MATRIX ACTIONS

NAME	TYPE	LGL	ACCESS	TEST	REF	DESCRIPTION
Backdoor Entry	Major	Illegal	Outsider	Crack + L vs Will + FW	SR6 180	Only after Probe. Get Admin access; does not count as Illegal. On fail, backdoor removed.
Brute Force	Major	Illegal	All	Crack + L vs Will + FW	SR6 180	Device alerted. User access. For admin access, Will + FW+2, and +4 DR. Attack linked.
Change Icon	Minor	Legal	Usr/Adm	No Test	SR6 180	Change icon.
Check OS	Major	Illegal	Admin	Crack + L (4)	SR6 180	Learn Overwatch Score if successful.
Control Device	Major	Legal	Usr/Adm*	Elec + L vs Will + FW	SR6 180	Roll appropriate skill, or Elec + L if none. If device has a rigger jumped-in, auto fail.
Crack File	Major	Illegal	Usr/Adm	Crack + L vs Encrypt x2	SR6 180	Remove the protection from a file, making it readable.
Crash Program	Major	Illegal	Admin	Crack+L vs DP + Dev Rtng	SR6 181	Targeted program ends, and cannot be restarted until device reboots.
Data Spike	Major	Illegal	All	Crack + L vs DP + FW	SR6 181	Target persona or device takes DV of AR/2 (rounded up) +1 DV per net hit. Attack linked.
Disarm Data Bomb	Major	Legal	Usr/Adm	Crack + L vs Rating x2	SR6 181	Disarm on any net hits. If not, activates and does damage and (maybe) destroys file.
Edit File	Major	Legal	Usr/Adm	Elec+L vs Int+FW/ FW+Slz	SR6 181	Edit 1 detail - short text para, single image detail, 2-3 seconds of video/audio. Continuous.
Encrypt File	Major	Legal	Usr/Adm	Elec + L	SR6 181	Hits become Encryption Rating of file.
Enter/Exit Host	Minor	Legal	Depends	No Test	SR6 181	Enter/leave a host. Host may require access level to enter. Leaving needs no access.
Erase Matrix Sig	Major	Illegal	Usr/Adm	Elec+L vs WP+FW / FW x2	SR6 181	Erase Resonant signature. Must have Resonance. Dissipates on any net hits.
Format Device	Major	Legal	Admin	Elec+L vs WP+FW / FW x2	SR6 181	Cannot reboot - stays off when rebooted. Must be repaired as bricked.
Full Matrix Def.	Major	Legal	All	See Description	SR6 182	Add FW to your defense roll against next attack that will cause direct damage.
Hash Check	Major	Illegal	User	Elec + L	SR6 182	TH 1 if you have hash, 4 if you don't. Find 32 files. Divide in half for each NH. Can repeat, -2
Hide	Major	Illegal	All	Crack+Int vs Int+DP/DP+Slz	SR6 182	Target stops spotting on success. Can't hide from icon with User/Admin access to your network.
Jack Out	Major	Legal	All	Elec+Will vs Cha+DP/Att+DP	SR6 182	Dumpshock if in VR. DP only applies if link-locked. Must beat each persona that has locked.
Jam Signals	Major	Illegal	Admin	Crack + L	SR6 182	Adds hits to Noise rating for all matrix actions ≤100 meters. Jamming stops if you use device.
Jump In Rigged Dev	Major	Legal	Usr/Adm	Elec + L vs Will+FW / FW x2	SR6 182	Test only if owned by someone else. Fail if occupied.
Matrix Perception	Major	Legal	All	Elec + Int vs Will + Sleaze	SR6 182	Tie: perceive icon.1 NH: Dev Rtng, Name. 2 NH: Attr ratings, progs. Extra hits: more info.
Matrix Search	Ext.	Legal	All	Elec + Int (Ext, 10 min)	SR6 183	Google it. See Legwork Results (SR6 50) for guidelines on what is found.
Probe	Ext.	Illegal	All	Crack + L vs Will + FW/FWx2	SR6 183	Create backdoor. NH: +DP on Backdoor Entry. Lasts 10-Host/Dev Rating hrs. Slz linked.
Reboot Device	Major	Legal	Admin	Elec + L vs Will + FW/FWx2	SR6 183	Shuts down and reboots. Online at end of next combat round.
Reconfig Attribute	Minor	Legal	Admin	No Test	SR6 183	Swap the base ratings of two attributes in Matrix Persona.
Send Message	Minor	Legal	All	No Test	SR6 183	Send a short text or audio message, or a file. If DNI, longer messages. Open live feed.
Set Data Bomb	Major	Illegal	Admin	Elec + L vs Dev Rating x2	SR6 183	Rating ≤NH. Choose if deletes file. Causes Rating x4 Matrix DV (Will resist). Passcode bypass.
Snoop	Major	Illegal	Admin	Crack + L vs L+FW / DP+FW	SR6 184	Intercept matrix traffic. Can listen, view, read; live or save.
Spoof Command	Major	Illegal	All	Crack + L vs DP/Pilot + FW	SR6 184	Fake a command to a device.
Switch Mode	Minor	Legal	Admin	No Test	SR6 184	Switch from AR to VR, or back.
Tarpit	Major	Illegal	All	Crack + L / DP + FW	SR6 184	1+NH dmg, reduce DP by same amount. If DP=0, cannot act. Restore 1 DP / rnd. Att linked.
Trace Icon	Major	Illegal	Admin	Elec+Int vs Will+Slz/FW+Slz	SR6 184	Find physical location.

