- **Interference.** When in future making some test, do an opposed WIL vs. Infection (+30) before that. If infection wins, player suffers critical failure. Preferably during dramatic situations.
- Each short rest reduces Infection Rating by -10 (down to base). Each long rest resets Infection Rating to base.

Infection Rating Thresholds	
IR 33+	Increased Effect push automatically active.
IR 66+	Additional free push unlocked and automatically active.

General Strain Effects	
Physical Damage	Suffer DV 1d6 as fatigue, headache, hemorrhaging.
Modified Behavior	Change behavior for 1d6 minutes, severity based on IR.
Motivation	For 1d6 hours, get motivation.

■ **Modified Behavior.** If $IR < 33$ player is compelled to perform or avoid. If $IR < 66$ a WIL check is needed. If $IR \geq 66$ also suffer 1d6 stress if not complying.

■ **Motivation.** If role played well, recover stress. If not fulfilled, receive 1d6 stress. Resisting motivation requires WIL and inflicts -10 to all actions.

Architect Sub-Strain	
1	Physical Damage, DV 1d6 as fatigue, headache, hemorrhaging.
2	Enhanced Behavior: Arrogance.
3	Restricted Behavior: Relaxation.
4	Motivation: +Hoard (hoard weird things, organs, ...).
5	Motivation: +Expose Inner (open, dissect, ...).
6	Motivation: +Create (create something weird, ...).

Beast Sub-Strain	
1	Physical Damage, DV 1d6 as fatigue, headache, hemorrhaging.
2	Enhanced Behavior: Aggression.
3	Restricted Behavior: Remorse.
4	Motivation: +Domination (do whatever needed to win).
5	Motivation: +No Quarter (don't flee, surrender).
6	Frenzy (rage if blood spilled, prefer melee, ...).

Haunter Sub-Strain	
1	Physical Damage, DV 1d6 as fatigue, headache, hemorrhaging.
2	Enhanced Behavior: Avoidance.
3	Enhanced Behavior: Mistrust.
4	Motivation: +Cut Ties (relationships are pointless).
5	Motivation: +Isolation (truly go, commune with dark void).
6	Hallucination (for 24 h experience hallucinations).

Stranger Sub-Strain	
1	Physical Damage, DV 1d6 as fatigue, headache, hemorrhaging.
2	Enhanced Behavior: Deceit.
3	Enhanced Behavior: Self Sabotage.
4	Motivation: +Foil Plans (make others fail in their plans).
5	Motivation: +Manipulation (make others fit into your plans).
6	Motivation: +Test Limits (push horrible boundaries).

Xenomorph Sub-Strain	
1	Physical Damage, DV 1d6 as fatigue, headache, hemorrhaging.
2	Enhanced Behavior: Non-verbal Communication.
3	Enhanced Behavior: Cliquishness.
4	Motivation: +Transform Environment (for alien presence).
5	Motivation: +Control Territory (set traps, protect from intruders).
6	Motivation: +Express True Form (modify yourself to true form).

Sub-strain effect list is gross oversimplification. Check rule book for detailed advice how strain acts and how to role play.

Downtime Actions

■ Base unit of downtime is usually 1 week.

■ Each week, player may perform exactly 1 of the given downtime actions.

Downtime Actions	
Acquire / Make Things	See Table.
Change Motivation	Pretty easy.
Fulfill Responsibilities	Wrap up, may initiate Contact.
Manage Rep	See Table.
Mod Yourself	See Table.
Train & Improve	See Table.
Gain Positive Ego Trait	Should be story based, costs RP.
Improve Aptitudes	See rule book.
Improve Skills	5 per week, or 1 per week when skill ≤ 60 .
Increase Flex	May not exceed 3.
Learn Language	Usually takes months; only if exposed.
Learn PSI Sleight	One 1 RP per sleight.
Lose Negative Ego Trait	Takes months preparation, some impossible.
Specialize	Minimum skill level 30.

Spending Rez Points	
Improvement	RP Cost
5 Rep points	1 RP
5 Skill points	1 RP
1 Specialization	1 RP
1 Psi sleight	1 RP
1 Language	1 RP
1 Aptitude point	1 RP
1 Flex point	2 RP
Ego Traits	RP = CP Cost/Bonus

Misc

For items marked with † this cheat sheet omits or oversimplifies parts of the original rule book for brevity.

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- The source (LaTeX) and latest PDF can be found on Github.¹. Contributions are highly welcome.



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