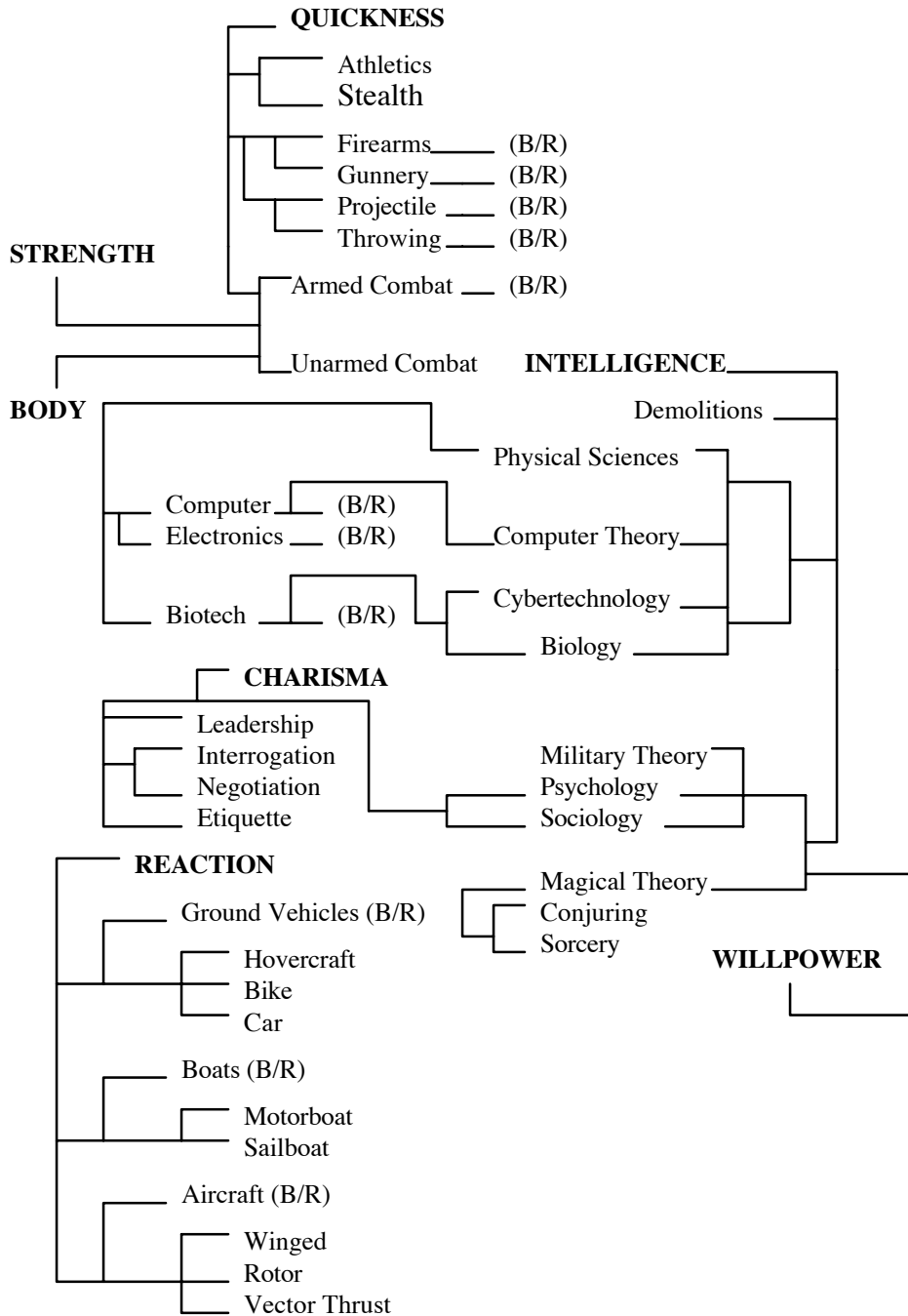


# GM HANDBOOK BY PHILL STEELE

(Don't enter the sprawl without one !)