PROGS (SR6 184)

NAME	TYPE	DESC
Baby Monitor	Bsc	See OS, no action.
Browse	Bsc	+1 Edge for Search.
Configurator	Bsc	Swap to alternate config.
Edit	Bsc	+1 Edge for Edits.
Encryption	Bsc	+2 DP for Encrypt.
Signal Scrubber	Bsc	Reduce Noise 2.
Toolbox	Bsc	+1 to Data Processing
Virtual Machine	Bsc	+2 progs, +1 dmg on attack..
Armor	Hack	+2 to Defense Rating
Biofeedback	Hack	Cause Stun/Phys dmg on attack.
BF Filter	Hack	Roll Dev Rating or Bod to soak.
Blackout	Hack	Cause Stun dmg on attack.
Decryption	Hack	+2 dice on Crack File.
Defuse	Hack	All DR or Bod to Data Bomb soak.
Exploit	Hack	Reduce DR of target by 2.
Fork	Hack	2 targets w/1 act, no split DP.
Lockdown	Hack	Link-lock on attack dmg.
Overclock	Hack	+2 dice to Matrix actions.

OVERWATCH (SR6 176)

ACTION	IMPACT
Matrix Act w/ Hacking Prog	+1
Maintaining Illegal Access	+1/rnd
Maintaining Admin Access	+3/rnd
Illegal Action	+1/opp hit
Convergence: Bricks Device, Take Dumpshock, Physical Location	40

TM ATTR (SR6 189)

DEVICE	RESONANCE
Attack	Charisma
Sleaze	Intuition
Data Proc.	Logic
Firewall	Willpower

SPEED

M/RND	KPH	MPH
10	12	7.5
20	24	14.9
30	36	22.4
40	48	29.8
50	60	37.3
60	72	44.7
70	84	52.2
80	96	59.7
90	108	67.1
100	120	74.6
110	132	82.0
120	144	89.5
130	156	97.0
140	168	104.4
150	180	111.9
160	192	119.3
170	204	126.8
180	216	134.2
190	228	141.7
200	240	149.2

CONCEAL (SR6 246)

