

# SR3R

The SR3R Project

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# Chapter 1

## Introduction

Welcome to the SR3R Project. Some day this will be a finished product, our collective magnum opus, but for now it's a work in progress.





# Chapter 2

## Concepts

### 2.1 Fundamental Mechanics

#### 2.1.1 Tests

#### 2.1.2 Modifiers

#### 2.1.3 Thresholds

### 2.2 Characters

#### 2.2.1 Metatype

#### 2.2.2 Character Attributes

##### 2.2.2.1 Primary Attributes

##### 2.2.2.2 Derived Attributes

### 2.3 Timekeeping

### 2.4 Pools



# Chapter 3

## Creating a Character

### 3.1 Building your Character

#### 3.1.1 The Order of Character Creation

In general, we recommend that Character Creation be thought of as a holistic process, with the selection of Race, Attributes, Skills, Resources, gear, and so forth intermingled in the pursuit of the best representation of the character desired. However, several parts of Character Creation affect other parts in fundamental ways. As such, when not otherwise specified Character Creation resolves in the following order:

- Race selection
- Attribute (including Magic) and Edge/Flaw assignment (in any order)
- Skill assignment, Magical ability, and Resource allocation (in any order)

#### 3.1.2 The Point-Build System

#### 3.1.3 Race

#### 3.1.4 Primary Attributes

Attributes are your character's innate physical and mental capabilities. The seven Primary Attributes must be purchased directly, at a cost of 2 Build Points per Attribute Point; no Primary Attribute may be assigned less than 1 Attribute Point (except for Magic, see below), nor may it be assigned enough points to raise it above the Racial Modified Limit (p??) for the character's race. Additionally, a character of a race that receives a penalty to an Attribute must raise that Attribute at least enough so that that attribute value is greater than 0 after applying Racial Modifiers.

#### 3.1.5 Magic

Spending any number of Attribute Points on a character's Magic Attribute makes that character Awakened. All Awakened characters must choose a Tradition (p??) that defines how they interact with their magical abilities. If the character will follow the Shamanic path, a Totem (p??) must be chosen at this time.

Awakened characters may buy points for the Magic Attribute as for any other Attribute. Magic by itself, however, doesn't go very far—that's where Magical Abilities come in.

##### 3.1.5.1 Astral Perception

A character with Astral Perception is able to shift his or her awareness into the Astral Plane (p??), home of the spirits and elementals.

Table 3.2: Magic Cost

Ability	Cost
Adept Power	1BP
Astral Perception	3BP
Astral Projection	2BP
Power Point	2BP per point
Spell Points	1BP per 5 points
Sorcery	2BP per level
Conjuring	1, 2, or 4BP

##### 3.1.5.2 Astral Projection

Characters with an even deeper connection to the spirit world may have the power of Astral Projection (p??): the ability to separate their consciousness from their bodies, navigating the Astral Plane in search of information or to speak with the spirits within.

Only characters who have purchased Astral Perception may purchase Astral Projection.

##### 3.1.5.3 Adept Power

This Ability permits the Character to obtain Power Points and use Adept Powers.

##### 3.1.5.4 Power Points

Characters with Adept Power may purchase Power Points up to a maximum number equal to the character's Magic Attribute. A character's Power Point total is subtracted from his Magic Attribute for the purpose of determining effective Magic Attribute for Sorcery and Conjuring.

##### 3.1.5.5 Sorcery

A character with Sorcery is able to manipulate the flow of mana to produce potent effects at his or her direction. This Ability comes in two levels; both levels allow a character to purchase the Sorcery skill. The first level permits a character to learn and cast spells from a single Spell Category or, if the character receives bonuses to certain spells from a Totem, to alternately learn and cast any spell they receive a Totem Bonus for. The second level permits a character to learn and cast any spell.

