

Minor Actions

Activate/Deactivate Focus Φ

*Avoid Incoming

Avoid a Blast or Gas attack; see p. 41. Dodge penalty -6 (Ground Zero), -4 (Close), -2 (Near). Only one of Avoid Incoming, Move, or Sprint each round.

*Block

Add Close Combat skill to a single defense test.

Call Sprite from Standby π

*Change Device Mode

Only if has a direct neural interface (DNI). Otherwise Use Simple Device.

Command Drone

Issue one command. If in an RCC, you can issue it to multiple drones.

Command Spirit/Sprite $\Phi \pi$

Give one command (to one or multiple minions), including dismissing them.

*Dodge

Add Athletics skill to a defense test.

*Drop Object

It may be damaged, depending.

Drop Prone/Stand Up

See p. 53 for Prone status.

*Hit the Dirt

Gives +2 to one defense test but now Prone with *extra* -2 to all active skills.

Manipulate Spell Φ

Shift Area (p. 131), control substance, levitate, trigger a magic preparation.

Move

10m. Only one of Avoid Incoming, Move, or Sprint each round.

Reload Smartgun

Shift Perception Φ

Between assensing and normal.

Take Aim

Activates image mag or scope bonus, or gives +1 die. Can do once per round, but can be done over multiple rounds for up to +(Willpower) dice.

Take Cover

Add cover level (I-IV) to Defense Rating and to dice for defense tests.

Attacking from cover *requires* the Shoot from Cover minor action.

Minor Add-On Actions

These must be done in conjunction with an Attack Major Action.

Call a Shot

-4 to dice pool for +2 damage value.

*Intercept

If an opponent enters Close range, make a *melee* attack out of turn.

Multiple Attacks

Split your dice pool as evenly as possible among all targets.

Quick Draw

Ready a small, ready-to-draw weapon (pistol, knife, etc.) and attack

Shoot from Cover

Your *ranged* attack can spend edge but cannot gain it. If in Cover IV, also take -2 dice to attack.

Trip

Your *melee* attack does -2 damage, but if hit target rolls Athletics + Agility vs total damage or is Prone.

Major Actions

Assist

Help someone via teamwork. Your hits add extra dice, to a maximum of the leader's skill. See p. 36.

Astral Projection Φ

Immediately move your consciousness to/from your body.

Attack

Usually (appropriate skill) + Agility vs the foe's Reaction + Intuition.

Banish Spirit Φ

Conjuring + Magic vs (Force x 2). Net hits reduce remaining services; zero = banished. Drain is (spirit's hits) x 2.

Cast Spell Φ

Sorcery + Magic to cast, Willpower + (tradition attribute) to soak Drain.

Cleanse Φ

Spells signatures last for (Magic) hours. Each Cleanse action acts as an hour of fading.

Compile a Sprite π

Tasking + Resonance vs (Level x 2). Fade = (sprite's hits). Is unregistered.

*Counterspell – Boost Φ

Sorcery + Magic, 2m radius within LOS, net hits add spell defense dice for (Magic) rounds. See p. 143.

*Counterspell – Dispel Φ

Sorcery + Magic vs (DV x 2). Net hits cancel its net hits; zero = dispelled.

Decompile Sprite π

Tasking + Resonance vs Level (+Resonance if registered). Net hits reduce remaining tasks. No Fade.

*Full Defense

Add Willpower to all defense tests until your next combat round.

Manifest Φ

While projecting, appear as a ghostly form *or* become invisible again.

Observe in Detail

For Perception or Assensing (p. 159).

Pick Up/Put Down Object

Carefully and safely. Picking up readies the object.

Ready Weapon

If multiple throwing knives, shuriken, etc., this readies (Agility) of them.

Reload Weapon

Use this if it isn't a smartgun.

Sprint

15 + (hits on Athletics + Agility) meters. Only one of Avoid Incoming, Move, or Sprint each round.

Summon Spirit Φ

Use Complex Form π

Some require rolls, some don't. Willpower + Logic to resist Fade.

Use Simple Device

Any device not equipped with DNI.

Use Skill

See pp. 92-97 for possible uses.

*** Can be done at any time, as long as you have the action(s) saved.**

Φ Magic action.

π Technomancer action.

Edge

Can use *one* effect per action, but it can be multiplied (e.g., spend 3 Edge to reroll 3 dice). Unless there's a *, it must be purchased before rolling.

Can gain up to 2 Edge per round and have up to 7 Edge temporarily. Edge cost can't be discounted below 1.

“*With:*” means the Edge must be used alongside that action. “*(Matrix)*” effects require a cyberjack or Resonance.

1-Edge Effects

Add 3 to Your Initiative

Before or even during the fight.

Emergency Boost (Matrix)

+1 to a Matrix attribute for one test.

*Reroll One Die

Yours or your opponent's.

Shank

With: Melee Attack + Call a Shot
Reduce Call a Shot penalty to -2.

Sudden Insight

With: Any
Use an untrained skill without the -1.

Tactical Roll

With: Hit the Dirt
Improved melee/defense; see p. 48.

Tumble

With: Melee Attack
If damage > Body, knock foe down.

2-Edge Effects

*Add +1 to a die

Modifies the value of the die itself.

Bring the Drama

With: Use Skill [Con]
Quick con, 200¥. Long con, +20%.

Fire from Cover

With: Ranged Attack
Attack normally, as if not in cover.

Give Ally 1 Edge

Hog (Matrix)

-2 DP and -1 program slot for a host or persona. Lasts (your AR) rounds.

Knockout Blow

With: Melee Attack
If damage > Willpower, foe KOed.

Remove 1 Edge From a Foe

Signal Scream (Matrix)

Next action ignores Matrix noise.

Technobabble (Matrix)

Technomancers Only. Use Charisma as Logic on next Matrix action.

Wrest

With: Block
Can attempt disarm; see p. 48.

3-Edge Effects

Buy 1 Automatic Hit

Heal 1 Box of Stun Damage

Under the Radar (Matrix)

Next illegal Matrix action does not increase OS (but is still illegal).

4-Edge Effects

Add Edge to Your Dice Pool

Add your Edge attribute *and* 6s explode. Exploded-into 1s don't glitch.

Anticipation

With: Ranged Attack + Multiple Attacks
Roll full dice pool against each target.

Big Speech

With: Use Skill [Influence]
Roll twice; the first is Teamwork.

Heal 1 Box Physical Damage

*Reroll all Failed Dice

Unless a glitch was rolled.

5-Edge Effects

Called Shot – Disarm

With: Attack (any)
Success disarms, but no damage.

Called Shot – Vitals

With: Attack (any)
Success does +3 damage.

Count 2s as Glitches for Foe

Create Special Effect

Burst pipes, approaching sirens, angry spirit – work with the GM!

Matrix Actions

See pp. 180-184 for rules.

Minor Actions

Change Icon

Enter/Exit Host

Matrix Perception*

Reconfigure Matrix Attribute

Send Message

Switch Interface Mode

Major Actions

Backdoor Entry

Brute Force (Hack)

Check Overwatch Score

Control Device

Crack File

Crash Program

Data Spike

Disarm Data Bomb

Edit File

Encrypt File

Erase Matrix Signature

Format Device

Full Matrix Defense

Hash Check

Hide

Jack Out

Jam Signals

Jump into Rigged Device

Matrix Perception*

Matrix Search

Probe (Hack)

Reboot Device

Set Data Bomb

Snoop

Spoof Command

Tarpit

Trace Icon

* See p. 178