SIZE	TH	EXAMPLE
Large	0	Assault Cannon
Bulky	1	Assault Rifle
Tuckable	2	SMG
Pocket Size	3	Light Pistol
Palm Size	4	Deck of Cards
Slim Palm Sz	5	Single Card
Palmable	6	Lighter
Small	7	6 Sided Die
Mini	8	Stealth RFID Tag
Fine	9	Powder Traces
Microscopic	10	Flea on Shoulder

IC (SR6 186)

NAME	TEST	DESCRIPTION
Acid	Will + FW	Reduce FW by 1 per NH. Lost points restore after leaving host, 1/min.
Binder	Will + DP	Reduce DP by 1 per NH. If DP=0, cannot act. Restore after leaving host, 1/min.
Black	Int + FW	Host Rating + Net Hits DV in Matrix and Biofeedback damage.
Blaster	Log + FW	Does Rating Matrix damage. Link lock.
Crash	Int + FW	Crashes one random program on success. Can't be re-run until rebooted.
Jammer	Will + Att	Reduce Att by 1/NH. If Att=0, cannot attack. Restore after leaving host, 1/min.
Killer	Int + FW	Rating + Net Hits DV in Matrix damage to target.
Marker	Will + Slz	-Slz by NH. If Slz=0, cannot make Slz actions. Restore after leaving host, 1/min.
Patrol	Will + Slz	Roll Matrix Perc 1/min. Scans every action. Minor action is always observe.
Scramble	Will + FW	Forces target to reboot on the target's next turn, unless link-locked.
Sparky	Int + FW	Attacks user. Host Rating + NH in biofeedback damage.
Tar Baby	Log + FW	On hit, link-locks target.
Track	Will + Slz	On hit, discover target's physical location.

NOISE (SR6 177)

PHYS DIST. TO TGT	LEVEL
Directly Connected	0
Up 100 m	0
100 m - 1 km	1
1 km - 10 km	3
10 km - 100 km	5
>100 km	8
Dense Foliage	1 per 5 m
Faraday Cage	None
Fresh Water	1 per 10 cm
Jamming	1/hit on Jam
Mtl-Laced Earth/Wall	1 per 5 m
Salt Water	1 per cm
Spam/Static Zone	Rating
Wireless Negation	Rating

DMPSHK (SR6 176)

INFO	EFFECT
Cold Sim	3S
Hot Sim	3P
Resistance	Willpower
No edge.	(10-Will) mins

RIGS (SR6 197)

ATTRIBUTE	JUMPED-IN
Body	Willpower
Strength	Charisma
Agility	Logic
Reaction	Intuition

SKILLS

SKILL	LA	UNTRAINED	REF
Astral	Int	No	SR6 93
Athletics	Agil	Yes	SR6 93
Biotech	Log	No	SR6 94
Close Combat	Agil	Yes	SR6 94
Con	Cha	Yes	SR6 94
Conjuring	Mag	No	SR6 94
Cracking	Log	No	SR6 94
Electronics	Log	Yes	SR6 94
Enchanting	Mag	No	SR6 95
Engineering	Log	Yes	SR6 95
Exotic Weapons	Agil	No	SR6 95
Firearms	Agil	Yes	SR6 95
Influence	Cha	Yes	SR6 96
Outdoors	Int	Yes	SR6 96
Perception	Int	Yes	SR6 96
Piloting	Rx	Yes	SR6 97
Sorcery	Mag	No	SR6 97
Stealth	Agil	Yes	SR6 97
Tasking	Res	No	SR6 97

TH GUIDELINES (SR6 36)

TH	DESCRIPTION
1	**Simple task, only slightly more difficult than walking and talking.** Shooting at a nearby building.
2	**More complex, but still in the range of normal experience. A task an average person pulls of regularly.** Shooting at a nearby building while running.
3	**Normal starting point for Simple tests.** Complicated enough to require skill. Shadowrunners are expected to be more competent than normal people, which is why game thresholds are based here. Shooting a window out of a nearby building.
4	**More difficult, impressive enough to accomplish.** Shooting an enemy in the window of a nearby building.
5	**Tricky, the sort of thing only accomplished by those who have worked on their skills.** Shooting an enemy in the window of a nearby buiding at minimum range.
6	**Elite-level accomplishment, something that few in the world could pull off with any degree of regularity.** Shooting an enemy in the window of a building at far range.
7	**Standing out among the elite, demonstrating very rare ability.** Shooting an enemy in the window of a building at far range while running.

