

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