Version 1.0

## GENERAL INFORMATION



### SKILL SUCCESS TABLE

Difficulty	Target Number
Simple	2
Routine	3
Average	4
Challenging	5
Difficult	6-7
Strenuous	8
Extreme	9
Nearly Impossible	10

### RUNNING TABLE

Race	Running Modifier
Human	x3
Dwarf	x2
Elf	x3
Ork	x3
Troll	x2

## VISIBILITY TABLE

Condition	Type Of Vision		
	Normal	Low-Light	Thermographic
Full Darkness	+8	+8/+8	+4/+2
Minimal Light	+6	+4/+2	+4/+2
Partial Light	+2	+1/0	+2/+1
Glare	+2	+4/+2	+4/+2
Mist	+2	+2/0	0
Light Smoke/Fog/Rain	+4	+4/+2	0
Heavy Smoke/Fog/Rain	+6	+6/+4	+1/0
Thermal Smoke	As smoke	As smoke	As normal

## SOCIAL SKILL TABLE

Situation	Target Modifier
With respect to the character, the NPC is:	
Friendly	-2
Neutral	+0
Hostile	+4
An enemy	+6
Suspicious	+2
Player's desired result is:	
Advantageous to NPC	-2
Of no value to NPC	+0
Annoying to NPC	+2
Harmful to NPC	+4
Disastrous to NPC	+6

## RACISM TABLE

Dice Result	Racial Bias
1	All, except own race
2	Humans
3	Elves
4	Dwarfs
5	Orks
6	Trolls

**RACISM** Roll 2D6 then subtract 6, if positive the result is the number of racism points an NPC has. Now roll 1D6 and determine which race the NPC is racist towards.

## BUILD/REPAIR TABLE

Situation	Target Number
Working Conditions :	
Bad	+2
Terrible	+4
Superior	-1
Tools are :	
Unavailable	Usually not allowed
Inadequate	+2
Working from memory	+(5-Intelligence)

## BUILD AND REPAIR SKILLS

For a rough guide to the time in hours to build something, take the price and divide by 10 (for armed-combat type equipment) , 20 for vehicles and 50 for electronics, cyberware etc.. For TN's range from 4-8 depending on how complicated the item is.

## KNOWLEDGE SKILL TABLE

Situation	Target Number
Character is seeking:	
General knowledge	3
Detailed knowledge	5
Intricate knowledge	8
Obscure knowledge	12
Number of Successes	Result
1	General knowledge, no details
2	Detailed information, with some minor points inaccurate.
3	Detailed information, with some minor points obscure or missing.
4	Detailed and accurate information.

## LANGUAGE SKILLS TABLE

Situation	Target Number
Speaking dialect	+2
Universal concept (hunger, fear etc..)	2
Basic conversation (concerns of daily life)	4
Complex subject (special interest topic)	6
Intricate subject (anything technical)	9
Obscure subject (deep technical/rare knowledge)	11

## PERCEPTION TEST MODIFIERS TABLE

Base TN of 4

<b>Situation</b>	<b>Modifier</b>
Perceiver is distracted	+2
<b>Sight</b>	
Very small object	+6
Object partially hidden	+2
Object brightly coloured	-2
Action very obvious	-4
Action not obvious	+4
Visibility modifiers	see Visibility table
Appropriate camouflage (ie woodland in the woods)	+4
Inappropriate camouflage (ie desert in the woods)	-2
<b>Sound</b>	
Single gunshot	-2
Silenced single gunshot	0
Burst fire	-4
Sound-suppressed burst fire	-2
Full autofire	-6
Sound-suppressed autofire	-4
Grenade blast	-8
A person's yell	-2
Sound is rooms away	+2
Sound is on same floor	+4
Sound is floors away	+6
Perceiver has active sound enhancements	Rating or -2
<b>Smell</b>	
Odour obvious	-4
Other odours present	+2
<b>Touch</b>	
Temperature extreme (hot or cold)	-4
Perceiver wearing gloves	+2
<b>Taste</b>	
Taste obvious	-4
Perceiver has a cold	+2
<b>Magic</b>	
Spell	2 x magic attribute of caster - force of the spell
Astral presence	10 - force

