

Skill Checks

Character's STAT + SKILL + 1d10

vs

Difficulty Value (DV)

Opposed Skill Checks

Attacker's STAT + SKILL + 1d10

vs

Defender's STAT + SKILL + 1d10

Ranged Attacks

Attacker's REF + Marksmanship + 1d10

vs DV Based on Range & Weapon

or if Defender REF > 9

Defender's DEX + Evasion Skill + 1d10

Melee Attacks

Attacker's DEX + Brawling + 1d10 or

Attacker's DEX + Melee Weapon + 1d10

vs

Defender's DV Based on Range & Weapon

Hit Points

(Death Save is equal to BODY)

	Body	2	3	4	5	6	7	8	9	10
Hit Points	Starting Hit Points	10	15	20	25	30	35	40	45	50
	Seriously Wounded	5	8	10	13	15	18	20	23	25

Wound State Effects

Seriously Wounded (1/2 Starting Hit Points)

When you reach 1/2 your Starting Hit Points (rounded up) you are seriously wounded. You take a -2 to all Actions.

Mortally Wounded (0 Hit Points)

At 0 Hit Points you enter Death State and are mortally wounded. You take a -5 to all Actions but not to your Death Save, which you make at start of your Turn.

Ranged To Hit Difficulty

Range to Target in Meters and DV at that range

Weapon	0-12m	13-25m	26-50m	51-100m	101-200m	200-400m	400-800m
Pistols	15	20	25	30	30	NA	NA
SMGs	15	15	20	25	25	30	NA
Shotguns	15	20	25	30	35	NA	NA
Rifles	15	10	10	15	20	25	30
Rockets	15	15	15	20	20	25	30

Automatic Fire

Range in Meters and DV at that Range

Damage Effect

3 Round Burst

Weapon	0-12m	13-25m	26-50m	51m-100m	>100m
SMG	12	15	22	28	NA
Assault Rifle	12	10	12	18	NA

For every point above the DV, roll 1 extra damage roll up to a maximum of 3. Each roll is opposed by armor separately.

Suppressive Fire

Instead of aiming against range, you will make the attack against the enemy's WILL+Concentration+1D10; each enemy within 25 meters who isn't behind cover that fails the roll must use their next Move Action to get to cover (page 38 of the Rulebook).



BASICS

Brawling Damage

Body	3-4	5-6	7-8	9-10
Damage	1d6	2d6	3d6	4d6

Modifier Examples

Condition	Mod Value
Unfamiliar tools	-4
Lack of instructions	-2
Lack of parts	-2
Complex task	-3
Never done task before	-1
Under stress/attack	-3
Drunk/drugged/tired	-4
Trying to hide task	-4
No visibility	-4

Typical Weapon Damage

Weapon	Special Effect	Damage
Cyberarm	Melee	1d6
Knife	Melee	1d6
Big Knucks	Melee	2d6
Medium Pistol	NA	2d6
Medium SMG	Automatic Fire	2d6
Rippers	Melee	2d6
Slice & Dice	Melee	2d6
Heavy Pistol	NA	3d6
Very Heavy Pistol	NA	4d6
Assault Rifle	Automatic Fire	5d6
Shotgun	NA	5d6
Missile Launcher	Explosive	7d10
C9 Explosive Pack	Explosive	8d10

Armor Stopping Power

Armor	Stopping Power
Leathers	4
Kevlar	7
Bodyweight Suit	11
Light Armorjack	11
Heavy Armorjack	15

Cyberware

Cyberware	Description	Damage
Big Knucks (paired)	Reinforced knucklebones, giving fists the impact value of brass knuckles.	2d6
Cyberarm (Rippers)	Rippers concealed in a cyberarm.	2d6
Cyberaudio (Amped Hearing)	Adds +1 to any sound-related Task check.	NA
Cyberaudio (Radio Link)	Micro radio implant gives you the ability to talk to any receiver on the same band frequency for up to 1 mile/1.6km	NA
Cyberlegs (Paired Jump Boosters)	You can leap 6 m/yds straight up, or make a running jump of up to 8 m/yds.	NA
Cyberoptic (Camera)	Images can be recorded on the built-in chip and downloaded.	NA
Cyberoptic (Low Light)	Can see clearly in dim light (faint moonlight, distant streetlamps).	NA
Cyberoptic (Targeting)	A built in targeting sight allows you to add +1 to ranged attacks.	NA
Interface Plugs	Sockets that allow user to interface with machines and cybertech.	NA
Reflex Boost (Speedware)	User is boosted for five full turns (+3 to Initiative rolls) before the boost cuts out. He must then wait 2 turns before reboosting	NA
Rippers (paired)	Three inch carbo-glass claws in your fingers for cutting, stabbing	2d6
Slice & Dice (single)	Mono-filament wire mounted in one finger cuts through any organic material or plastics. Can be used as a garrote, cutter or slicewhip.	2d6

