

fast talk. It is opposed by the target's Negotiation + Charisma. Negotiation can also be used to determine if a character has noticed if someone is lying to them. See *Using Charisma-Linked Skills* (p. 130) for Test modifiers.

Default: Yes

Skill Group: Influence

Specializations: Bargaining, Diplomacy, Sense Motive

TECHNICAL ACTIVE SKILLS

AERONAUTICS MECHANIC (LOGIC)

Characters with this skill can repair and maintain aircraft. The proper tools and time are still necessary. See *Using Technical Skills to Build or Repair*, p. 138.

Default: No

Skill Group: Mechanic

Specializations: Aerospace, Fixed Wing, LTA (blimp), Rotary Wing, Tilt Wing, Vector Thrust

ARMORER (LOGIC)

This skill is used to create or repair any weapon or piece of armor for which the character has designs. Armorer also assumes that the character has access to the tools and/or equipment commonly used in that area of expertise.

The character still needs time, tools, and materials to build something from scratch. Even a character with a superb level of skill can do little without the proper equipment. If the character is trying to build something new, she also needs theoretical knowledge to design the item, unless someone else provides a detailed blueprint for its construction. For Threshold determination and success results, see *Using Technical Skills to Build or Repair*, p. 138.

Default: Yes

Skill Group: None

Specializations: Armor, Artillery, Explosives, Firearms, Heavy Weapons, Weapon Accessories

ARTISAN (INTUITION)

The Artisan skill represents a number of different creative skills, including singing, painting, and the like. Characters who are well-developed artistically use this skill.

Default: Yes

Skill Group: None

Specializations: Carpentry, Guitars, Painting, Sculpture, other crafts

AUTOMOTIVE MECHANIC (LOGIC)

The Automotive Mechanic skill is used to repair and maintain ground craft of all kinds. The proper tools and time are still necessary. See *Using Technical Skills to Build or Repair*, p. 138.

Default: No

Skill Group: Mechanic

Specializations: Anthroform, Hover, Tracked, Wheeled

CHEMISTRY (LOGIC)

The Chemistry Technical Active Skill governs the use of and understanding of the properties of matter. It includes proper laboratory procedure and the ability to read chemical formulae.

Default: No

Skill Group: None

Specializations: Compounds, Drugs, Toxins

COMPUTER (LOGIC)

The Computer skill governs the use and understanding of computers and electronic devices, which in the 2070s is just about everything powered by electricity. It does not include knowledge of exploiting or subverting such systems, which is covered by the Hacking (software) or Hardware skills.

Default: Yes

Skill Group: Electronics

Specializations: By program (Analyze, Edit, etc.), by device type (commlink, surveillance, media, etc.)

CYBERCOMBAT (LOGIC)

Cybercombat skill is used to attack other icons in the Matrix, utilizing attack programs and system tricks. See *Cybercombat*, p. 236.

Default: Yes

Skill Group: Cracking

Specializations: By specific opponents (Persona icons, Agents, IC, Living Persona icons, Sprites, etc.)

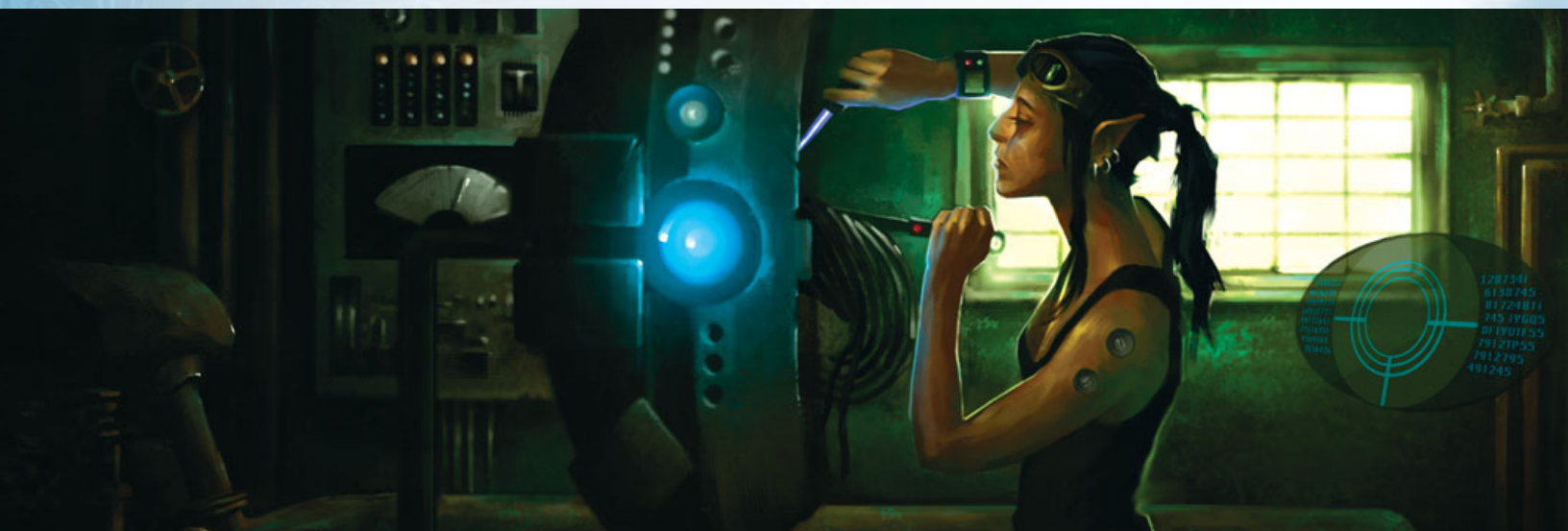
CYBERTECHNOLOGY (LOGIC)

Cybertechnology is the ability to create and care for cybernetics and bioware, possessed primarily by inventors, medical professionals, and cyberdocs. This skill also includes knowledge about the current state of the field of cybertechnology and the ability to repair damaged cyberware. A proper facility and the right materials are needed to manufacture cyberware—see *Using Technical Skills to Build or Repair*, p. 138.