##### 3.1.5.6 Spell Points

Every Build Point spent on Spell Points (to a maximum of 10) provides a character with 5 Spell Points which can be used to learn spells or conjure spirits at character creation. Additionally,

Race	Modifications
Dwarf	+1 Body, +2 Strength, +1 Willpower Thermographic Vision, +2 Body to resist diseases or toxins, +10% cost for select gear
Elf	+1 Quickness, +2 Charisma Low-Light Vision, Thermographic Vision
Ork	+3 Body, +2 Strength, -1 Charisma, -1 Intelligence Low-Light Vision
Troll	+5 Body, -1 Quickness, +4 Strength, -2 Intelligence, -2 Charisma Thermographic Vision, +1 Reach, Dermal Armor, +25% cost for select gear

Table 3.1: Racial Modifications

a character who purchases a focus at character creation may use Spell Points to bind it (p??).

### 3.1.5.7 Conjuring

There is ongoing debate in the magical community regarding whether Watchers, Nature Spirits, and Elementals are summoned from another plane of existence or created out of raw mana by the will of the conjurer. However they do it, this is the Ability that allows it. Conjuring comes in three levels. The first level allows a character to summon Watcher Spirits (p??) and to Banish (p??) spirits. The second level allows the character to conjure spirits from one category available to his or her Tradition—alternately, if the character has a Totem which grants a Totem Bonus for certain spirits, he or she may instead choose to be able to summon any spirits for which a Totem Bonus is received. The third level permits summoning of any spirit available to the character's Tradition.

### 3.1.6 Skills

### 3.1.7 Resources

### 3.1.8 Edges and Flaws

#### 3.1.8.1 Attribute Edges

##### 3.1.8.1.1 Exceptional Attribute

##### 3.1.8.1.2 Bonus Attribute

#### 3.1.8.2 Skill Edges and Flaws

##### 3.1.8.2.1 Incompetence Value: -1-skill rating at character creation

A character with Incompetence simply performs below average for a person of their training level. Only arduous and dedicated effort can overcome this handicap—a level of effort that most people never put forth.

Characters with Incompetence receive a +1 target modifier to all tests made with the selected skill.

