Combat Flow

Roll Imitative-Breakties with ERIC (Edge, Reaction, Intuition, coin flip)	Determine surprise with Reaction + Intuition (3) modified test
Attacker uses [weapon skill] + Agility	Defender uses Reaction + Intuition and modifies for Surprise, damage, and so forth
Compare the Attack Rating of the weapon to the Defense Rating	If either is 4 or more, the bigger value gets an Edge Second, look at the situation Compare and toss an Edge to whoever has the advantage Limit 2 per round.
Spend Edge	Roll Dice-ties go to attacker
Defender rolls their Body attribute	Apply the damage to the appropriate Condition Monitor

2 Edge

+1 to a single die roll	You get to add 1 to a single die.
Give ally 1 Edge	Take away two of your own Edge, and give one to a teammate.
Negate 1 Edge of a foe	You spend two of your own Edge, but one vanishes from the opponent of your choice.
Fire from Cover (Ranged Attack, must be in Cover IV)	Attacks from cover may be made without spending a Minor Action.

2 Edge (cont)

Knockout Blow (Melee Attack)	If your inflicted damage of any type is greater than the target's Willpower, immediately fill up the Stun Condition Monitor. The target is unconscious.
Wrest (Block)	Roll Close Combat + Agility, with the attacker's Strength as the threshold. If you equal the threshold, you knock the weapon out of their hands, and it falls to the ground. If you get more hits, you take the weapon from them. If you get fewer hits, the attacker retains the weapon.

Minor Actions

Activate (Deactivate) Focus (I)	A character can activate or deactivate a bonded focus that they are carrying on their person with a Minor Action.

Minor Actions (cont)

Avoid Incoming (A)	A character can use this action when it is not their player turn to get away from an incoming Blast or Gas attack. With this action, a character makes a Reaction + Athletics – Dodge Penalty roll (see Dodge Penalty table, p. 311, for these values). Hits on the test allow a character to move a number of meters equal to their hits in a direction of their choosing, but they shouldn't know the results of the scatter until after they decide which way they're headed. If they choose to move more than 2 meters, they dive to the ground at the end of their defense and gain the Prone status. This action cannot be used if the character has taken a previous Avoid Incoming, Move, or Sprint action this combat round and prevents the use of another Avoid Incoming, Move, or Sprint action for the remainder of the combat round.

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Minor Actions (cont)	
Block (A)	A character can add their Close Combat skill to a single Defense test in melee. The roll must happen in the same player turn in which the action is used.
Call a Shot (I)	Edge allows for some specific called shots without dice penalty or with reduced penalty, but you can increase the damage by 2 by taking a –4 dice pool penalty. This must be combined with the Attack action.
Change Device Mode (A)	A character may use a Minor Action to activate, deactivate, or switch the mode on any device that they are linked to by a direct neural interface, be it a wired or wireless link. This includes activating or deactivating cyberware, changing a smartgun's firing settings, switching a commlink to hidden mode, turning a device's wireless functionality off, and so on.

Minor Actions (cont)	
Command Drone (I)	A character may issue a command to a drone they control. If multiple drones are controlled through a rigger command console (RCC), the same command can be issued to every drone. If a different command is desired for each drone, it requires multiple Minor Actions.
Command Spirit (I)	A character may issue a service command to a single spirit or group of spirits under their control, or dismiss them. The service must be the same. If multiple services are desired, multiple Minor Actions must be used.
Dodge (A)	A character can add their Athletics skill to a single Defense test in combat. The roll must happen in the same player turn in which the action is used.

Minor Actions (cont)	
Drop Object (A)	A character may drop an object they are holding in their hand or hands as a single Minor Action. The objects fall to the ground and may suffer damage or ill effects if the gamemaster so chooses, depending on the distance of the fall and the landing spot.
Drop Prone (I)	A character may choose to drop themselves to the ground as a Minor Action. They gain the Prone status (p. 53) until they choose to use the Stand Up Action.
Hit the Dirt (A)	A character can quickly drop to the ground in a defensive manner, gaining +2 dice on the Defense test of an incoming attack. They gain the Prone status (p. 53) and also suffer a –2 dice pool penalty on any subsequent tests using active skills until they use the Stand Up action, due to the awkwardness of their fall.