Default: No

Skill Group: Biotech

Specializations: Bioware, Bodyware, Cyberlimbs, Headware, Nanoware



USING CHEMISTRY

These rules assume the character using Chemistry is home cooking and does not have access to industrial-grade production resources. With that caveat, a character with the formula for the right chemical ratios and processes (a Chemistry Professional Knowledge skill or a Data Search + Browse) and all the correct ingredients can produce a compound by making a Chemistry + Logic Extended Test with an interval of 1 hour and a threshold as noted on the Home Cooking Table, further described below. Characters receive dice pool modifiers on this test based on the Build/Repair Table, p. 138. Each hit can produce a single dose of the compound, or increase the Rating of the compound (where applicable) by 1. The number of doses (for drugs/toxins) or kilograms (for explosives and other chemicals) produced is determined by the equipment used, as noted on Chemistry Tools Table. The base interval for this test is 1 hour. To produce a larger number of doses, simply double the interval time for each doubling of the amount of doses.

Simple: Natural products. This includes isolating something that is relatively easy to find. Examples: dye from a plant, sea salt from ocean water, natural drugs, or venom from a critter. These sorts of preparations do not require any specialized tools, so a chemistry kit or higher would be considered Superior tools (p. 138).

Complex: Simple compounds and isolates. This would be things that are just a matter of mixing or purifying a natural product. Examples: distilling liquor; mixing saltpeter, sulfur, and charcoal to make black powder; or increasing the volatility of common acids and bases. A chemistry kit is considered adequate tools for this type of operation.

Intricate: This is where you get to chemistry as cooking. It includes mixing reagents as well as many synthetic street drugs or advanced explosives. Examples: cram, plastics, TNT, plastic explosives. A chemistry shop is considered adequate tools for this type of cooking. Having the wrong tools can also be dangerous (which the gamemaster should keep in mind for glitches).

Exotic: Complex synthetic compounds and isolating volatile substances. Most of the processes involve precise pressure and temperature control, as well as timing. Examples: complex plastics, radioactive substances, advanced synthetic drugs, etc. A private chemistry facility is considered adequate for these types of chemical processes.

HOME COOKING TABLE

TYPE OF CHEMICAL	THRESHOLD
Simple chemicals. Example: opium.	4
Complex chemicals. Example: morphine.	8
Intricate chemicals. Example: heroin.	12
Exotic chemicals. Example: methadone.	16+

CHEMISTRY TOOLS TABLE

DOSES PER KILOGRAM	TOOLS
1	Chemistry Kit
10	Chemistry Shop
50	Chemistry Facility or Chemistry Microfac

USING CLIMBING

Characters perform either assisted or unassisted climbing. Unassisted climbing is exactly what it sounds like—the character climbs using only her own ability. Assisted climbing involves the use of climbing equipment like ropes and harnesses. Assisted climbing is easier and safer, but requires more preparation.

Climbing is an Extended Test, with a threshold based on the distance being climbed and an interval of 1 Combat Turn. Dice pool modifiers reflect the difficulty of the obstacle being climbed and other factors, as noted on the Climbing Table.

RAPPELLING

Assisted climbing downward—known as rappelling—is a lot faster than climbing up. With the proper equipment, rappelling allows characters to make a controlled descent at close to free-fall speeds, then slow down and land safely. Rappelling requires a Climbing (2) Success Test.

A rappelling character falls at a rate of 20 meters per Simple Action expended. Only one of the two Simple Actions available in a Combat Phase can be expended in this manner. Yes, this means that a character can rappel and shoot in the same Combat Phase; however, she must take a -2 dice pool modifier to both the shooting and climbing tests.

Rappelling characters can increase the number of meters descended during that same Combat Phase by 1 for each net hit past the threshold on the Climbing Test. When the character reaches the bottom (or her destination), she must make another Climbing (2) Test. On an unsuccessful test, the character falls 4 meters and takes appropriate damage (*Falling Damage*, p. 164).

CLIMBING FAILURES AND GLITCHES

If a character fails a Climbing Test while climbing, she does not necessarily fall—she merely makes no progress that Combat Phase. If the character glitches, however, she slips and starts to fall. Benevolent gamemasters may allow the character to make a Reaction + Strength Test to grab something and hold on, or allow another character a similar test to grab her. Even if the character succeeds, she still slides or falls 1D3 meters.

CLIMBING TABLES

SITUATION	THRESHOLD
Assisted Climbing Down (Rappelling)	2
Assisted Climbing Upward	Distance in meters
Climbing Horizontally	Distance in meters x 1.5
Climbing Upside Down (On a Ceiling or Overhang)	Distance in meters x 2
Unassisted Climbing Upward	Distance in meters x 1.5
Unassisted Climbing Down	Distance in meters
SITUATION	DICE POOL MODIFIER
Assisted Climbing	+2
<i>Surface is:</i>	
Easily climbable (chain-link fence)	+1
Broken (debris, tree, loose stone wall)	+0
Flat (brick wall, side of old building)	-2
Sheer (metal wall, seamless stone)	-4
Slippery or wet	-2
Greased or gel-treated	-3