SKILL LEVELS (SR6 98)

RNK	EXPERTISE
0	Untrained: You've never tried to do the thing you're about to do.
1	Novice: You've taken a few lessons, done some reading.
2	Adv Beginner: You've put in some time and practice, and it shows.
3	Journeyman: Your accumulating experience is clear.
4	Pro: When people are hiring for this, they look for someone like you.
5	Adv Pro: Even other pros realize you've raised your game
6	Local legend: People who know you speak with great respect.
7	Elite: Now you're making it toward the top. You outpace the vast majority of the rest of the world.
8	Elite Pro: Not only can you make money in this skill, but you're recognized as one of the best by your peers.
9	National Elite: You're one of the best in your entire nation in this area.
10	Multinational Elite: Your skills go beyond national borders. Good enough to excel everywhere.
11	Global Elite: If there were Olympics for this skill, you'd be considered a gold-medal contender.
12	GOAT: When people talk about the Greatest of All Time, your name is in the mix, if not at the top of the list.

INTERVALS (SR6 36)

TASK	TIME INTERVAL
Fast	1 Combat Turn
Quick	1 Minute
Short	10 Minutes
Average	30 Minutes
Long	1 Hour
Consuming	1 Day
Exhausting	1 Week
Mammoth	1 Month

CYBER SCAN (SR6 243)

ITEM/SITUATION	TH
Standard cyberware, weapons	1
Alphaware, other items	2
Betaware	3
Deltaware	5+
1 or 2 implants/items	+3
3 or 4 implants/items	+2
4 or 5 implants/items	+1
6+ implants/items	–

PERCEPTION THS (SR6 98)

ITEM/EVENT IS:	TH	EXAMPLES
Obvious/Large/Loud	1	Neon sign, running crowd, yelling, gunfire
Normal	2	Street sign, pedestrian, conversation, silenced gun
Obscured/Small/Muffled	3	Item dropped under table, contact lens, whispering
Hidden/Micro/Silent	4	Secret door, needle in haystack, subvocal speech

CHEM DETECT (SR6 242)

SITUATION	MOD
Every 10 rounds of ammo	+1
Every grenade	+1
Every 30 g of non-plastique explosive	+1
Every 100 g of plastique	+1
Item contained in plastic	-1

CLIMBING (SR6 93)

TH	RESULT
Base TH	3
Slick	+1
Smooth	+1
Greased*	+1
Footholds/Handholds	-1

ESCAPING (SR6 93)

RESTRAINT	TH
Rope, Plastic Cuffs	2
Metal Cuffs	3
Straitjacket	4
Containment Manacles	5
Reinforced Material	+1
SITUATION	**ADJ**
Watched	+1
Restrained	Grapple (p 111)

BLD/RPR (SR6 95)

THRESHOLD	RESULT
Basic Threshold	3
Consumer Vehicle	+4
Industrial Vehicle	+6
Military Vehicle	+8
Consumer Electronic	–
Cyberdeck	+2
Licensed Electronic	+1
Illegal Electronic	+2
Used Widely	–
Specialized Use	+1
Basic Interval	1 Hour
Straightforward Dmg	–
Complicated Dmg	x2
Extensive Damage	x4
Totalled	x10

EDGE BOOSTS (SR6 46)

NAME	WHEN	COST	REF	DESCRIPTION
Reroll One Die	Post	1	SR6 46	Pick any die and reroll it. Including opponent's die.
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, and program 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 instead of Logic on 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 this turn does not increase OS.
Add Edge to DP	Pre	4	SR6 47	Add your Edge as a 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 dice. Cannot on glitch or crit glitch.
Count 2s as Glitch	Pre	5	SR6 47	All 2s rolled by target count as 1's for glitches.
Create Special Effect	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.

