

Healing

Rules

Healing Stun Damage with Rest:
Body + Willpower (1 hour)

Healing Physical with Rest:
Body x 2 (1 day)
All stun damage must be healed first

Healing with First Aid:
Logic + First Aid (2) [First Aid]
Can heal stun or physical damage
Takes a Combat Turn per point of healing
May only be applied once per set of wounds
May not be used if the character has been magically healed

Healing with Medicine:
May not be used in combat
+1 Die per hit to next rest test

Medkit Unattended: Device Rating (2) [First Aid]
Medkit Untrained: Logic + Device Rating (2) [First Aid]
Medkit Trained: Logic + First Aid + Device Rating (2) [First Aid]

Glitch on Healing:
Double resting time

Critical Glitch on Healing:
Increase damage by 1D3 and double resting time

SR4A 252-253, 337

Heal Spell

Health Spell

Type: Mana
Range: Touch
Duration: Permanent
Drain Value: (Damage Healed) - 2

Magic + Spellcasting [Force]

* Can only heal physical damage
* Must be sustained for Drain Value Combat Turns
* -1 Die per lost Essence (round down)

SR4A 203, 207-208

Medkit (Rating 1-6)

Street Gear

Availability: -
Cost: Rating x 100
Supply Cost: 50 per mission

See First Aid for details

Unattended:
Device Rating (2) [First Aid]

Untrained:
Logic + Device Rating (2) [First Aid]

Trained:
Logic + First Aid + Device Rating (2) [First Aid]

SR4A 252-253, 337

Antidote Patch (Rating 1-6)

Street Gear

Availability: Rating
Cost: Rating x 50

Add rating for relevant toxin resistance tests made within next 20 minutes

SR4A 338

Stim Patch (Rating 1-6)

Street Gear

Availability: Rating x 2
Cost: Rating x 25

Gives High Pain Tolerance equal to rating
Lasts for Rating x 10 minutes
Cannot rest during this time
Take a point of stun damage when it wears off

SR4A 338

Trauma Patch

Street Gear

Availability: 2
Cost: 500

Use body instead of First Aid/Medicine for stabilization

SR4A 338

Noticing Magic

Rules

Intuition + Perception (6 - Force)

+2 Perciever is Awakened
+2 Perciever is Astrally Percieving
+2 Shamanic mask is evident

SR4A 179

Stun Bolt

Combat Spell

Type: Direct, Mana
Range: LOS
Duration: Immediate
Drain Value: (Force / 2) - 1

Magic + Spellcasting [Force] vs Willpower + Counterspelling

* Damage Value = Force + Net Hits
* No damage resist
* +1 Drain per net hit

SR4A 183, 203-205

Stun Ball

Combat Spell

Type: Direct, Mana, Area
Range: LOS (A)
Duration: Immediate
Drain Value: (Force / 2) + 1

Magic + Spellcasting [Force] vs Willpower + Counterspelling

* Damage Value = Force + Net Hits
* No damage resist
* +1 Drain per net hit

* Must be able to see targets
* Base radius is force meters
* For each die you withhold from the spellcasting and drain resistance test, you can increase/decrease the radius by one meter

SR4A 183, 203-205

Combat Spells

Rules

Direct Physical Combat Spells:

Magic + Spellcasting [Force] vs Body + Counterspelling
No damage resist
+ 1 Drain per net hit

Direct Mana Combat Spells:

Magic + Spellcasting [Force] vs Willpower + Counterspelling
No damage resist
+ 1 Drain per net hit

Indirect Combat Spell:

Magic + Spellcasting [Force] vs Reaction + Counterspelling
Resist with Body + (Impact Armor / 2)

Mana Spell on Nonliving Objects:

No Effect

Direct Physical Combat Spell on Nonliving Objects:

Magic + Spellcasting [Force] (Object Resistance)

Indirect Physical Combat Spell on Nonliving Objects:

Magic + Spellcasting [Force] vs Armor x 2

Damage Value = Force + Net Hits

You can always choose to use less than the total number of hits rolled

SR4A 183, 203-204

Mana Bolt

Combat Spell

Type: Direct, Physical
Range: LOS
Duration: Immediate
Drain Value: (Force / 2)