## PERCEPTION SUCCESS TABLE

<b>Successes</b>	<b>Resulting Perception</b>
1	That something is there, but little else.
2	Something is definitely there and the perceiver suspects what kind of thing it is.
3	The perceiver knows what kind of thing it is, and suspects it's exact nature.
4+	The perceiver knows what it is, but has no specifics without further information or examination.

## FINDING A FENCE TABLE

Base TN of 4

<b>Situation</b>	<b>Modifier</b>
Using a regular contact	-1
Disposing of standard gear	-1
Disposing of hi-tech or other important loot	+1
Disposing of hot loot	+3
While being sought by the police	+1
While being sought by a corp or organised crime	+2
Magical loot (foci, spell formula etc)	+2

## COMBAT INFORMATION

### WEAPON RANGE TABLE

Type Target Number	Short 4	Medium 5	Long 6	Extreme 9
<b>Firearms</b>				
Hold-Out Pistol	0-5	6-15	16-30	31-50
Light Pistol	0-5	6-15	16-30	31-50
Heavy Pistol	0-5	6-20	21-40	41-60
SMG	0-10	11-40	41-80	81-150
Taser	0-5	6-10	11-12	13-15
Shotgun	0-10	11-20	21-50	51-100
Sporting rifle	0-30	31-60	61-150	151-300
Sniper Rifle	0-40	41-80	81-200	201-400
Assault Rifle	0-15	16-40	41-100	101-250
LMG	0-20	21-40	41-80	81-150
<b>Heavy Weapons</b>				
MMG	0-40	41-150	151-300	301-500
HMG	0-40	41-150	151-400	401-800
Assault Cannon	0-50	51-150	151-450	451-1 300
Grenade Launcher	5-50	51-100	101-150	151-300
Missile Launcher	20-70	71-150	151-450	451-1 500
<b>Impact Projectiles</b> < All values are x Str >				
Bow	0-1	10	30	60
Light Crossbow	0-2	8	20	40
Medium Crossbow	0-3	12	30	50
Heavy Crossbow	0-5	15	40	60
Thrown Knife	0-1	2	3	5
Shuriken	0-1	2	5	7

### MELEE MODIFIERS TABLE

Situation	Modifiers
Character has friends in the melee	-1/friend <max -4>
Opponent has friends in the melee	+1/friend <max +4>
Visibility impaired	See visibility table
Character is wounded	Injury Modifier
Character's weapon has longer reach	-1/point longer
Character's weapon has inferior reach	+1/point shorter
Character attacking multiple targets	+2/target
Character has superior position	-1
Opponent prone	-2
Stun weapon inflicting physical damage	+4

### FIRE MODE TABLE

Firearm Type	Fire Mode
Hold-out Pistol	Single-shot or semi-auto
Light Pistol	Semi-auto only
Taser	Single-shot or semi-auto
Heavy Pistols	Single-shot or semi-auto
SMG	Semi-auto, burst-fire and/or full-auto
Shotguns	Semi-auto or burst-fire.
Assault Rifle	Semi-auto, burst-fire and/or full auto
Sporting Rifle	Semi-auto only
Sniper Rifle	Semi-auto only
LMG	Burst-fire and/or full auto
MMG & HMG	Full-auto only
Assault Cannon	Single-shot only

### ARMOUR DEGRADATION

<Optional>

If a character suffers a moderate <physical> wound or greater then their armour may be compromised. For each multiple that the power of the attack exceeds the rating of the armour reduce the armour by that multiple. Hardened body or vehicle armour is also subject to this rule but not critter armour.