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Minor Actions (cont)

Intercept (A)	If an opponent comes within Close attack range, you may go out of Initiative order and make an Attack action as long as you have both a Minor and a Major Action still available in this round (because you either are after the attacking player in Initiative order or you deferred some of your actions). This counts as your Attack Major Action for the player turn. If you're already out of Major Actions this round, you're drek out of luck. This cannot be used with ranged weapons.
Move (I)	A character can use this Minor Action for 10 meters of movement. Only one Move Action is allowed per player turn.

Minor Actions (cont)

Multiple Attacks (I)	A character can attack more than one opponent, assuming ammunition, reach, and enemy placement allow it. Split your dice pool evenly among all targets, or if you are using two different forms of attack, use half the dice pool for each, rounded down. This action must be used in conjunction with an Attack Major Action.

Attack Range

Close	0-3 meters
Near	4-50 meters
Medium	51-250 meters
Far	251-500 meters
Extreme	500+ meters

Firing Mode

SS: You fire a single bullet.	No change
SA: You fire two rounds rapidly with two trigger pulls.	Decrease the Attack Rating by 2 and increase damage by 1.
BF: You can fire four rounds in an attack.	You can shoot a narrow burst, which decreases the Attack Rating by 4 and increases damage by 2, or make a wide burst and split your dice pool between two targets and count each as a SA-mode shot.

Firing Mode (cont)

FA: This mode allows multiple attacks without using the Multiple Attack Minor Action.	The shooter chooses to split their dice pool among any valid targets in range. This mode uses ten rounds and decreases the Attack Rating by 6.

3 Edge

Buy one automatic hit	This one adds on to the total hits you roll. This isn't an automatic success at whatever test you're attempting, just another hit to add to your total
Heal one box of Stun damage	You catch a second wind and clear a box from your Stun Condition Monitor.

Minor Actions continued

Quick Draw (I)	A character may quick draw a pistol, pistol- sized weapon, or small throwing weapon and immediately attack with this Minor Action. The Attack action must be used in conjunction with this action. They must have the appropriate gear, augmentation, or quality to be allowed this action— if they don't have something that allows this action, they can't take it.

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Minor Actions continued (cont)

Reload Smartgun (I)	A character linked to a ready smartgun may use a mental command to eject the weapon's clip while sliding a new one in with one deft motion, assuming that the new ammo is readily available.
Shift Perception (I)	A character capable of Astral Perception may shift perception to or from astral space as a Minor Action.
Stand Up (I)	Whether they chose to be prone or they got knocked down, a character uses this action to get back to their feet and remove the Prone status (p. 53).

Minor Actions continued (cont)

Take Aim (I)	A character gains a +1 dice pool bonus with the use of this action. The action can only be taken once per combat round, but if the bonus is not used, it carries over to the next combat round, allowing it to be combined with actions taken over the course of several combat round. If the character takes a player turn without taking the Take Aim or Attack actions, any carryover bonuses from previous rounds are lost. The maximum dice pool bonus from the use of this action is equal to the character's Willpower. A character may take aim with a ready firearm, bow, or exotic ranged weapon. If the character is using image magnification or a targeting scope, the Take Aim action must be used to line up the shot in order to receive any bonus from the item. In this case, the first action of Take Aim does not provide any additional bonus beyond enabling the function of the modification.

Minor Actions continued (cont)

Take Cover (I)	The character uses something in their area to provide protection, but they also must operate from the constraints created by the cover. Taking cover gives the player the Cover I, II, III, or IV status (see p. 52).
Trip (I)	This action focuses more on bringing the target to the ground than on doing damage. Can only be done with a melee weapon and must be combined with an Attack Major Action. Decrease the base damage of the attack by 2P; if it hits, target rolls Athletics + Agility with a threshold of the adjusted DV of the attack. If the target fails, they gain the Prone status.

1 Edge

**Reroll one die	It can be yours or your opponent's, but the result stands no matter what you roll.
Add 3 to your Initiative Score	Can be done before combat or during
Shank (Melee Attack)	When attacking with a blade, your advantage turns into a targeted strike. Reduce the Call a Shot penalty to –2.

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1 Edge (cont)

Sudden Insight (Any)	Perform an action in which you have no skill levels without penalty
Tactical Roll (Hit the Dirt)	You drop to avoid incoming fire, with an agile roll that helps you make an attack as you roll. If you use a melee Attack action on the same combat round, you do not get the dice pool penalty that comes with the Prone status (p. 53) or Hit the Dirt Action (p. 41). For the next round, you do not take the –2 dice pool penalty from Close or Near attacks that come with the Prone status.
Tumble (Melee Attack)	If the damage being inflicted on a target is greater than the target's Body, they are brought down, giving them the Prone status.

