

## SOCIAL TEST EDGE – GENERAL (SR6 98)

EDGE TO TALKER	EDGE TO LISTENER
Talker is introduced by trusted person	Listener has been warned about the talker
Listener is disposed to listen to people like the talker	Talker in group listener has significant prejudices
Talker's appearance is perfectly suited for their role	Talker does not look like their claimed role at all
Listener has romantic attraction to talker	Listener has a strong personal dislike of talker
Listener sees clear gain from what talker is saying	Listener sees steep risk in what talker is saying
Listener's thoughts and/or emotions controlled by magic	

## SOCIAL TEST EDGE – CON (SR6 98)

EDGE TO TALKER	EDGE TO LISTENER
Listener is desperate	Listener is in secure position and is risk averse
Talker has convincing support for claims	Talker has been caught in clear lie

## SOCIAL TEST EDGE – ETIQUETTE (SR6 98)

EDGE TO TALKER	EDGE TO LISTENER
Talker has significantly more life experience in this area	Listener has significantly more life experience in area
Talker is introduced by trusted person	Talker associated with people listener dislikes/distrusts

## SOCIAL TEST EDGE – INTIMIDATION (SR6 98)

EDGE TO TALKER	EDGE TO LISTENER
Talker is clearly more physically powerful than listener	Listener is clearly more powerful than talker
Listener has no easy ways to leave	Listener knows help is on the way

## SOCIAL TEST EDGE – LEADERSHIP (SR6 98)

EDGE TO TALKER	EDGE TO LISTENER
Talker has trust from people they are trying to lead	Listeners have clear reasons to distrust talker
Talker outranks listener	Listener outranks talker

## SOCIAL TEST EDGE – NEGOTIATION (SR6 98)

EDGE TO TALKER	EDGE TO LISTENER
Listener is desperate	Talker lacks experience or expertise for the job
Talker shares critical info listener did not know about	Talker shares info that is useless/detrimental to listener

## HEAT MODIFIERS (SR6 236)

ACTION	CHANGE
Session involved intense violence	+1
Session involved murder	+1
Session had hostile encounter w/wealthy &/or prominent person	+1
Session involved direct contact with a lesser dragon	+1
Session involved direct contact with a greater dragon	+2
Session involved media coverage	+1
Team has one or more runners with Rep >10 or <-10	+1
Runner performed illegal actions without attracting notice	-1
Mr Johnson used connections to hush up aspects of run	-1
Runners provided sufficient bribes to keep things quiet	-1
Runners used law enforcement connection to hush up	-1
Runners have sufficient goodwill to overcome involvement	-1
Team has one or more runners with Rep <-5 and none >5	-1

## AVAILABILITY TABLE (SR6 245)

RTG	CIRCUMSTANCES
1	These items can be found just about anywhere. If you're in a relatively civilized area, just walk a few blocks, and you'll find a place that sells this.
2	These items are a bit more specialized, but that mainly means you'll have to seek out a store that focuses on this type of merchandise, rather than finding it in your local Stuffer Shack or whatever.
3	These are starting to be boutique items, the type of things aficionados seek out, or things that are made in relatively small batches. They're not the rarest items, but they're also not sitting in a ton of stores across the sprawl.
4	Now we're getting into specialty markets. These are things not intended for mass markets, and their specialized function isn't for everyone. Few people in any given sprawl carry them, and their supplies are limited.
5	True specialty items. These may be collector's items or things deliberately made for a niche audience, but they are not at all easy to find.
6	These are quite rare, often hand-crafted items. Small workshops and specialty manufacturers make them, and you'll never find them at a major retailer. Work hard, and you might track a by-appointment seller who will sell you one.
7	These items are not available off-the-rack. They are specially ordered and custom-made.
8	Same as 7, but you have to make an appointment to order one, and you may be subjected to a background check based on whatever obscure criteria the manufacturer has decided to assemble.
9	The most rare items money can buy—you just have to find the person who will take your cash. Owning one of these marks you as a member of the elite, and selling one of them brings in extra cash due to their scarcity.