## RANGED COMBAT MODIFIERS TABLE

Situation	Modifier
Recoil, Semi-automatic	+1 for second shot fired that Combat Phase
Recoil, Burst-fire	+3 per burst that Combat Phase
Recoil, Full-auto	+1 per previous round fired that Combat Phase
Recoil, Heavy Weapon	+2 per cumulative round fired that phase
76%-100% target visible	+0
51%-75% target visible	+2
26%-50% target visible	+4
1%-25% target visible	+6
0% target visible	+8 (blind fire)
Attacker in cover	1/2 penalty received by the target (ie attacker is 60% visible to target then the attacker takes a +1)
Visibility impaired	See visibility table
Multiple targets	+2 per additional target that Combat Phase
Target Running	+2
Target Stationary	-1
Attacker In Melee Combat	+2 per opponent
Attacker Running	+4
Attacker Running <difficult ground>	+6
Attacker Walking	+1
Attacker Walking <difficult ground>	+2
Attacker Wounded	See Injury Modifications
Smartlink <with smartgun>	-2
Smart Goggles <with smartgun>	-1
Laser Sight	-1
Using a second firearm	+2
Aimed Shot	-1 per Simple Action
Image Magnification	Special
Recoil Compensation	Reduces recoil modifier
Gyro Stabilisation	Reduces recoil or movement modifier
Strength reduction to recoil	
1-4 strength	No effect
5-6 strength	-1 to recoil
7-8 strength	-2 to recoil
9-10 strength	-3 to recoil
11-12 strength	-4 to recoil
Moving targets <stationary attackers have speed of 5>	
Speed less or equal to attacker	0
Target's speed twice as fast	+2
Twice to three times higher	+4
More than three times higher	+6

### GRENADE RANGE TABLE

Type	4 Short	5 Medium	8 Long	9 Extreme	Scatter	Power Reduction
Standard <xStr>	0-3	5	10	20	1D6 meters	-1/m
Aerodynamic	0-3	5	20	30	2D6 meters	-2/m
Grenade Launcher	5-50	To 100	To 150	To 300	3D6 meters	-1/m
HER/HEM	20-70	To 150	To 450	To 1500	2D6 meters	-1/m
APR/APM	As HER/HEM				2D6 meters	-2/m
AVR/AVM	As HER/HEM				2D6 meters	-8/m

### BARRIER RATING TABLE

Material	Rating
Standard Glass	2
Cheap Material/Regular Tires	3
Average Material/Ballistic Glass	4
Heavy Material	6
Reinforced/Armoured Glass	8
Structural Material	12
Heavy Structural Material	16
Armoured/Reinforced Material	24
Hardened Material	32

### BARRIER EFFECT TABLE

Power of Attack	Effect
Power less than 1/2 adjusted Barrier Rating	No effect, barrier holds, minor cosmetic damage
Power equal to or greater than 1/2 adjusted Barrier Rating, up to the rating	Barrier damaged, reduce Barrier Rating by 1
Power greater than adjusted Barrier Rating	For every increment equal to half the Barrier Rating that the Power exceeds that rating, a one-half meter hole is opened and the Barrier Rating reduced by 1.

### RULES FOR BARRIERS

Grenades	Compare twice the barrier's rating against power of the blast. Compare against barrier effect table, if barrier falls reduce grenade blast by the original barrier rating.
Demolitions	Using normal barrier rating, use demolitions test <TN 2> to increase the power of the explosives.
Firing Through	Defender gets the barrier rating as additional armour. Attacker may well have a blind fire modifier.  If the power does not exceed the barrier rating then a round is stopped dead but the barrier may be damaged <see barrier effect table>.  Against blunt attacks <ie fists> use normal barrier rating. Against edged attacks use twice the barrier rating.
Break Through	Used to get through the door. For ranged attacks use twice the barrier rating. Against melee attacks use twice the barrier rating. Against normal combat spells use twice the barrier rating, for damaging manipulations use the normal barrier rating.  Regular doors open when it's barrier rating is reduced to 1/2. Security doors must be reduced to rating 0.
Missiles/Rockets	Anti vehicular types use 1/2 barrier and 1/2 vehicle armour ratings. Treat HER as grenades, treat APR's as flechette rounds.

