

General	Note
Rounding	The general rule of thumb is to round up, unless a specific rule tells you to do otherwise.
Hits	The number of 5 or 6 on a roll.
Net Hits	The number of hits you have that is more than what you needed.
Extraordinary Roll	4 or more Net Hits.
Glitch	If more than half the dice you rolled show a one. A Glitch on an Extended Tests reduce the hits by 1D6.
Critical Glitch	Glitch without any hit.
Buying Hits	1 Hit for each 4 dice in the pool.
Limits	Maximum amount of hits you can apply to the test. Generally only apply to tests derived from a skill and an attribute.
Teamwork Tests	Raise limite by 1 and add 1 die for each hit. The most dice that can be added is equal to the leader's rating in the skill.
Trying Again	Add a cumulative -2 to each retry.
Combat Turns	About 3 seconds. 20 Combat Turns = 1 minute.
Initiative	Reaction + INT
Initiative Dice Max	Start at 1D6 and can go up to 5D6.
Condition Monitors	Physical: (Body / 2) + 8, Stun: (Willpower / 2) + 8
Defaulting	Attribute - 1.
Substituting Skills	Use an other skill with a penalty (p. 130).
Regaining Edge	8 hours of sleep and a meal, enduring a critical glitch, good roleplaying, self-sacrifice, success, being brace or smart...
SIN	Your name, birth date, place of birth, and nation that issued the SIN. A set of biometric data including DNA, retinal scan, and fingerprints.
Street Cred	Gain 1 point for each 10 Karma Earned. Added to Social Tests.
Notoriety	Given by the GM. Add one point per negative quality, minus one point per positive quality. See list of qualities on page 368.
Reducing Notoriety	Permanently sacrificing 2 points of Street Cred for every 1 point of Notoriety.
Carrying Capacity	STR x 10 kilograms. A STR + BOD Test increases the weight by 10 kilograms for each hit. For every 15 kilograms (or part thereof) by which you exceed your carrying capacity, you suffer a -1 modifier to your Physical Limit (minimum limit of 1).
Unadapted Gear	-2 dice modifier.

Edges

Edges	Note
Push the Limit	Add your Edge Rating to your test. Use the Rule of Six. If you decide to use this function after your initial roll, only your Edge dice use the Rule of Six. Allows you to ignore any limit on your test.
Second Chance	Re-roll all dice that did not score a hit on a test roll. Second Chance cannot be used to negate a glitch or critical glitch, it does not use the Rule of Six, and it has no effect on limits.
Seize the Initiative	Move to the top of the initiative order.
Blitz	Roll the maximum of five Initiative Dice for a single Combat Turn.
Close Call	Either negate the effects of one glitch or turn a critical glitch into a glitch.
Dead Man's Trigger	When your character is about to fall unconscious or die, you can spend a point of Edge to make a Body + Willpower (3) test. If you succeed, you may spend any remaining actions you have on a single action before your character blacks out.
Smackdown (Burning Edge)	Success with 4 nets hits.
Not Dead Yet (Burning Edge)	Keep character alive, against all odds.

No more than 1 point of Edge can be spent on any specific test or action at one time.

Healing

Healing	Action	Note
First Aid	Complex	Medkit, within 1 hour, First Aid + Logic [Mental] (2). Each Net Hits heal 1 box (Stun or Physical), max of (First Aid Skill) boxes. Half result if the victim wearing full-body armour. Once per set of wounds and not after a magical heal. 1 Combat Turn per healed box. Can also be used to do a diagnostic.
Natural Healing Stun Damage	Extended	Body + WIL (1 hour). Each Hit heals 1 box of Stun damage.
Natural Healing Physical Damage	Extended	Body x 2 (1 day). Each hit heals 1 box of Physical damage. Stun must be healed first.
Medicine		Medicine + LOG [Mental]. Each hit provides +1 die to the Natural Healing Test. 30 min per day for physical, 10 minutes per hour for Stun. Can also be used to do a diagnostic.
Medkits and Autodocs	Complex	Add Medkit or Autodocs as modifiers.
Magical Healing	Complex	See spells. Cannot heal drain.
Stabilization		First Aid + LOG [Mental] (3) or Medicine + LOG [Mental] (3). Can use Medkits and Autodocs. -2 dice pool modifier per test after the first. Cannot be healed before being stabilize.

See Healing Modifiers Table on page 208.