## LEGWORK (SR6 50)

HITS	RESULTS
0	No useful information
1	Basic, broadly available background information
2	A few nuggets of information gleaned from casual study
3	Information from previous coursework or loose professional knowledge
4	More esoteric knowledge, some whispers of gossip
5	Deep academic and behind-the-scenes familiarity, strong prof. knowledge
6	Knowledge of secrets and hidden information
7	High-level information, solid understanding of history
8	Almost encyclopedic knowledge, including some deep secrets
9	Rare knowledge only available to a select few
10	Deep secrets others actively try to hide.

## REPUTATION CHANGES (SR6 235)

ACTION	CHANGE
Engaged in public violence that kills bystander	-1
That kills multiple bystanders	-3
Seen killing law enforcement officer	-2
Known to have harmed people in need	-1
Kidnapped or tortured innocent person	-1
Renege on a deal with Mr. Johnson	-1
Seen giving medical aid to injured bystanders	+1
Shared some of their wealth with the downtrodden	+1
Discounted services working for people not in power	+1
Kept a long-standing promise without a payment	+1
Defused potentially violent situation	+1
Rescued a popular, famous person from peril	+2

## ADVANCEMENT COSTS (SR6 68)

TYPE	COST	TRAINING TIME
Active Skills	5x New Rank	(New Rank) Months
Specializations	5	1 Month
Expertise	5	2 Months
Attributes	5x New Rank	(New Rank x2) months
Knowledge Skills	3	1 Month
Purchase Pos Quality	2x Cost	1 Week
Eliminate Neg Quality	2x Cost	1 Week
New Spell	5 per spell	1 Week
New Complex Form	5 per form	1 Week
Initiation	10+Grade	Grade+1 Months
Submersion	10+Level	Level+1 Months

## ACTIONS

NAME	TYPE	WHEN	CATEGORY	REF	DESCRIPTION
Activate/Deactivate Focus	Minor	I	Magic	SR6 40	Activate/deactivate a carried bonded focus.
Avoid Incoming	Minor	A	Combat	SR6 41	If no other Avd Incoming, Move or Sprint this rnd: Rx+Ath-Dodge Penalty. Move #Hits m. >2m:Prone.
Block	Minor	A	Combat	SR6 41	Add Close Combat to a single Defense test in melee.
Call a Shot	Minor	I	Combat	SR6 41	Increase DV +2, -4 dice pool penalty. Must be combined with Attack action.
Change Device Mode	Minor	A	General	SR6 41	Activate/deactivate/change mode on any device linked by DNI, wired or wireless.
Command Drone	Minor	I	Rigger	SR6 41	Command a controlled drone. Can issue same command to every drone on RCC.
Command Spirit	Minor	I	Magic	SR6 41	Issue a command to a single controlled spirit or group of spirits, or dismiss them.
Dodge	Minor	A	Combat	SR6 41	Add Athletics skill to a single Defense test in combat.
Drop Object	Minor	A	General	SR6 41	Drop a handheld object.
Drop Prone	Minor	I	Combat	SR6 41	Gain the Prone status.
Hit the Dirt	Minor	A	Combat	SR6 41	+2 dice on Defense test of an incoming attack. Gain Prone status. -2 DP on active skills until they stand up.
Intercept	Minor	A	Combat	SR6 41	Attack an opponent moving into Close attack range. Must have a Major action still available. Melee only.
Move	Minor	I	General	SR6 42	Move 10 meters. Only one Move action per player turn.
Multiple Attacks	Minor	I	Combat	SR6 42	Attack multiple targets. Split pool evenly among targets, or divide normal pool by targets if different attacks.
Quick Draw	Minor	I	Combat	SR6 42	Draw a pistol or similar sized weapon. In conjunction with Attack action. Must have gear/quality/aug to do this.
Reload Smartgun	Minor	I	Combat	SR6 42	Eject a clip while sliding in a new one.
Shift Perception	Minor	I	Magic	SR6 42	Shift perception to/from astral space.
Stand Up	Minor	I	Combat	SR6 42	Remove the Prone status.
Take Aim	Minor	I	Combat	SR6 42	+1 DP bonus. 1 per combat round. Can chain if continuous. Max bonus of Will. Use image mag or scope on 1st.
Take Cover	Minor	I	Combat	SR6 42	Gain Cover 1, 2, 3, or 4 status.
Trip	Minor	I	Combat	SR6 42	Use melee weapon to trip. DV -2P. If attack hits, target rolls Ath + Agil with TH of Adjusted DV. Prone on fail.
Assist	Major	A	General	SR6 42	Help on a teamwork test.
Astral Projection	Major	I	Magic	SR6 42	Shift consciousness to and from the Astral Plane. Shift happens immediately.
Attack	Major	A	Combat	SR6 42	Perform an attack.
Banish Spirit	Major	I	Magic	SR6 43	Banish a spirit. SR6 147
Cast Spell	Major	I	Magic	SR6 43	Cast a spell. SR6 130
Cleanse	Major	I	Magic	SR6 43	Cleans magical traces. SR6 160
Counterspell	Major	A	Magic	SR6 43	Counterspell. SR6 143
Full Defense	Major	A	Combat	SR6 43	Add Willpower to all defense tests until their next combat round.
Manifest	Major	I	Magic	SR6 43	Astrally projecting characters can appear in ghostly form on the physical plane. SR6 160
Observe in Detail	Major	I	General	SR6 43	Allows a Perception or Assensing test.
Pick Up/Put Down Object	Major	I	General	SR6 43	Pick up/put down an object carefully. If a weapon, counts as readying the weapon.
Ready Weapon	Major	I	Combat	SR6 43	Get a weapon ready to use - draw from holster/sheath/belt. Can ready Agility small weapons at once.
Reload Weapon	Major	I	Combat	SR6 44	Reload a non-smart weapon.
Rigger Jump In	Major	I	Rigger	SR6 44	Jump into a vehicle connected to their RRC.
Sprint	Major	I	General	SR6 44	Move Sprint (15m). +1 m/hit on Ath+Agil test. Only 1 per turn. Cannot be same turn as a Move.
Summon Spirit	Major	I	Magic	SR6 44	Summon a spirit.
Use Simple Device	Major	I	General	SR6 44	Use a simple device without DNI - press button, flip a switch, tap an icon.
Use Skill	Major	I	General	SR6 44	Use a skill.