Magic + Spellcasting [Force] vs Body + Counterspelling

* Damage Value = Force + Net Hits
* No damage resist
* +1 Drain per net hit

SR4A 183, 203-205

Mana Ball

Combat Spell

Type: Direct, Physical, Area
Range: LOS (A)
Duration: Immediate
Drain Value: (Force / 2) + 2

Magic + Spellcasting [Force] vs Body + Counterspelling

* Damage Value = Force + Net Hits
* No damage resist
* +1 Drain per net hit

* Must be able to see targets
* Base radius is force meters
* For each die you withhold from the spellcasting and drain resistance test, you can increase/decrease the radius by one meter

SR4A 183, 203-205

Improved Invisibility

Illusion Spell

Type: Physical
Range: LOS
Duration: Sustained
Drain Value: (Force / 2) + 1

Against Living Things:

Magic + Spellcasting [Force] vs Intuition + Counterspelling

Against Nonliving Things:

Magic + Spellcasting [Force] (Object Resistance)

If the spell does not land then you can still perform an Infiltration/Shadowing test in most cases

"You can still be detected by non-visual means, such as hearing or smell."

SR4A 183, 208-209

Matrix Perception

Rules

Analyze Icon/Node (Simple Action)

Computer + Analyze

Stealthed Hacker

Computer + Analyze vs Hacking + Stealth

Stealthed Program/Node

Computer + Analyze vs Firewall + Stealth

For each net hit, ask one of the following:

* Access ID of persona or agent
* Programs run by persona or agent
* Alert Status of node
* Last modified date of file
* Function of a control icon
* Hidden access to another node
* Matrix damage taken by icon
* Presence of a data bomb
* Type of icon (file, user, agent, program, etc)
* Whether a file or node is encrypted
* Whether a trace is running

Technomancers always get +2 dice

SR4A 228

Hacking

Rules

+0 To threshold for user account
+3 To threshold for security account
+6 To threshold for admin account

Hacking on the fly

You roll

Hacking + Exploit (Firewall, Complex Action) Extended Test

For every attempt target rolls

Analyze + Firewall (Stealth) Extended Test

Probing the target in VR

You roll

Hacking + Exploit (System + Firewall, 1 Hour) Extended Test

When you login target rolls

Analyze + Firewall (Stealth) Test

Probing the target in AR

You roll

Hacking + Exploit (System + Firewall, 1 Day) Extended Test

When you login target rolls

Analyze + Firewall (Stealth) Test

If target detects you, then it triggers an alert

SR4A 235-236

Spoofing

Rules

-0 Dice for user account
-3 Dice for security account
-6 Dice for admin account

Spoofing Drones/Vehicles

You need an Access ID first

Hacking + Spoof vs Pilot + Firewall (Simple Action) Test

Spoofing Peripheral Devices

You need an Access ID first

Hacking + Spoof vs System + Firewall (Simple Action) Test

If you fail, no alert is triggered

SR4A 235-236

Fire Modes

Rules

Single Shot:

Simple, 1 Bullet, No Recoil

Semi-Auto:

Simple, 1 Bullet, -0/-1 Recoil

Narrow Short Burst:

Simple, 3 Bullets, -2/-3 Recoil, DV +2

Wide Short Burst:

Simple, 3 Bullets, -2/-3 Recoil, Dodge -2

Narrow Long Burst:

Simple, 6 Bullets, -5/-6 Recoil, DV +5

Wide Long Burst:

Simple, 6 Bullets, -5/-6 Recoil, Dodge -5

Narrow Full Burst:

Complex, 10 Bullets, -9 Recoil, DV +9

Wide Full Burst:

Complex, 10 Bullets, -9 Recoil, Dodge -9

Suppressive Fire

Complex Action, 20 Bullets, No Recoil, See 154 for details

Notes

* Single shot weapons can only be fired once per phase
* Only one long burst can be fired per action phase
* The weapon needs to have a full auto mode to perform a long, full burst, or suppressive fire
* Uncompensated recoil for heavy weapons and shotguns in burst fire is doubled

