

TURN = MOVE + ACTION

- Move up to MOVE Stat in m/yds x 2.
- Make a Melee or Ranged **Attack**.
- **Get into a vehicle**.
- **Get up** after being Prone.
- **Grab** an object of opponent.
- **Hold an Action** until later in the Round.
- **Run** to take an additional Move Action.
- **Stabilize** a target.
- **Start a vehicle**.
- **Throw** a grabbed opponent or object.
- Take **Actions in the NET**
- **Use an object**.
- **Use a Skills**

STAT + SKILL + 1D10

ATTACK VS DEFENCE OR ACTION VS DIFF.

DIFFICULTY	DV
Simple	9
Everyday	13
Difficult	15
Professional	17
Heroic	21
Incredible	24
Legendary	29

CONDITION	MOD
Night or low lighting conditions	-1
Have never done this before	-1
Complex task	-2
Don't have right tools or parts	-2
Slept uncomfortable the night before	-2
Under extreme stress	-2
Exhausted	-4
Extremely drunk or sedated	-4
Trying to perform task secretly	-4
Task obscured by smoke, darkness	-4

SKILLS

BODY SKILLS

Athletics (DEX)
Contortionist (DEX)
Dance (DEX)
Endurance (WILL)
Resist Torture/Drugs (WILL)
Stealth (DEX)

CONTROL SKILLS

Drive Land Vehicle (REF)
Pilot Air Vehicle (x2) (REF)
Pilot Sea Vehicle (REF)
Riding (REF)

FIGHTING SKILLS

Brawling (DEX)
Evasion (DEX)
Martial Arts (x2) (DEX)
Melee Weapon (DEX)

RANGED WEAPON SKILLS

Archery (REF)
Autofire (x2) (REF)
Handgun (REF)
Heavy Weapons (x2) (REF)
Shoulder Arms (REF)

EDUCATION SKILLS

Accounting (INT)
Animal Handling (INT)
Bureaucracy (INT)
Business (INT)
Composition (INT)
Criminology (INT)
Cryptography (INT)
Deduction (INT)
Education (INT)
Gamble (INT)
Language (INT)
Library Search (INT)
Local Expert (INT)
Science (INT)
Tactics (INT)
Wilderness Survival (INT)

SOCIAL SKILLS

Bribery (COOL)
Conversation (EMP)
Human Perception (EMP)
Interrogation (COOL)
Persuasion (COOL)
Personal Grooming (COOL)
Streetwise (COOL)
Trading (COOL)
Wardrobe & Style (COOL)

TECHNIQUE SKILL

Air Vehicle Tech (TECH)
Basic Tech (TECH)
Cybertech (TECH)
Demolitions (x2) (TECH)
Electronics/Security Tech (x2) (TECH)
First Aid (TECH)
Forgery (TECH)
Land Vehicle Tech (TECH)
Paint/Draw/Sculpt (TECH)
Paramedic (x2) (TECH)
Photography/Film (TECH)
Pick Lock (TECH)
Pick Pocket (TECH)
Sea Vehicle Tech (TECH)
Weaponstech (TECH)

AWARENESS SKILLS

Concentration (WILL)
Conceal/Reveal Object (INT)
Lip Reading (INT)
Perception (INT)
Tracking (INT)

PERFORMANCE SKILLS

Acting (COOL)
Play Instrument (TECH)

SPECIAL ABILITIES

BACKUP (PG 158)

Calling Help

CHARISMATIC IMPACT (PG 144)

Venues Size. Impact on a Fan (DV8), a Small Group (DV10), or a Huge Group (DV12)

COMBAT AWARENESS (PG 146)

Damage Deflection (2 pts per -1 Damage)
Fumble Recovery (4 pts to ignore)
Initiative Reaction (1 pt for +1 Initiative)
Precision Attack (3 pts per +1 attack)
Spot Weakness (1 pt per +1 Damage)
Threat Detection (1 pt per +1 Perception)

CREDIBILITY (PG 151)

Rumors (add to skill for rumors) & Publishing (Access to sources, Audience reach, Believability, Impact)

INTERFACE (PG 147)

NET Actions (2, 3, 4, or 5) to use Backdoor, Cloak, Control, Eye-Dee, Pathfinder, Scanner, Slide, Virus, or Zap.

MAKER (PG 147)

Field Expertise (bonus to Tech skill), Upgrade Expertise (improve tech), Fabrication Expertise (Make stuff), or Invention Expertise (Invert new stuff)

MEDICINE (PG 149)

Surgery (Healing++ & Life Saving)
Pharmaceuticals (Drugs are bad!)
Cryosystem Operation (Life on Ice)

MOTO (PG 161)

Vehicle Familiarity (+ to Vehicle Control & Tech)
Motorpool (Vehicle Gear access + Upgrades)

OPERATOR (PG 159)

Contacts (access to people), Reach (access to goods. Night Markets, Pg 338), Haggle (Bonus to Trading), and Grease (Knowledge of the Streets, aka Local Expert)

TEAMWORK (PG 153)

Gear, Housing, Health Insurance, and Team Members.