## **VEHICLE INFORMATION**

### **VEHICLE COMBAT TURN**

#### **1. Determine Initiative**

Before determining initiative, resolve A and B below for riggers. Once that has been done, determine initiative normally.

##### **A. Allocate Control Pool Dice**

The rigger must decide which dice from the Control Pool will be available for the remainder of the vehicle turn, and which are to be used in the vehicle position test.

##### **B. Make Position Test**

Roll appropriate vehicle skill and any control pool dice against a TN of handling modified by the terrain. Each driver decides whether they will flee, pursue or fight. For fleeing and pursuing vehicles the driver and the vehicles occupants get a potential of 1 action for every 2 successes on the test. Also for every success the vehicle travels a number of meters equal to the cruising speed. For fighting vehicles every success give the vehicles occupants the potential of 1 action. Vehicles travel a distance equal to the cruising speed for every 2 successes.

#### **2. Resolve Actions**

Drivers must spend at least one action controlling their vehicles or make a crash test at the end of the turn.

#### **3. Begin New Combat Turn**

Before this occurs an escape test can be made if the fleeing vehicle had more successes than pursuing vehicles on the positioning test. Roll highest occupants intelligence in the pursuing vehicle against a TN of the net successes gained by the fleeing vehicle modified by the escape test table.

### **CRASH TEST**

Required if subject of a successful ram or vehicle takes serious or worse damage. Power = cruising speed / 10, see table for category. Use body and 1/2 armour to roll, only armour reduces the power though. Passengers take the same power that the car took - car armour and personal impact armour and suffer a damage category = to whatever damage was left after the impact.

### **RAMMING**

Can be tried by a vehicle when distance is less than 1 meter. Each side rolls (drivers skill + body + 1/2 armour - handling) TN = (body of opponent + 1/2 armour - terrain modifier), control pool also applies. Driver that loses makes a crash test, for a tie nothing happens.

**POSITION TEST MODIFIERS**

<b>Terrain</b>	<b>Modifier</b>
Open	0
Normal	+1
Restricted	+2
Tight	+4

**CRASH TEST TABLE**

<b>Terrain</b>	<b>Modifier</b>
Open	-1
Normal	0
Tight	+2
Restricted	+4

**IMPACT TABLE**

Power = cruising speed / 10

<b>Speed</b>	<b>Damage Category</b>
1-20	Light (L)
21-60	Moderate (M)
61-200	Serious (S)
201+	Deadly (D)

**RAMMING TABLE**

<b>Terrain</b>	<b>Modifier</b>
Open	0
Normal	-2
Restricted	-3
Tight	-4

**ESCAPE TEST MODIFIERS**

<b>Terrain</b>	<b>Modifier</b>
Open	-4
Normal	-2
Tight	0
Restricted	+2

**VEHICLE DAMAGE MODIFIERS**

<b>Vehicle Damage</b>	<b>Target Number</b>	<b>Initiative</b>	<b>Speed</b>
Light	+1	-1	No change
Moderate	+2	-2	75 %
Serious	+3	-3	50 %

**VEHICLE OPERATION TABLE**

Base is handling of vehicle, roll only skill + autopilot.

<b>Situation</b>	<b>Target Number</b>	<b>Modifier</b>
Complex controls	+1	
Unfamiliar vehicle		
Non-stressful situation	+1	
Stressful situation	+3	
Large vehicle of type	+2	
Very large vehicle of type	+3	
Bad conditions	+2	
Terrible conditions	+4	
Rigger in control	-(VCR level x 2)	



## DAMAGE AND HEALING INFORMATION

### DAMAGE LEVEL TABLE

Damage Type	Number of Boxes Filled in	Injury Modifier	Initiative Modifier
Light	1	+1	-1
Moderate	3	+2	-2
Serious	6	+3	-3
Deadly	10	<Unconscious or about to die>	

### MEDICAL ASSISTANCE

These tables are used when the body will not heal on it's own and requires medical attention. Only body is rolled but the carer must be a proper doctor.