Actions

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Actions	Actions	Note
Noticing Hidden Gear		Perception + INT [Mental] (1) modified by Concealability Modifiers Table (p. 420).
Actively Hiding Gear		Palming + AGI [Physical] vs Perception + INT [Mental] modified by Concealability Modifiers Table (p. 420). If you're being physically patted down, the searcher can use Agility and his Physical limit instead of Intuition and the Mental limit. Additionally, any negative Concealability modifier is cut in half, and any positive Concealability modifier is doubled.
Turn off wireless device	Free	Hardware + LOG [Mental] (8, 10 minutes) to permanently disable wireless capability.
Climbing	Complex	Gymnastics + STR [Physical]. See Climbing Table on page 134.
Rappelling	Simple	Free-Fall + BOD [Physical] (2). -2 to the other action. An other test to stop the free-fall.
Jumping		Gymnastics + AGI. 1 meter per hit on a standing jump or 2 meters for a running leap. Limit of 1.5 meters x AGI.
Escape		Artist + AGI [Physical]. See Escape Artist Table on page 135 for threshold.
Perception	Simple	Perception + INT [Mental]. See Perception Test Modifiers on page 135 and 136.
Sprint (Running)		Running + STR [Physical]. Each hit add 1 (Dwarf and Troll) or 2 meters based on your metatype. See Movement on page 161. You can run for (BOD + Running) x 10 minutes. Characters are allowed a maximum number of Sprinting tests equal to half their Running skill per Combat Turn, minimum of 1. See Fatigue from Running, p. 172.
Stealth		Sneaking + INT [Mental] vs Perception + INT (see page 135 for modifier) [Mental] or Sneaking + INT [Mental].
Disguise		Disguise + INT [Mental]. The number of net hits rolled is the threshold for the perception roll. Impersonation + CHA [Social] net hits add to threshold. If you use a Disguise Kit, add half the threshold to the Disguise Test up to 4.
Survival		Survival + WIL [Mental]. See Survival Test Table on page 137 for the threshold. One test per day. A fail is twice the threshold as Stun damage.
Swimming	Simple	Average of AGI and STR meters per Combat Turn. Sprint with Swimming + STR [Physical]. 1 or 2 meters based on your metatype. You can tread water for a number of minutes equal to your STR. After roll Swimming + STR [Physical] (2) to tread for the same amount of time. A fail is 1 Stun damage (can't resist). If you have a flotation device, double the time between tests.
Holding your breath		60 seconds (or 20 Combat Turns). Swimming + WIL, add 15 seconds per Net Hits. 1 Stun damage (can't resist) per Combat Turn after.
Tracking		Tracking + INT [Mental] or Tracking + INT [Mental] vs Sneak + Agility [Physical].
Performance	Simple	For diversion use Performance + CHA [Social] vs CHA + WILL [Mental]
Etiquette		Etiquette + CHA [Social] vs Perception + CHA [Social]. 3 net hits improve attitude.
Instruction		Need a Rating 4 skills or more. Instruction + CHA [Social]. Hit reduces the time to improve skill by a day (see Advancement on page 103).
Leadership	Complex	Leadership + CHA [Social]. Command: Resisted with Leadership + WIL [Mental]. Become leader for 1 Combat Turn for each Net Hit. Direct: Act as a Teamwork Test for one subordinate's skill or Composure. Inspire: Act as a Teamwork Test for one subordinate's Surprise. Rally: Add 1 to Initiative for every 2 hits.
Building & Repairing	Extended	May require certain tools or facilities. See Build/Repair table on page 146.
Forgery	Extended	Forgery + LOG [Mental or Physical]. Detecting forgery is Perception + INT [Mental] or Forgery + INT [Mental].
Navigation	Simple	Navigation + INT [Mental]
Knowledge Skill		Knowledge Skill + INT or LOG. See table on page 149.
Language		See Language Skill table on page 151. You can't add more dice from your Social skill than you have in the language you (attempt to) speak.
Composure		WIL + CHA
Judge Intentions		CHA + INT vs WIL CHA.
Lifting/Carrying		Lifting is 15 kg per STR. STR + BODY add 15 kg per Hit. Above the head is 5kg per STR and 5kg per Hit. Carrying is 10 kg per STR and 10 kg per Hit.
Memory		LOG + WIL (Knowledge table on page 149).
Bypass a BTL	Extended	Hardware + Logic (10, 1 hour). See page 413.

Combat	Note
Declare	Declare attack and defense.
Attack	Combat Skill + Attribute +/- modifiers [Limit].
Defend (Phase 1)	Reaction + INT +/- modifiers. Compare Net Hits. More hits is a hit, equal is a grazing hit (no damage by touch) and less is a miss.
Defend (Phase 2)	Add the Net Hits of the attack to the DV of the Weapon. Reduce the Armor by the AP Value of the Attack. If the modified DV is equal or over the modified AV, the damage is Physical (Stun if not). Roll Body + modified Armor (if over 0) to resist damage.
Apply Effect	Apply damage to Condition Monitor. Knockdown if damage after resistance is equal to Physical limit (or higher) or 10. See page 194.