## EDGE BOOSTS (SR6 46)

NAME	WHEN	COST	REF	DESCRIPTION
Reroll One Die	Post	1	SR6 46	Pick any die & reroll it. Including opponent.
Boost Initiative	Any	1	SR6 46	Add +3 to your Initiative Score.
Emergency Boost	Matrix	1	SR6 175	Increase a Matrix attribute by 1 for one test.
+1 to Single Die	Any	2	SR6 46	Add 1 to a single die.
Give Ally 2 Edge	Any	2	SR6 46	Give an ally 1 edge.
Negate 1 Edge	Pre	2	SR6 46	Negate 1 edge from an opponent.
Hog	Matrix	2	SR6 175	Lower DP by 2; prog slots by 1 for AR rnds.
Signal Scream	Matrix	2	SR6 175	Ignore penalty from noise for next action
Technobable	Matrix	2	SR6 175	TM only. Cha for Logic next Matrix action.
Buy 1 Auto Hit	Any	3	SR6 47	Add a hit to your total.
Heal 1 Stun	Any	3	SR6 47	Heal 1 box of stun damage.
Under the Radar	Matrix	3	SR6 175	Next illegal action does not increase OS.
Add Edge to DP	Pre	4	SR6 47	Add Edge as DP bonus. 6's Explode.
Heal 1 Phys	Any	4	SR6 47	Heal 1 box of physical damage.
Reroll Failed	Post	4	SR6 47	Reroll all failed. Cannot on glitch/crit glitch.
Count 2s as Glitch	Pre	5	SR6 47	All 2s count as 1's for glitches.
Create Special Eff.	Any	5	SR6 47	Something fortuitous happens.
Use an Edge Action	Pre	1-5	SR6 47	Use an edge action.
Smackdown	Any	1 Perm	SR6 48	Auto success.
Not Dead yet	Any	1 Perm	SR6 48	Survive miraculously.
Wild Die	Any	-	SR6 48	5 or 6: 3 hits. 1 cancels all 5s.