### HEALING TABLE

Damage Level	Base Time	Min Time	Target Number	Min. Lifestyle
Deadly	30 days	3 days	10	Hospitalised
Serious	20 days	2 days	8	High
Moderate	20 days	1 day	6	Middle
Light	24 hours	2 hours	4	Low

### MEDICAL COSTS

Service	Cost
Paramedic first aid	
Deadly	400
Serious	200
Moderate	100
Light	50
Doctor's services	
Deadly	400 per day
Serious	200 per day
Moderate	100 per day
Light	50 per day
Hospitalisation Lifestyle (includes doctor's fees)	500 per day
Intensive care	1 000 per day

### DEADLY WOUNDS AND PERMANENT DAMAGE

When a character takes deadly damage they may suffer permanent damage. Roll body against a TN of 4, +2 if a trauma patch was used.

**0 Successes** A point has been lost from a character's stat <roll> and the racial maximum is reduced by 1 point.

**1 Success** A limb, eye or ear is mangled beyond repair <roll>. A replacement is needed.

**2 Successes** No damage

### NATURAL HEALING

#### STUN DAMAGE

Base time of 1 hour per box roll body or willpower against a TN of 2 modified by injury mods. Successes just reduce the base time.

#### PHYSICAL DAMAGE

Takes alot longer than stun damage make a body test, no cyberware, against the following table. If success the wound will heal after a long time with no assistance. No successes necessitate medical assistance.

### WOUND TABLE

Wound Level	Target Number
Light	2
Moderate	4
Serious	6

### DOCTORING TABLE

Situation	Modifier
Intensive care (hospital only)	-2
Long-term magical care	-2
Conditions (only 1 applies)	
Not in hospital or clinic	+2
Bad conditions	+3
Terrible conditions	+4
Patient is a magician	+2
Patients natural body is	
1-3	+0
4-6	-1
7-9	-2
10 or more	-3
Patients natural willpower is	
1-3	+0
4-6	-1
7-9	-2
10 or more	-3

**BODY PART TYPES**

Body Part	Base Time To Grow	Cost
Eye or small organ	3 weeks	7 500
Large organ	5 weeks	15 000
Hand/Foot	6 weeks	15 000
Limb	8 weeks	25 000

**BODY PART GRADES**

Grade	Availability	Compatibility	Cost
Clonal	Must grow	100 %	Base x 2
Type O	3 in 6	90 %	Base
Type G	5 in 6	75 %	Base x 0.8
2nd Hand	Always	3D6 x 5 %	Base x 0.4

**Compatibility Chance of failure under stress**

100 %	No chance
90-99 %	3 or less on 2D6
70-89 %	4 or less on 2D6
40-69 %	5 or less on 2D6
10-39 %	6 or less on 2D6

**FIRST AID**

This must be applied in the 'golden hour' after an injury is received. Deadly wounds can only be stabilised, if a biotech roll fails to stabilise then a body roll is made against a TN of 10. If that succeeds the body stabilises on it's own, if not then another chance can be made when professional aid arrives. If all fails a trauma patch can be applied, roll natural body against a TN of 4 + rating of dermal plating and/or blood filtering system.

Magical healing precludes any other type of healing, each success reduces damage by one box.

**FIRST AID TABLE**

Condition Level	Target Number	Treatment Time
Light	4	10 minutes
Moderate	6	20 minutes
Serious	8	30 minutes
Deadly	10	Special

**Target Number Modifiers**

Situation Modifier	
Patient is a magician	+2
Bad conditions	+1
Terrible conditions	+3
Patient's Body Attribute	
1-3	+0
4-6	-1
7-9	-2
10 or more	-3
No medkit available	+4

## MAGICAL INFORMATION

### Spell Targeting

Sight is the key factor when choosing a target <particularly combat spells> so visibility mods have to be applied and anything else that might cause distraction to the spell caster <eg sustaining another spell, being in melee combat etc.. >. Target number of inanimate objects depends on the object.