Combat

Combat	Note
Declare Actions	2 Simple Actions or 1 Complex Action. 1 Free Action per Action Phase.
Initiative Score	Roll the Initiate Dice and add the Initiative attribute. You can use Edge up to a maximum of 5D6.
Delaying Actions	-1 dice pool.
Running	Use a Free Action in each Initiative Pass. -2 dice to all actions. Characters making a ranged attack against a running opponent suffer a -2 dice pool penalty.
Sprinting	See running. Characters making a ranged attack against a sprinting opponent suffer a -4 dice.
Running to melee	+ 4 dice (making a net bonus of +2 when combined with the general penalty).
Armor	If the modified Damage Value (DV) of an attack causing Physical damage is less than the AP-modified armor rating, then the attack causes Stun damage instead of Physical damage.
Encumbrance	The maximum bonus from an armor is limited to STR. -1 to Agility and Reaction for every 2 points over STR.
Stun Overflow	For every two full boxes of excess Stun damage, carry over 1 box to the Physical damage track.
Physical Overflow	Instant death occurs only if damage overflows the Physical damage track by more than the character's Body attribute.
Bleeding	Lose 1 physical box every (Body) minutes.
Acid Damage	Reduce armor by 1. Damage for is DV (-1 cumulative) each Turn.
Cold Damage	Make an Armor test. If not hits, the armor break.
Electrical Damage	-1 dice pool (except for Damage resistance test), -5 initiative for 1 turn (not cumulative). Electronics and Drones suffers Half the damage in Matrix damage instead. Vehicles do not suffer secondary damage.
Fire Damage	Armor Value + Fire Resistance - Fire AP (See page 171). The threshold is the net hits of the attack. Fire causes 3 DV per turn. Increasing by 1 each turn. Agility + INT to reduce fire by Net Hits.
Falling Damage	1 DV per meter with an AP of -4. Body + Armor test to resist. 50 meters first turn, 150 on the second and a max of 200 meters.
Fatigue Damage	Resited with Body + WIL (no armor). Sprinting cause a cumulative of 1S DV each consecutive phase or turn you are sprinting.
Starvation	After 24 hours suffer a cumulative 1S. Each 6 days for hunger, each 2 days for thirst and each 3 hours of sleep.
Recoil compensation	1 + (STR / 3 rounded up) and the Weapon compensation of the Weapon if the weapon is ready to fire.
Recoil calculation	Number of bullets you want to fire minus your Recoil Compensation. The result is your penalty to your attack roll.
Recoil	Recoil is cumulative over Action Phase and Combat Turn unless the character takes a Simple Action or Complex Action to do something else. Recoil is cumulative to the character, not the weapon.
Single Shot (SS)	Do not cause Recoil.
Mounted Weapons	Recoil Compensation equal to the Body of the vehicle plus any build in bonus.
Using Bow	If STR is under the required STR, suffers -3 dice pool per point below. The base damage equal the lower of bow or arrow rating.
Using Cover	A tie in the opposing test hit the target through the cover. See Barriers on page 197.
Surprise tests	REA + INT (3). Alerted character get +3 dice pool. Failure give -10 Initiative Score and no Defense Test (Use Edge to prevent).
Ambushing	+6 dice pool to Surprise Test.
Knockdown	If damage is equal or higher than Physical Limit or 10, the character is knockdown.

Call shots

Call Shots	Note
Blast out of Hands	Item sent flying (Net Hits -1) meters.
Dirty Trick	-4 dice pool on next action.
Harder Knock	Set damage to Stun.
Knock Down (melee only)	Normal attack, if he scores more hits Than the defender, compare STR + Net Hits and Defender's Physical Limit. No damage.
Shake Up	Normal attack (and damage). Opponent lose 5 Initiative Score if attack hit.
Splitting the Damage	Opposant wear armor and AP is less than Armor. Split damage between Stun and Physical. If modified DV is less than the modified AV it only do half damage (stun only).
Trick Shot	Add the Net Hits to an Intimidation Test after the shot.
Vitals	+ 2 DV.

