



IMPORTANT ATTRIBUTES PG. 173

REACTION
INTUITION
QUICKNESS
STRENGTH
BODY

DODGE
[COMBAT SKILLS]
IMPORTANT SKILLS

STEP 1 - DECLARE ATTACK

ATTACKER: DECLARE ATTACK

DEFENDER: DECIDE TO TAKE STANDARD DEFENSE TEST OR DODGE OR PARRY OR BLOCK OR FULL DEFENSE

STEP 2 - ATTACK

ATTACKER: ROLL (COMBAT SKILL) + (ATTRIBUTE) +/- (MODIFIERS) [LIMIT]

MODIFIERS: WOUND. ENVIRONMENTAL, RECOIL, SITUATIONAL

STEP 3 - DEFENSE

A) ROLL DEFENSE. STANDARD DEFENSE ROLL: (REA) + (INT) +/- (MODIFIERS)

MODIFIERS: WOUND. ENVIRONMENTAL, RECOIL, SITUATIONAL

COMPARE DEFENSE RESULT TO ATTACKER'S HITS.

IF ATTACKER HAD MORE HITS: ATTACK HITS. CONTINUE TO B

IF ATTACKER HAD LESS HITS: ATTACK MISSES. STOP ATTACK.

IF THE HITS TIE: GRAZING HIT (PG.173)

B) ADD ATTACKER'S NET HITS TO WEAPON DV. RESULT IS MODIFIED DV (MDV)

APPLY WEAPONS AP TO DEFENDER'S AV. RESULT IS MODIFIED AV (MAV)

IF MDV > MAV THEN: ATTACK DEALS PHYSICAL DAMAGE

IF MDV < MAV THEN: ATTACK DEALS STUN DAMAGE

IF MAV > 0 THEN: DEFENDER SOAKS WITH (BOD) + (MAV)

OTHERWISE: DEFENDER SOAKS WITH (BOD)

EACH SOAK HIT REDUCES DAMAGE BY 1.

IF DAMAGE REDUCED TO 0, ATTACK STOPS, NO DAMAGE TAKEN.

STEP 4 - APPLY DAMAGE/EFFECT

EACH HIT REMANING AFTER STEP 3.B EQUALS ONE TICK ON THE DEFENDER'S RESPECTIVE CONDITION MONITOR (PHYSICAL OR STUN)



REACTION
INTUITION

DATA PROCESSING
IMPORTANT SKILLS

STEP 1 - INITIATIVE ROLLS

PHYSICAL :[REA + INT + (1D6)][+AUGS][+MAGIC]
ASTRAL :[INTX2 + (2D6)]
MATRIX(AR) :[REA + INT + (1D6)]
MATRIX(COLD SIM) :[DATA PROCESSING + INT + (3D6)]
MATRIX(HOT SIM) :[DATA PROCESSING + INT + (4D6)]
RIGGING(AR) :[REA + INT + (1D6)]

STEP 2 - INITIATE INITIATIVE PASS

HIGHEST ROLL GOES FIRST

STEP 3 - INITIATE ACTION PHASE

A) DECLARE ACTIONS [2 SIMPLE ACTIONS OR 1 COMPLEX ACTIONS] + 1 FREE ACTION
B) RESOLVE ACTIONS

STEP 4 - REPEAT STEP 3 FOR EACH CHARACTER

WHEN ALL CHARACTERS ARE DONE ONCE, SUBSTRACT 10 FROM INITIATIVE SCORES.
REPEAT STEP 3 FOR REMAINING CHARACTERS.
REPEAT STEP 4 UNTIL NO INITIATIVE SCORES ARE LEFT ABOVE 0.

FREE ACTIONS

CALL A SHOT
CHANGE LINKED DEVICE MODE
DROP OBJECT
DROP PRONE
EJECT SMARTGUN CLIP
MULTIPLE ATTACKS
RUN
SPEAK/TEXT/TRANSMIT PHRASE

INTERRUPT ACTIONS

BLOCK
DODGE
FULL DEFENSE
HIT THE DIRT
INTERCEPT
PARRY

SIMPLE ACTIONS

ACTIVATE FOCUS
CALL SPIRIT
CHANGE DEVICE MODE
DISMISS SPIRIT
FIRE WEAPON
INSERT/REMOVE CLIP
OBSERVE IN DETAIL
PICK UP/PUT DOWN OBJECT
QUICK DRAW
READY/DRAW WEAPON
RECKLESS SPELLCASTING
RELOAD SOME WEAPONS
SHIFT PERCEPTION
TAKE AIM
TAKE COVER
THROW WEAPON
USE SIMPLE DEVICE

COMPLEX ACTIONS

ASTRAL PROJECTION
BANISH SPIRIT
CAST SPELL
FIRE WEAPON (FA)
FIRE LONG BURST
FIRE SEMI-AUTO BURST
FIRE MOUNTED WEAPON
FIRE VEHICLE WEAPON
MELEE ATTACK
RELOAD SOME WEAPONS
RIGGER JUMP IN
SPRINT
SUMMONING
USE SKILL