AMMO (SR6 262)

TYPE	AR	DV
APDS	+2	-1
Explosive	–	+1
Flechette	+1	-1
Gel	–	S
Stick-n-Shock	+1	-1S(e)
Caseless	–	–

EDGE ACTIONS (SR6 47)

NAME	COST	ACTIONS	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 Shot – Disarm	5	Attack	SR6 47	No damage, but lose weapon.
Called Shot – Vitals	5	Attack	SR6 47	+3 DV
Fire From Cover	2	Rng Att	SR6 47	Attacks from cover can be made without 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 DP 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. Drop on tie.

ACTIONS

NAME	TYPE	WHEN	CAT	REF	DESCRIPTION
Activate/Deactivate Focus	Minor	I	Magic	SR6 40	Activate/deactivate a carried bonded focus.
Avoid Incoming	Minor	A	Combat	SR6 41	Rx+Ath-Dodge Penalty. Move #Hits m. >2m:Prone. Can't move before/after.
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 DP Def test on incoming. Gain Prone status. -2 DP on active skills until they stand up.
Intercept	Minor	A	Combat	SR6 41	Attack opponent moving into Close rng. 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	Split pool evenly among targets, or divide normal pool by targets if different attacks.
Quick Draw	Minor	I	Combat	SR6 42	Draw pistol/similar sized wpn. 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. 1/combat rnd. Can chain. 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	Melee 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 wpn ready to use - draw from holster/sheath/belt. Can ready Agility small wpns 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 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.

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.
Invis (Imp) #	SR6 52	TH to perceive on Perception test. Cameras affected.
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 rng.
Silent #	SR6 53	TH to perceive on Perception test. Microphones unaffected.
Silent (Imp) #	SR6 53	TH to perceive on Perception test. Microphones affected.
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.

ROUNDS

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

MODES (SR6 108)

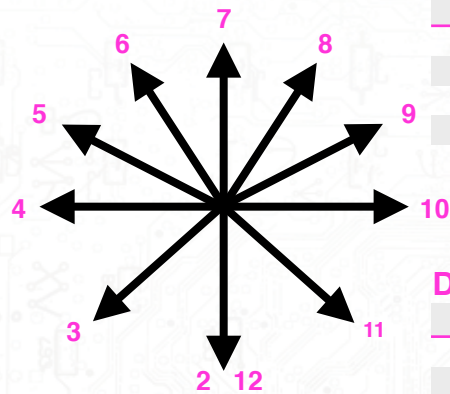| MODE	RNDS	EFFECT
SS	1	No change.
SA	2	AR +2, DV +1
BF-N	4	AR +4/DV +2
BF-W	4	Split DP: 2 SA
FA	10	Split DP: AR -6

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 dmg.
Bring Pain	Take the damage.

STRUCTURES (SR6 113)

RTG	RESULTS
1	Paper (thin)
2	Glass (thin)
3	Paper, stack (1 cm)
4	Glass (1 cm)
5	Plaster, hollow wood door, furniture
6	Plastiboard
7	Solid wood door/furniture
8	Electronic equipment, chainlink
9	Ballistic glass, sheet metal
10	Densiplast, small tree
11	Wd door w/metal core/shell, armor glass
12	Brick, large tree
13	Kevlar wallboard
14	Plascrete
15	Concrete
16	Security door
17	Metal beam, thick metal plates
18	Depleted-uranium plating
19	Reinforced concrete
20	Blast bunker

DAMAGE TYPES (SR6 109)

TYPE	EFFECT
Elec	If unsoaked DV - Zapped 2 rounds.
Chem	Corrosive. Mod DV > Armor: Rating -1.
Cold	DV >0: Chill 3 rnds. Mod DV>Armor: DR -1.
Fire	If unsoaked DV - Burning.

