

Minor Actions on Initiative

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

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.

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.

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.

Move (I) A character can use this Minor Action for 10 meters of movement. Only one Move Action is allowed per player turn.

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.

Minor Actions on Initiative

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.

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).

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 on Initiative (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.

Minor Actions Anytime

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.

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.

Minor Actions Anytime (cont)

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.

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.

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.

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.



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