### BASE SPELL TARGET NUMBER TABLE

Spell Type/Condition	Base Target Number
Mana spell	Target's willpower
Physical spell	Target's body
Physical illusion spell	Target's intelligence
Manipulation spell	4
Creating a barrier	6
Fine manipulation	6
Spell is :	
Affecting an inanimate object	See object resistance table
General	
(ie area-effect detection spell)	4
Counteracting specific effects	
(ie disease, toxin)	Equal to power rating
Affecting magic	Sorcery skill rating of caster
Benefitting an attribute	2 x attribute
Affecting an attribute adversely	10 - target's essence
Affecting target's bodily functions, adversely or beneficially	10 - target's essence

### SPELL RANGE MODIFIERS TABLE

<optional rule>

Range to target in meters	Modifier
0-150	None
151-300	+2
301-600	+4
601-1 250	+6
1 251-2 500	+9
2 501-5 000	+10
5 000+	Target not visible

### Noticing Spell Casting

Use a target number equal to the magicians (magic attribute - force of the spell) x 2 as a number for perception tests.

### OBJECT RESISTANCE TABLE

Category	Target Number
Natural objects	
(trees, unprocessed water ..)	3
Manufactured low-tech items	
(brick, leather, simple plastics)	5
Manufactured high tech items	
(advanced plastics, alloys, electronics)	8
Highly processed objects	
(computers, complex toxic wastes)	10 or more

## RITUAL SORCERY

**A.** Collect a team, combine the magic pool and decide on the force of the spell.

**B.** Form a material link, takes a number of hours equal to the force of the spell. At the end a test is made using magic pool dice against a TN based on the link and the distance to the target. If an astral spotter has the target in sight this stage is skipped.

**C.** Sending, takes a number of hours equal to the force of the spell. Use dice from the magic pool against a TN based on the nature and situation of the target. The sending can be spotted and followed through astral space.

**D.** Determine effect, as in a normal spell except the common magic pool is used.

**E.** Resist drain, the magic pool is divided amongst each member.

### MATERIAL LINK TABLE

Target Location	Target Number
City or county known	5
State, province, or country known	7
Continent known	9
Unknown	11
<b>Modifiers</b> <optional modifiers for no DNA link are asterisked>	
Target is a spirit	+2
Target is protected by a mana barrier	+ Barrier's rating
Target within a hermetic circle or medicine lodge	+ Rating
Tissue is not fresh (within target's essence in hours, also check for viability)	+4
*Favoured Object	+4
*Often-Handled Object	+6
*Recently-Handled Object	+8
*Symbolic Representation	+12

### SENDING TABLE

Target Type	Target Number
Specific place	6
Human or metahuman	6
Specific object	8
Spirit	8
<b>Modifications</b>	
Target is moving faster than running	+2
Spell is an area effect spell	-1

### CONJURING

For nature spirits or elementals the target number is the force of the spirit desired. Conjuring skill is used to summon and charisma is used to resist drain. For every 1 success 1 service is gained. At the end of the summoning drain is resisted against a TN = force of the spirit.

### CONJURING DRAIN TABLE

Spirit's force rating	Drain Level
Less than 1/2 charisma	(L) Stun
Magician's charisma or less	(M) Stun
Greater than Charisma	(S) Physical
Greater than twice Charisma	(D) Physical

### SYMBOLIC REPRESENTATIONS

To create a symbolic representation a art test is made against a TN of 4 modified according to the artist's relationship with the target.