SR4A 152-154

Buying and Selling Gear

Rules

Availability Interval for Buying Gear

Up to 1000: 12 hours

Up to 1000: 1 day

Up to 10,000: 2 days

Over 10,000: 1 week

Buying Gear

Charisma + Negotiation (Availability, Interval)

+1 Die for each 25% extra (max 10)

Selling Gear

30% of its list price

Charisma + Negotiation (10, 6 hours)

SR4A 312

Social Modifiers

Rules

With respect to the character, the NPC is:

- * Friendly +2
- * Neutral +0
- * Suspicious -1
- * Prejudiced -2
- * Hostile -3
- * Enemy -4

Character's desired result is:

- * Advantageous to NPC +1
- * Of no value to NPC +0
- * Annoying to NPC -1
- * Harmful to NPC -3
- * Disastrous to NPC -4

Etiquette Modifiers

- * Character wearing the wrong attire or doesn't have the right look -2
- * Character is obviously nervous, agitated, or frenzied -2
- * Subject is distracted -1 (to target)

Remember Faction, Street Cred, and Notoriety when applicable

See 131 for more modifiers

SR4A 130-131

Addiction

Rules

Mental Addiction Test:

Logic + Willpower (Threshold)

Physical Addiction Test:

Body + Willpower (Threshold)

Glitch:

Bad Trip, Nasty Side Effects, or similar

Critical Glitch:

Addiction occurs and the character develops an increased tolerance to the substance

Addiction Thresholds:

- * Hallucinogenics, Dreamchip BTLs (1)
- * Stimulants, Moodchips, Personafix BTLs (2)
- * Narcotics, Tripchip BTLs (3)

SR4A 256-257

Cram

Drug

Duration: (12 – Body) hours, minimum 1 hour
Effect: +1 Reaction, +1 Initiative Pass

The most recent amphetamine to make the rounds, cram is an energizer drug designed to give the user an energy boost. **When this effect wears off, users crash and suffer 6 Stun damage (unresisted) for an equivalent duration.**

Cram users, while on the drug, may appear hyper-alert, possibly to the point of paranoia. They are quick to react, often doing so without thinking first. Jitteriness, fidgeting, or emotional or irrational outbursts may be common. Characters may decide to use cram if they cannot afford cyberware or bioware, or if they are looking for a little edge against potential opponents.

SR4A 257

Novacoke

Drug

Duration: (10 – Body) hours, minimum 1 hour
Effect: +1 Reaction, +1 Charisma, +1 Perception, High Pain Tolerance 1

A stimulant derived from coca plants, novacoke is a highly addictive social drug. In addition to other effects, users also gain pain resistance equivalent to Rating 1 of the High Pain Tolerance quality (p. 91).

After the drug wears off, Charisma is reduced to 1 and Willpower is reduced by half (round down) for an equivalent duration.

SR4A 258

Zen

Drug

Duration: 10 x 1D6 minutes
Effect: –2 Reaction, +1 Willpower, –1 physical action dice pool modifier

A psychedelic hallucinogen, zen is popular among those looking to escape reality or seeking trance-like states.

SR4A 258

Bi-Polar

Negative Quality

Bonus: 10 BP

A character with this quirk vacillates between periods of manic activity and bouts of depression. During manic phases, add a +1 dice pool modifier to any tests involving Agility or Reaction, but the inability to focus for extended periods of time results in a –2 dice pool modifier for tests involving Logic or Intuition. During depressive periods, the character is lethargic, feels no motivation to get out of bed, and expresses an inability to concentrate on tasks at hand. Apply a –2 modifier to any tests involving Agility, Reaction, Logic and Intuition.

Gamemasters should role a die for the character once a day. On a result of 1 or 2, the character is in a manic phase, on a 3 or 4 the character is reasonably stable, and on a 5 or 6 the character is depressed.

Medication to stabilize Bi-Polar characters is available at a cost of 500 nuyen a month, but legally requires a prescription and a valid SIN. Failing to take meds for more than 6 hours results in a die roll by the gamemaster.

1/2: Manic, +1 Agility, +1 Reaction, -2 Logic, -2 Intuition
3/4: Stable
5/6: Depressed, -2 Agility, -2 Reaction, -2 Logic, -2 Intuition