## EDGE ACTIONS (SR6 47)

NAME	CST	ACT	REF	DESCRIPTION
Anticipation	4	Multi Rng Att	SR6 47	Roll full dice pool for each target.
Big Speech	4	Influence	SR6 47	Inf + Cha. Hits from first add to DP of second.
Bring the Drama	2	Con	SR6 47	200¥ from quick con. +20% on asking price.
Called: Disarm	5	Attack	SR6 47	No damage, but lose weapon.
Called: Vitals	5	Attack	SR6 47	+3 DV
Fire From Cover	2	Rng Att	SR6 47	Att. from cover made w/o Minor Action.
Knockout Blow	2	Melee Att	SR6 47	If dmg > target Will, fill stun condition monitor.
Shank	1	Melee Att	SR6 48	Blade only. Reduce Call Shot penalty to -2.
Sudden Insight	1	Any	SR6 48	No penalty for untrained skill.
Tactical Roll	1	Hit the Dirt	SR6 48	No penalty from hit the dirt/prone for next rnd.
Tumble	1	Melee Att	SR6 48	If dmg > Bod, target gains Prone status.
Wrest	2	Block	SR6 48	On Block, CC+Agil(Target Str) to take. Tie drop.

## STATUSES (SR6 51)

STATUS	REF	DESCRIPTION
Blinded 1-3	SR6 51	1, 2: -3 DP penalty to all visibility-related tests. 3: Auto fail.
Burning #	SR6 51	Resist # DV damage each rnd. Major Agil+Rx(2) to remove.
Chilled	SR6 51	-4 to Init Score, -1 to all DP except Dmg Resist. Burning cancels.
Confused #	SR6 51	# DP penalty on all actions.
Corrosive #	SR6 52	Resist # DV dmg each rnd. Wet may remove.
Cover 1-4	SR6 52	+# to DR, +# to Def Tests. Minor to att. 4: -2 D; No edge on att.
Dazed	SR6 52	-4 to Init Score. Cannot gain/spend edge.
Deafened 1-3	SR6 52	1, 2: -3 DP penalty to all hearing-related tests. 3: Auto fail.
Fatigued 1-3	SR6 52	-2 DP/level on all tests except Dmg Resist. Move 5m, Sprint 10m.
Frightened	SR6 52	-4 DP on tests directed to or defending against source of fear.
Hazed	SR6 52	Cannot astrally project or manifest. Stuck if projecting.
Hobbled	SR6 52	Any movement is halved (round up).
Immobilized	SR6 52	Cannot move. AR -3. -3 DP on all attacks. No Rx on Def tests.
Invisible #	SR6 52	TH to perceive on Perception test. Cameras unaffected.
Nauseated	SR6 52	Bod+Will (2) at start of rnd. Fail: no action. Succeed: Lose Minor.
Panicked	SR6 52	Cannot act except to avoid the condition causing effect.
Petrified	SR6 53	Turned solid. No actions. +10 armor. All other statuses cancelled.
Poisoned #	SR6 53	At end of each rnd, resist # DV (P or S) with Bod. -1 DV each rnd.
Prone	SR6 53	Med: +2 Def DP; Close/Near:-2. -4 DP melee/bow. +2 AR mg.
Silent #	SR6 53	TH to perceive on Perception test. Microphones unaffected.
Stilled	SR6 53	-10 to DR. Aware. No Def tests. No dmg from ongoing effects.
Wet	SR6 53	-6 to Damage Resistance tests against electricity and cold.
Zapped	SR6 53	-2 to Init Score. No Sprint actions. DP -1 on all actions.

## COMBAT ROUND

STEP	DETAILS
Duration	3 Seconds
Major Actions	1 Major Actions
Minor Actions	1+1/Init Die, 5 Max
Actions	4 Minor -> 1 Major
Surprise	Rx+Int(3), No Actions/Edge

## RANGES

RANGE	METERS
Close	0-3
Near	4-50
Medium	51-250
Far	251-500
Extreme	501+

## COMBAT FLOW

STEP	DETAILS
Grab Dice	Skill + Agil vs. Rx + Int
Dist. Edge	AR vs DR (>4 gets edge)
Roll Dice	Count hits. Use edge.
Soak Dmg	Body. Hits cancel damage.
Bring Pain	Take the damage.

## SHOT MODES (SR6 108)

MODE	RNDS	EFFECT
Single Shot (SS)	1	No change.
Semi-Auto (SA)	2	AR +2, DV +1
Narrow Burst (BF)	4	AR +4/DV +2
Wide Burst (BF)	4	Split DP: 2 SA
Full Auto (FA)	10	Split DP: AR -6