4 Edge

Add Edge to your dice pool	Add your Edge as a dice pool bonus to your roll, and make 6s explode. If a 1 is rolled after a 6, it does not count toward your total for calculating glitches.

4 Edge (cont)

Heal 1 point of Physical damage	You take off a single box of damage from your Physical Condition Monitor
Reroll all failed dice	After a roll is made, you can reroll all failed dice. This Edge Boost cannot be used if a glitch or critical glitch is rolled.
Anticipation (Multiple Attacks, Ranged Attack)	When performing this Multiple Attack, roll your full dice pool for each target.

5 Edge

Count 2s as glitches for the target	When an opponent rolls, both 1s and 2s count in their total to determine if they glitch or critical glitch
Create special effect	Bring your creativity to the table! You spend this Edge and something fortuitous happens.
Called Shot—Disarm (any attack)	Successful hit does no damage to target, but their weapon is knocked from their hands.
Called Shot—Vitals (any attack)	The attack goes for the vitals, adding 3 extra damage if it hits

Major Actions

Assist (A)	You can become a helper on a Teamwork test, working to help one of your teammates on some task (see Teamwork Tests, p. 36).
Astral Projection (I)	A character capable of Astral Projection (full magician or aspected magician) may shift their consciousness to or from the astral plane as a Major Action. The process is complete the moment the action is declared and therefore places them on the astral plane immediately, including for the remainder of the current combat round.
Attack (I)	A character may perform one of a variety of forms of attack with this Major Action. See the Combat chapter (p. 104) for more details
Banish Spirit (I)	Any character may attempt a Banishing on with a spirit as a Major Action (see Banishing, p. 147).
Cast Spell (I)	A character may cast a spell as a Major Action. For details on how, see Spells (p. 130).
Cleanse (I)	Awakened characters use this action to erase traces of their magic activity (see p. 160).

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Major Actions (cont)	
Counte-rspell (A)	See p. 143 for details
Full Defense (A)	A character can add their Willpower to all Defense tests until their next combat round.
Manifest (I)	Characters who are astrally projecting use this action to appear as a ghostly form (see p. 160).
Observe in Detail (I)	A character may make a detailed observation by taking a Major Action. This action allows a Perception test (see Perception, p. 96) or Assensing test (p. 159).
Pick Up/Put Down Object (I)	A character may pick up an object within reach or put down one that they were holding as a Major Action. This action means care is taken to put the object down or pick it up. If the picked-up object is a weapon, this counts as readying the weapon.

Major Actions (cont)	
Ready Weapon (I)	A character may ready a weapon by using this action. This includes drawing and readying a firearm; pulling a melee weapon from a sheath or pocket; taking out and readying a grenade or throwing knife; or any other kind of weapon preparation. Almost all weapons require this action before they are ready for use, though many times it occurs before combat even starts. Small weapons such as throwing knives and shuriken can be readied in bunches, with a total number equal to the character's Agility attribute pulled into the character's off-hand with a single Ready Weapon action.
Reload Weapon (I)	Weapons without a smartlink, or weapons where the smartlink is currently disengaged, require a Major Action to reload. Reloading a weapon refills the weapon to its maximum capacity as long as the character has sufficient ammunition to do so.

Major Actions (cont)	
Rigger Jump In (I)	A character with a vehicle control rig (VCR) and rigger-adapted vehicle or drone or a rigger command console (RCC) may jump in to control the vehicle or operate the RCC with a Major Action.
Sprint (I)	A character may move at a Sprint with this Major Action. Movement starts at 15 meters and is increased by 1 meter per hit on an Athletics + Agility Test. Only one Sprint Action is allowed per player turn, and it cannot be performed in the same turn as a Move action or Avoid Incoming action.
Summon Spirit (I)	A character capable of summoning may use a Major Action to summon a spirit to assist them. A spirit that is already summoned is controlled using the Command Spirit Minor Action.

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Major Actions (cont)	
Use Simple Device (I)	A character can use any simple device with a Major Action. Simple devices are those that are activated with a simple movement like a thumb trigger, pressing a single key, or tapping a single icon. It takes longer to interact with more complex devices, with required time being up to the gamemaster or listed with the description of specific gear. Remember, a device connected via a DNI-enabled system uses the Minor Action.
Use Skill (I)	A character may use an appropriate skill by using a Major Action (see Skills, p. 92).

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