

ASTRAL COMBAT (SR6 161)

ITEM	DETAIL
Attack Rating	Magic + Tradition Attribute
Defense Rating	Intuition + Innate Armor
Initiative	Logic + Intuition + 2d6
Unarmed Combat DP	Astral + Willpower
Weapon Foci DP	Close Combat + Willpower
Spellcasting DP	Sorcery + Magic
Defense DP	Intuition + Logic
Unarmed DV	Trad Attr/2 (Round Up)
Weapon Focus DV	As Weapon

ASTRAL TRACK (SR6 161)

CONDITION	TH MOD
Each Hour Since Link Active	+1
Target Behind Mana Barrier	+Force
Tracking Master By Spirit	+2

CONJURING (SR6 146)

TYPE	DETAILS
Summoning	Conj+Mag vs Fx2. DV hits from Spirit. If > M, Phys.
Max Spirits	No more than Magic x3 Force.
Banishing	Conj + Mag vs Fx2. NHs reduce services. DV Spirits hits x2.
Reagents	Equal to Force - Gain 1 Edge.

SPELL CASTING (SR6 131)

STEP	DETAILS
Adjust - Amp Up	+1 Dmg Value / +2 Drain
Adjust - Area	+2 m radius / +1 Drain
Assign Edge	AR: Mag + Trad Attr
Roll Dice	Sorcery + Magic
Defense	Will + Int or Rx + Will
Drain	Will + Trad Attr. If soaked DV > Mag, Phys

SPELL TYPES

STEP	REF	DETAILS
Combat - Direct	SR6 132	Def rolls Will + Target. Net hits Dmg - no soak.
Combat - Indirect	SR6 132	Def: Rx + Will. DV is Mag/2 (md up) + NH. Body soak.
Detection	SR6 134	Sorc + Magic vs. Body + Will or Obj Resist. Area: Magic + NH m.
Health	SR6 135	Threshold for heals: [5 - Essence]
Illusion	SR6 137	Phys affect technology.
Manipulation	SR6 139	Varies by spell. NH give volume/duration.

ELEMENTAL EFFECTS (SR6 109)

TYPE	EFFECT
Electricity	If unsoaked DV - Zapped 2 rounds.
Chemical	Add Corrosive status. Mod DV > Armor: Rating -1.
Cold	Unsoaked: Chill 3 rmds. Mod DV > Armor: Rating -1.
Fire	If unsoaked DV - Burning.

DETECTION SPELL RESULTS (SR6 134)

NH	RESULTS	EXAMPLE
1	General info without details	<i>Two life forms are present, it's a medical device, some sort of spell is active</i>
2	More information about form and function, without specifics	<i>Both lifeforms are animals, it's a tool for diagnostics, the spell is an Illusion spell</i>
3	Specifics become more detailed	<i>The animals are dogs, the device develops an internal scan of possible injuries, the spell is Mass Confusion</i>
4	Critical details are provided, including emotions and functions	<i>The dogs are angry and hungry, the device seems only partly functional, the spell was cast by a powerful caster</i>

RITUALS (SR6 144)

RITUAL	REF	TH	REQS	DESC	TIME	DURATION
Circle of Healing	SR6 144	7	Anchored, Spell	NH +DP to healing tests in circle.	5 hrs	Net hits days.
Circle of Protection	SR6 144	6	Anchored	Astral/Phys barrier. Radius leader's Magic. Structure: M+NH.	4 hrs	Net hits hours.
Curse	SR6 145	5	Mat Link, Spell	Cast illusion spell. Creates link between target and circle.	3 hrs	Per spell.
Prodigal Spell	SR6 145	6	Spell, Spotter	Cast spell on target. Indirect combat need path.	4 hrs	Per spell.
Remote Sensing	SR6 145	5	Spell, Spotter	Spell area: Magic + NH x 100 meters.	3 hrs	Per spell.
Renascence	SR6 145	6	Anchored, Spell	Sustains manipulation spell. Radius of Leader's Magic.	4 hrs	1 hr, x2/NH
Ward	SR6 145	6	Anchored	Creates mana barrier. R: NH. 50 m ³ sum of participants M.	4 hrs	Net hits wks.
Watcher	SR6 145	4	Minion	Attr + Skills 2. +1 TH and stats per extra hour.	1 hr	NHx3 hours