Resolving NET Actions

Character's Interface Level + 1d10

vs

Difficulty Value (DV)

Redeye's Cyberdeck

MODEL	Kendachi 22342
RATING	Standard
SLOTS	6

Actions in a Turn

Interface	Actions
1-3	1
4-6	2
7-9	3
10	4

Example Local NET

Level	Encounter	Ability (DV)
1	Password	Backdoor (DV11)
3	Control Node Surveillance Camera	Control (DV11)
4	Password	Backdoor (DV13)
5	Hellhound	NA
6	File	Eye Dee (DV14)

Netrunner Abilities

Ability	Effect
Scanner	Find out location of systems in an area. The Higher you are, more you spot. GM to determine how much you learn.
Backdoor	Allows you to break through a Password. If you already know the Password you don't need to use this.
Pathfinder	Reveals the "map" of the network Architecture. The higher you are, the more you know of the "map." This tells you generally what is in the system you have just broken into. It is up to the GM's Discretion to determine how much you find.
Slide	Allows you to attempt to flee a conflict with a Black ICE program. If you are able to roll a successful Slide check against the programs Perception + 1d10 you escape and move on to an adjacent floor.
Zap	Allows you to make an attack against a Program or or enemy Netrunner. If you are able to roll a successful ZAP check against the programs Defense Value + 1d10 you deal 1d6 REZ Damage to the Program or Netrunner's brain.
Eye-Dee	Allows you to know what a found piece of data (like a File) is and its value.
Control	This is the ability to control things that are either attached to the system using a Control Node. Operating something attached to a Control Node requires a separate NET Action after the Control check is made.
Virus	Once you have reached the last level in the elevator you can leave your own Virus to act as you want, within reason. You must roll an Interface check and the higher your check the more impressive the effect of your virus can be and the shorter time it takes you to write it. The DV to destroy your Virus is equal to the Interface check you made to create it. This ability can require as many actions as the Gm determines based on the check you made.
Cloak	The ability to hide traces of your presence and any Viruses you left in the system. The Pathfinder DV for another Netrunner to overcome your Cloak and discover your actions is equal to the Cloak check you made to create it.

Programs

Name	Class	ATT	DEF	REZ	Effect
Speedy Gonzalvez	Booster	0	0	7	Increases SPD by +4
Banhammer	Attacker	2	0	0	3d6 REZ to Hellhounds. 2d6 REZ to other programs
Flack	Defender	0	0	1	Stops first successsful non-Hellhound attack from dealing damage. Derezzes after use.

ENCOUNTERS

Street Scum

INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
3	4	7	3	2	4	0	4	4	2

STARTING HITS	SERIOUSLY WOUNDED	DEATH SAVE
20	10	4

SKILLS

Marksmanship (REF) +3	Melee Weapons (DEX) +3
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None

WEAPONS

NAME	DAMAGE
Heavy Pistol	3d6
Ripper	2d6

ARMOR

Head Armor	0
Body Armor	0

CYBERWARE

Rippers

Three inch carbo-glas claws in your fingers for cutting, stabbing

Booster

INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
4	6	8	3	4	4	0	4	6	3

STARTING HITS	SERIOUSLY WOUNDED	DEATH SAVE
30	15	6

SKILLS

Marksmanship (REF) +3	Evasion (DEX) +3	Melee Weapons (DEX) +3
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Leathers

WEAPONS

NAME	DAMAGE
Very Heavy Pistol	4d6
Slice & Dice	2d6

ARMOR

Head Armor	4
Body Armor	4

CYBERWARE

Slice & Dice

Mono-filament wire mounted in one finger cuts through any organic material or plastics. Can be used as a garrotte, cutter or slicewhip.

Reflex Boost (Speedware)

User is boosted for five full turns (+3 to Initiative rolls) before the boost cuts out. He must then wait 2 turns before reboosting

Private Security

INT	REF	DEX	TECH	COOL	WILL	LUCK	MOVE	BODY	EMP
5	6	8	3	5	4	0	4	5	3

STARTING HITS	SERIOUSLY WOUNDED	DEATH SAVE
25	13	5

SKILLS

Marksmanship (REF) +3	Driving (REF) +3
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Kevlar

WEAPONS

NAME	DAMAGE
Very Heavy Pistol	4d6
Assault Rifle	5d6

ARMOR

Head Armor	7
Body Armor	7

CYBERWARE

Cyberoptics (Low Light)

Can see clearly in dim light (faint moonlight, distant streetlamps)

Cyberaudio (Radio)

Micro radio implant gives you the ability to talk to any receiver on the same band frequency for up to 1 mile/1.6km