

- Area, 8 x 2m Areas), Line of Sight, ½ END; ACV (OMCV against DCV), Only versus machines 4
- f4) **Cyberpathy:** Telepathy 15d6 (Machine class of minds), ½ END; AVAD (Greater of Mental or Power Defense) 3
- f5) **Machine Manipulation:** Telekinesis (20 STR), Fine Manipulation, Line of Sight, Invisible Power Effects (Invisible to Sight and Hearing Groups), ½ END; ACV (OMCV against DCV), Only to control machines and machine parts 4
- f6) **Deactivation:** Dispel electrical devices 13d6, One At A Time, Line of Sight, Invisible Power Effects (Invisible to Sight and Hearing Groups); ACV (OMCV against DCV), AVAD (Greater of Mental or Power Defense) 12
- f7) **Machine Destruction:** RKA 2d6-1, Does BODY, Line of Sight, Invisible Power Effects (Invisible to Sight and Hearing Groups), ½ END; ACV (OMCV against DCV), AVAD (Greater of Mental or Power Defense), Only versus machines 5
- f8) **Cybermorphing:** Major Transform 4d6 (machine into other machine, or spare parts into machine, heals by being taken apart or destroyed), Line of Sight, Invisible Power Effects (Invisible to Sight and Hearing Groups), ½ END; ACV (OMCV against DCV), AVAD (Greater of Mental or Power Defense), Limited Target (machines and spare parts for machines) 5
- f9) **Cameravision:** Clairsentience (Sight And Hearing Groups), Line of Sight; ACV (OMCV against DCV), Only through cameras and listening devices 4
- f10) **Alter Computer Data:** Major Transform 4d6-1 (Add, change, or delete computer programs and data), Partial Transform, Line of Sight, Invisible Power Effects (Invisible to Sight and Hearing Groups), ½ END; ACV (OMCV against DCV), AVAD (Greater of Mental or Power Defense), Limited Target: Software and files 5
- Read Data:** Detect Data In A Computer 13- (Radio Group), Discriminatory, Analyze, Rapid: x10,000; Unified Power
- Wideband Sense:** High Range Radio Perception (Radio Group) (Radio Group); Unified Power

Combat Maneuvers

Maneuver	Phase	OCV	DCV	Effects
Block	½	+0	+0	Block HTH Attacks; Abort
Brace	0	+2	½	+2 OCV only to offset Range Modifier
Disarm	½	-2	+0	Disarm target, req.STR vs. STR Roll
Dodge	½	--	+3	Dodge all attacks; Abort
Grab	½	-1	-2	Grab two limbs, can Squeeze, Slam, or Throw
Grab By	½	-3	-4	Move and Grab object, +(v/10) to STR
Haymaker	½	+0	-5	+4 DC
Move By	½	-2	-2	((STR/2)+(v/10))d6, take 1/3 damage
Move Through	½	-v/10	-3	(STR +(v/6))d6, take ½ damage
Multiple Attack	1	var	x½	Attack 1 or more targets multiple times
Set	1	+1	+0	Take extra time to aim a Ranged attack
Shove	½	-1	-1	Push target back 1m per 5 STR used
Strike	½	+0	+0	STR damage or by weapon type
Throw	½	+0	+0	Throw object or character, does STR damage
Trip	½	-1	-2	Knock target to ground
Other Attacks	½	+0	+0	

Maneuver	Phase	OCV	DCV	Effect
Club Weapon	½	+0	+0	Killing weapon does Normal damage
Choke	½	-2	-2	NND 1d6, Grab one limb
Cover	½	-2	+0	Target held at "gunpoint"
Dive for Cover	½	+0	+0	Character avoids attack; Abort
Hipshot	½	-1	+0	+1 DEX only for initiative
Pulling A Punch	½	-1/5d6	+0	Strike, normal STUN, ½ BODY
Roll With A Punch	½	-2	-2	"Block" after being hit, ½ damage; Abort
Snap Shot	1	-1	+0	Lets character duck behind cover
Strafe	½	-v/6	-2	Make Ranged attack while moving
Suppression Fire	1	-2	+0	Continuous fire through an area, must be Autofire

Range Modifiers

Range	Modifier
Within Reach (1m)	-0
2 - 8m	-0
9 - 16m	-2
17 - 32m	-4
33 - 64m	-6
65 - 125m	-8
126 - 250m	-10
and so forth	