ASSESSING (SR6 159)

NH	INFORMATION LEARNED
0	None
1	General state of the subject's health (healthy, ill, etc.). General emotional state or impression (happy, angry, etc.). Whether the subject is mundane or Awakened.
2	Presence/location of any standard-grade cyberware implants General class/type of magic that is active (fire spirit, health spell, etc.) Recognize aura if perceived before, with a Memory test (SR6 67)
3	Presence and location of alphaware implants Whether Ess/Mag/Force are >, <, or = to viewer's Magic General diagnosis of maladies, such as illness or toxin Any astral signatures present on the subject
4	Presence and location of bioware and betaware implants Exact Ess/Mag/Force General cause of astral signature (combat spell, air spirit, etc.)
5	Presence & location of delaware implants, gene treatments, & nanotech Accurate diagnosis of any disease or toxins affecting the subject Subject is a technomancer or a Monad

ALCHEMY (SR6 150)

STEP	DETAILS
Choose Spell	Can amp up.
Trigger - Cmnd	+2 DV. Health spell can only use.
Trigger - Contact	+1 DV. Next living being touches.
Trigger - Time	+2 DV. Time ≤ Potency hrs.
Create Prep	Ench+Mag v DV. DV: Spell+Trigger.
Reagents	-1 DV per dram. Min 2.
Resist Drain	Will+Trad. If Soaked > Mag, Phys.
Potency	NH on creation test.
Duration	-1 every Potency x2 hrs.
Use	Roll Pot + Magic of Enchanter.
Range	Potency x Magic meters.
Area	2m rad + 2m per amp up.

OBJECT RESISTANCE TABLE (SR6 129)

TYPE	RTG	EXAMPLE
Natural Object	3	<i>Trees, rocks, soil, wood, cold-worked metal, unprocessed water</i>
Manufactured Low-Tech	6	<i>Brick, glass, leather, paper, simple plastics</i>
Manufactured High-Tech	9	<i>Advanced plastics, alloys, concrete, electronics, firearms, sensors</i>
Highly Processed Objects	15+	<i>Commlinks, cyberdecks, drones, vehicles, complex toxic waste</i>

MIND PROBE (SR6 135)

NH	RESULT
1 - 2	Read the target's surface thoughts only.
3 - 4	Find out anything the target consciously knows & view the target's recent memories (≤72 hrs).
5+	Probe the target's subconscious, gaining information the target may not even be consciously aware of, like psychological quirks, deep fears, or hidden memories.

COUNTERSPELLING (SR6 143)

TYPE	DETAILS
Boosted Defense	Major action. Sorc+Magic: Hits as Extra Dice on Defense test. Sphere in LOS, 2m rad +1m/reagent. Lasts Magic rounds.
Dispelling	Sorc + Magic vs. Drain x2.

RITUAL SPELLCASTING (SR6 143)

STEP	DETAILS
Choose Leader	-2 DP for participants with a different tradition.
Choose Ritual	Leader must know.
Set Foundation	In a lodge or temporary circle. Must stay in.
Spend Reagents	By ritual. Extra reduce DV by 1 (min 2).
Perform Ritual	By ritual.
Seal Ritual	Leader rolls Sorc + Magic. Participants roll Teamwork.
Take Drain	DV is Hits x2 (min 2). If Seal NH > Magic, Physical.
Failure	Roll DP of Threshold. Hits are Drain Value.
Glitches	+2 DV, or +1 to TH, etc.
Anchored	Fixed anchor of mystical significance.
Material Link	Requires a Material Link: Hair, blood, etc.
Minion	Number of Minions ≤ leader Charisma.
Spell	Leader must know the spell.
Spotter	Spotter targets spell. Doesn't participate in test.

VOL REFS (SR6 139)

NH	RESULTS	EXAMPLE
1	1/2 m ³	<i>Basic refrigerator</i>
2	1 m ³	<i>Full-size couch</i>
3	1.5 m ³	<i>Motorcycle</i>
4	2 m ³	<i>Dumpster</i>
5	2.5 m ³	<i>Dining room table & 8 chairs</i>
6	3 m ³	<i>Michelangelo's David</i>

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