LIGHT LEVELS (SR6 119)

DARKNESS	NEAR DARK	LOW	DIM	FULL	BRIGHT
Deep caverns	Moonless Night	Moonlit Night	Twilight	Cloudy Day	Beach at Noon
Dark Basement	Dark Interior	Indicator LEDs	Interior No Lights	Interior Lights	Industrial Lights
In a Dumpster	City Underground	City Alley at Night	City Alley	City Street	Open Field

SCATTER DIAGRAM


```
        7
   6         8
 5             9

4       +       10

 3             11
   2    12
```

RANGES (SR6 316)

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

DODGE (SR6 311)

RANGE	MOD
Ground Zero	-6
Close	-4
Near	-2

SCATTER (SR6 115)

RANGE	THROWN	LAUNCHED
Close	2d6 - (NH+4)	2d6 - (NH - 2)**
Near	2d6 - (NH+2)	2d6 - NH
Medium	2d6 - NH	2d6 - (NH - 2)
Far*	2d6 - (NH-2)	2d6 - (NH - 4)
Extreme*	2d6 - (NH-4)	2d6 - (NH - 6)

*Most characters will not be able to hit this range with a thrown weapon.

**Most launchers will not fire at this range as the safety settings will not allow

†Thrown grenades use the attackers unarmed AR for Close range. Reduce the AR by 1 for Near and by 6 for Medium. AR is 0 for Far and Extreme

META ADJ (SR6 211)

METATYPE	ATTR CHANGES
Dwarf	+1 Bod or Will, +1 Str
Elf	+1 Agil, +1 Cha
Ork	+1 Bod, +1 Str
Troll	+2/+1, Bod or Str

GAS DURATION (SR6 116)

RNG	FULL EFF	1/2 EFF	1/4 EFF	NO EFF
x1	1-5	6-8	9-10	11+
x2	–	1-5	6-8	9+
x3	–	1-4	5-6	7+
x4	–	–	1-5	6+

HEALING (SR6 119)

TYPE	ROLL	DETAILS
First Aid	Biotech + Logic (5-Ess)	≤1 min post cmbt. 1 Stun/Hit. 1 Phys/OV /2 Hits. No kit: -2 DP. No drain.
Medkit	Biotech + Logic (5-Ess)	1 min + 1 min/box healed. 1 Stun/Phys/OVF per NH. No drain.
Magic	Sorcery + Magic	Cannot heal drain.
Natural	Varies	+2 DP if Biotech nurse. Stun: Bod+Will, 1/hour. Phys: Bod x2, 1/day.
Overflow	Bod x2 - Wound Mods	Must be healed first. ≥Bod x2, dead.

ASSENSING (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, power focus, 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 and location of deltaware implants, gene treatments, and nanotech Accurate diagnosis of any disease or toxins affecting the subject Subject is a technomancer or a Monad

OBJECT RESISTANCE TABLE (SR6 129)

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

DETECTION SPELL RESULTS (SR6 134)

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

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.

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. Soaked DV > Mag, Phys

VOLUME REF (SR6 139)

NH	RESULTS	EXAMPLE
1	1/2 m³	Basic refrigerator
2	1 m³	Full-size couch
3	1.5 m³	Motorcycle
4	2 m³	Dumpster
5	2.5 m³	Dining room table & 8 chairs
6	3 m³	Michelangelo's David

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	Tradition Attribute/2 (Round Up)
Weapon Focus DV	As Weapon

ASTRAL TRACK (SR6 161)

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

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.

SPELL TYPES

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

HEAT EFFECTS (SR6 236)

HEAT	EFFECT
0-3	No effect.
4-6	Law enforcement response times cut 25%.
7-9	Law enforcement response times cut 50%.
10	Lowest rating SIN held by team is burned.
11-13	Two extra law enforcement officers respond to call.
14-16	Most wanted list of law enforcement, one of Big 10, or nation.
17+	Elite troops will pursue, across borders too.