Combat Actions

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Combat	Action	Note
Call A Shot	Free	Declare Called Shot with Attack for -4 Modifier. See page 195.
Change Linked Device Mode	Free	Change Device Mode via Direct Neural Interface. Change Smartgun Mode (Fire Mode, Choke, etc...)
Drop Object	Free	May damage object.
Drop Prone	Free	Avoids Suppressive Fire. Suffer a -1 dice pool penalty in melee.
Eject Smartgun Clip	Free	Mental Command
Gesture	Free	INT (2) to interpret unknown gesture.
Multiple Attacks	Free	Split Attack Dice Pool to attack Multiple Targets. Max is half attacker's Combat Skill.
Run	Free	Change Movement Speed.
Speak/Text/Transmit Phrase	Free	Speak, send text or transmit phrase.
Activating a Focus	Simple	Free action to deactivate.
Call/Command/Dismiss Spirit	Simple	Call, Command or Dismiss Spirit.
Change Device/Gun Mode	Simple	Fire Mode, Choke, Vision System, disabled wireless, etc...
Fire Weapon (SA, SS, BF, FA, Bow)	Simple	Refer to Fire Mode Table on p. 180. Only one Attack per Weapon per Action Phase. BF: 3 bullets, FA: 6 bullets.
Fire Heavy Weapon	Simple	Heavy Weapons + AGI [Accuracy] (3). See Scatter and Blast Effects (p. 182).
Insert or Remove Clip	Simple	Insert or Remove Ammo of type clip (c).
Observe in Detail	Simple	Perception + INT [Mental].
Pick Up/Put Down Object	Simple	Without Damaging Object.
Quick Draw	Simple	Weapon Skill + REA [Mental] (3) to Ready & Fire. Quick-Draw holster reduce the threshold to 2.
Ready/Draw Weapon/Nock Arrow	Simple	Ready or Draw Weapon. Nock Arrow. AGI / 2 small weapons.
Reckless Spellcasting/Conjuring	Simple	Cast spell as a Simple Action. +3 Drain Value.
Shift Perception	Simple	Shift perception to or from Astral Space.
Stand Up	Simple	From prone, BOD + WIL (2) if wounded.
Take Aim	Simple	+1 Modifier or +1 Accuracy up to half WIL (round up).
Take Cover	Simple	Gain Cover Bonus. (SR5, p.166)
Throw Weapon	Simple	Only one Attack per Action Phase. For grenade: Throwing Weapons + AGI [Physical] (3). See Scatter (p. 182).
Use Simple Device	Simple	Thumb Trigger, Single Key, Single Icon, Button, etc...
Sensor Attack	Simple	Perception + INT [Sensor] or Pilot + Clear sight [Sensor]. Or versus Infiltration + AGI [Physical] or Infiltration + REA [Handling] or Pilot + [Model] Stealth [Handling].
Active Targeting (Locking)	Simple	The Net Hits of the Sensor Attack is applied as a negative modifier to the defense.
Astral Projection	Complex	Shift consciousness to the astral plane.
Cast spell, Banish or Summon	Complex	Cast a spell, summon or banish a spirit.
Fire Weapon (SB, LB, FA, FB)	Complex	Refer to Fire Mode Table on page 180. Load and fire a bow.
Suppressive Fire	Complex	Weapon Skill + AGI [Accuracy]. Hits results in dice pool penalty. Running in the suppressed area need a REA + Edge test. The threshold is the Net Hits of the Suppressive Fire. Weapon's DV if failed.
Fire Mounted or Vehicle Weapon	Complex	Gunnery + AGI [Accuracy] or Gunnery + LOG [Accuracy] for remote operated systems.
Drone Gunnery	Complex	Pilot + [Weapon] Targeting autosoft rating (p. 269) [Accuracy].
Melee Attack	Complex	Combat Skill + AGI [Accuracy] vs Reaction + INT. Add Reach difference to defense (positive or negative).
Subduing	Complex	Compare attack Net Hits + STR and defender's Physical Limit. Complex Action to maintain the grapple.
Additional Subduing	Complex	Better grip: +2 bonus, add Net Hits to latest test, Inflict Stun: DV equal STR, Knockdown: Call shot at +2.
Break the Lock	Complex	Unarmed Combat + STR [Physical] (Number of Net Hits of the Subduing). Consider prone.
Melee Teamwork	Complex	Combat Skill + AGI [Accuracy] vs INT. Add Hits to next attacker as a bonus. Max of 3 teamwork attacks.
Reload Weapon	Complex	Reload ammo of type (belt), (b), (cy), (m), (muzzle loader), (speed loader).
Rigger Jump In	Complex	A character with a VCR and rigger adapted vehicle may jump in to control the vehicle.
Sprint	Complex	See Sprint in the action list above.
Use Skill	Complex	See Skills.
Avoid Interception	Complex	AGI + Gymnastics (1). Each Net Hits allows to move past one opponent.
Block	Interrupt	Cost 5 Initiative, add Unarmed Combat skill [Physical] to one Melee Defense test.
Dodge	Interrupt	Cost 5 Initiative, add Gymnastics skill [Physical] to one Melee Defense test.
Full Defense	Interrupt	Cost 10 Initiative, add WIL to All Defense until next Round.
Hit the Dirt	Interrupt	Cost 5 Initiative, Drop Prone to avoid Suppressive Fire.
Intercept	Interrupt	Cost 5 Initiative, Melee Attack against Passing For within Reach. If damage equal body, character stop.
Parry	Interrupt	Cost 5 Initiative, add Melee Weapon Skill [Physical] to one Melee Defense test.