##### 3.1.8.3 Physical Edges and Flaws

##### 3.1.8.4 Mental Edges and Flaws

##### 3.1.8.5 Social Edges and Flaws

##### 3.1.8.6 Magical Edges and Flaws

##### 3.1.8.7 Matrix Edges and Flaws

##### 3.1.8.8 Miscellaneous Edges and Flaws

# Chapter 4

## Combat

### 4.1 The Combat Turn

#### 4.1.1 Initiative

#### 4.1.2 Pools

#### 4.1.3 The Initiative Pass

##### 4.1.3.1 Damage

##### 4.1.3.2 Ties

##### 4.1.3.3 Combat Actions

##### 4.1.3.4 Delaying an Action

##### 4.1.3.5 The Initiative of Timed Objects

#### 4.1.4 Surprise

### 4.2 Ranged Combat

### 4.3 Melee Combat

### 4.4 Barriers and Cover

### 4.5 Damage and Healing

#### 4.5.1 Physical Damage

#### 4.5.2 Stun Damage

#### 4.5.3 Naval Damage

#### 4.5.4 Taking Damage

#### 4.5.5 Filling the Damage Track

##### 4.5.5.1 Overdamage

#### 4.5.6 Damage Modifiers

### 4.6 Healing

#### 4.6.1 Recovering Stun

#### 4.6.2 Healing Physical

##### 4.6.2.1 Magical Healing

##### 4.6.2.2 Deadly Damage and Wound Effects

#### 4.6.3 First Aid

##### 4.6.3.1 First Aid and Deadly Wounds

##### 4.6.3.2 Trauma Patches

##### 4.6.3.3 Damage and the Awakened



# Chapter 5

## Rigging

### 5.1 Getting Around, Sixth-World Style

#### 5.1.1 The Nature of Riggers

##### 5.1.1.1 Multiple-Rigger Environments

#### 5.1.2 Commuting for Norms

##### 5.1.2.1 Portrait of a Family Car

##### 5.1.2.2 Laws and Regulations

##### 5.1.2.3 Occupational Hazards

#### 5.1.3 The Automatic Highway

##### 5.1.3.1 GridGuide

##### 5.1.3.2 Law Enforcement

#### 5.1.4 Rigging and the Matrix

### 5.2 Vehicle Attributes

#### 5.2.1 Handling

#### 5.2.2 Speed

#### 5.2.3 Acceleration

##### 5.2.3.1 Decelerating

#### 5.2.4 Body

##### 5.2.4.1 Damage Reduction

##### 5.2.4.2 Mounting Points

#### 5.2.5 Armor

#### 5.2.6 Signature

#### 5.2.7 Autonav

#### 5.2.8 Pilot

#### 5.2.9 Sensor

#### 5.2.10 Cargo Factor

#### 5.2.11 Load

#### 5.2.12 Seating

#### 5.2.13 Entry

#### 5.2.14 Special Vehicle Attributes

#### 5.2.15 Setup/Breakdown Time





Table 5.2: Matrix Utilities

<b>Operational Utilities</b>	<b>Multiplier</b>	<b>Operations</b>
Analyze	3	Analyze Host, Analyze Icon, Analyze Process, Analyze Subsystem
Browse	2	Locate System Resource, Locate MXP Address
Commlink	2	Make Commlink, Tap Commlink, Triangulate
Deception	2	Logon, Freeze Vanishing SAN, Graceful Logoff
Decrypt	2	Decrypt
Encrypt	1	Encrypt
Inject	3	Abort Host Shutdown, Block System Operation, Crash Host, Alter Icon
Purge	2	Disarm Data Bomb, Disinfect
Read/Write	2	Manipulate Data
Redirect	2	Decoy, Redirect Datatrail, Relocate Trace
Scanner	3	Locate Icon, Scan Icon
Sniffer	3	Intercept Data
Spoof	3	Control Slave, Edit Slave, Monitor Slave
Validate	4	Dump Log, Invalidate Account, Restrict Icon, Validate Account

Table 5.3: Matrix Operations

<b>Operation</b>	<b>Test</b>	<b>Utility</b>	<b>Action</b>	<b>Description</b>
Abort Host Shutdown	Control	Inject	Complex	
Alter Icon	Control	Inject	Complex	
Analyze Host	Control	Analyze	Complex	
Analyze Icon	Control	Analyze	Free	
Analyze Process	Control	Analyze	Simple	
Analyze Subsystem	Targeted Subsystem	Analyze	Simple	
Block System Operation	Control	Inject	Complex	
Control Slave	Slave	Spoof	Complex	
Crash Application	Appropriate Subsystem	Inject	Simple	
Crash Host	Control	Inject	Complex	
Decoy	Control	Redirect	Complex	
Decrypt	Appropriate Subsystem	Decrypt	Simple	
Disarm Data Bomb	File or Slave	Purge	Complex	
Disinfect	Appropriate Subsystem	Purge	Complex	
Dump Log	Control	Validate	Complex	
Edit Slave	Slave	Spoof	Complex	
Encrypt	Appropriate Subsystem	Encrypt	Simple	
Freeze Vanishing SAN	Access	Deception	Complex	
Graceful Logoff	Access	Deception	Complex	
Infect	Appropriate Subsystem	Worm program	Complex	
Intercept Data	Appropriate Subsystem	Sniffer	Complex	
Invalidate Account	Control	Validate	Complex	
Locate Icon	Index	Scanner	Complex	
Locate System Resource	Index	Browse	Complex	
Logon	Access	Deception	Complex	
Make Commcall	Slave	Commlink	Complex	
Manipulate Data	Files	Read/Write	Simple	
Monitor Slave	Slave	Spoof	Simple	
Null Operation	Control	Deception	Complex	
Redirect Datatrail	Control	Redirect	Complex	
Relocate Trace	Control	Redirect	Simple	
Restrict Icon	Control	Validate	Complex	
Scan Icon	Special	Scanner	Simple	
Swap Memory	None	None	Simple	
Tap Commcall	Special	Commlink	Complex	
Trace MXP Address	Index	Browse	Complex	
Triangulate	Slave	Commlink	Complex	
Validate Account	Validate	Validate	Complex	