### REPRESENTATION MODIFIERS TABLE

Condition	Modifier
Is familiar with the target	+0
Has met the target	+2
Has only seen the target	+4
Saw the target more than 1 month ago	+6
Has assensed the target	-2
The target is in view during the artist's efforts or for a period of time equal to the artist's willpower in minutes	-1

## ASTRAL PATROLLING

Each spirit can generally patrol 10 000 square meters.  
Use a base TN of 2 for force perception tests.

Situation	Modifier
Patrol area is:	
Less than 2 000 square meters	+0
2 001 to 5 000 square meters	+1
5 001 to 10 000 square meters	+2
10 001 to 20 000 square meters	+4
20 001 to 40 000 square meters	+6
40 001 to 80 000 square meters	+8
Patrol area is:	
Open terrain (open, flat countryside)	-4
Normal Terrain (typical countryside)	-2
Restricted terrain (light woods, suburban streets)	+0
Tight terrain (urban mazes, dense woods)	+2
Complex terrain (building interiors)	+4
Background count	+Level
Intruder(s) has active magic items/spells	-1 per 2 rating points
Intruder(s) present astrally	
Intruder(s) include or are spirits	-1 per 2 magic attribute
Nature spirit has search power	-2
Additional spirits patrolling the same area	-1 per spirit

## WATCHERS AND ASTRAL TRACKING

To find a person or magical item <provided the summoner has assensed it> a force test is made against a TN of 9 - summoner's intelligence + target's grade <if an initiate and it is not the watchers summoner>.

Divide successes into 120 mins for a person, 240 mins for a magical object and 360 mins for a place.

To track it's own summoner a force test is made against a T -summoner's magic attribute rating, successes divided into 120 mins.

## ASTRAL ATTACK TABLE

For astral attack sorcery can be used or conjuring if fighting a spirit. Magicians get +15 initiative and spirits get +20

Attack Type	Damage Code
Unarmed human magician	(Astral strength) L
Armed attack (w/weapon focus)	(Astral strength + Focus Rating/2) M
Dual-natured beings	Special per critter
Spells	(Force) Drain Level
Spirit	(Force) M
Barriers	(Rating) L

## ASTRAL EXAMINATION

Auras reveal general state of health, wounds, diseases, drugs in the system etc. Also essence, magic rating <can be masked>. They also show true characters, ie shapeshifters, characters under disguising spells. Foci are also visible <unless masked>.

To gain extra info make a sorcery test against the rating of the thing to be assensed, ie magic rating, force of the spell. Additional attempts add a +2 up to a limit of 1/2 the assensing magician's intelligence. Aura reading uses intelligence instead of sorcery and has a base target number of 4 modified by the background count.

## AURA READING

Successes	Information
1	Basic information, only useful if the target is less than 1 meter away from other living beings.
2-3 attitudes	Basic emotions or  can be discerned. It is possible to tell wether someone is physically ill, addicted to drugs or BTL's and so on.
4+	Specific emotional detail, can also detect what attributes have been modified by cybware.

## ASTRAL EXAMINATION TABLE

Successes	Result
0	No result, nothing learned.
1-2	The general class is learned (fire elemental, manipulation spell etc)
3	Exact spell, spirit's force rating or focus rating higher or lower than magician's magic rating.
4+	Spell, spirit's force rating or focus rating learned.

## ASTRAL PERCEPTION MODIFIERS

Situation	Modifier
Shallow water (50 meters or less)	+1
Deep water (51-300 meters)	+2
Deeper water (more than 200 meters)	+3
Open flame	+2
Intense flame (eg, blast furnace)	+3
Background count <optional rule>	+ level

## MATRIX INFORMATION

### BREAKING SECURITY CODES

Security Code	Successes Needed
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Blue	1
Green	2
Orange	3
Red	4

### Jacking Out

After jacking out a decker is disorientated for 30 secs, can be reduced by a willpower test against a TN of 4. When facing black IC a willpower test must be made against the force of the IC.

### IC REACTION TIME

Security Code	Reaction Time
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Blue	Not Applicable (no IC)
Green	5+Rating
Orange	7+Rating
Red	9+Rating

