

EQUIPMENT	TYPE	DOMAIN	RANGE	DIFF.	EFFECT
Hackticator	Opp.	H	R 8	-1	Target gains IN CYBERSPACE or DISCONNECTED

ABILITY	TYPE	DOMAIN	RANGE	DIFF.	EFFECT
Tokenization		H		+0	
	Chal.		R 8		Req. Target Objective. Gain 1 Honour.
Mire		H		+1	
	Opp.		R 8		Target gains STUN.
Slow-Mo		H		-	
	CB		B 10		All enemies in Bubble gain STUN.

EQUIPMENT	TYPE	DOMAIN	RANGE	DIFF.	EFFECT
Hacktivist	Opp.	H	R 8	-1	Target gains IN CYBERSPACE or DISCONNECTED

ABILITY	TYPE	DOMAIN	RANGE	DIFF.	EFFECT
Why is it on Fire?	Chal.	H	R 8	+0	Target objective. Bubble 3 Kinetic from objective. Hit with as many successes as this
Override	Opp.	H	R 8	+0	Target gains DEPLETED.
Nope	Opp.	H	R 8	-1	Character is considered to be 0 PH until next round.
Fireworks	CB	H	B 12	-	Take up to 4 "Why is it on Fire?" actions from any objectives in range.

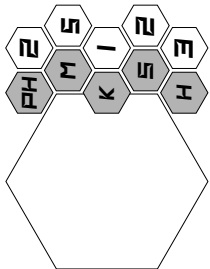
EQUIPMENT	TYPE	DOMAIN	RANGE	DIFF.	EFFECT
Hackticator	Opp.	H	R 8	-1	Target gains IN CYBERSPACE or DISCONNECTED

ABILITY	TYPE	DOMAIN	RANGE	DIFF.	EFFECT
Tokenization	Chal.	H	R 8	+0	Req. Target Objective. Gain 1 Honour.
Request Priority	Opp.	H	R 8	+2	This character gains HONoured.
It's not all...	CB	H	-	-	The contested honour pool keeps all of the honour this round.

EQUIPMENT	TYPE	DOMAIN	RANGE	DIFF.	EFFECT
Hacktivator	Opp.	H	R 8	-1	Target gains in CYBERSPACE or DISCONNECTED

ABILITY	TYPE	DOMAIN	RANGE	DIFF.	EFFECT
Tokenization		H		+0	
	Chal.		R 8		Req. Target Objective. Gain 1 Honour.
Feedback		H		+1	
	Opp.		R 8		Resolves as kinetic damage.
There's a pattern		H		-	
	React		-		Req. After rolling for Initiative. Add or remove 1 from your roll.
Loop		H		-	
	CB		B 8		This Character repeats every HACK action in the bubble until end of this round. Can choose new targets.

NEON UNDERGROUND
COMBAT-HACKER



EQUIPMENT	TYPE	DOMAIN	RANGE	DIFF.	EFFECT
Hacktivist	Opp.	H	R 8	-1	Target gains in CIBERSPACE or DISCONNECTED

ABILITY	TYPE	DOMAIN	RANGE	DIFF.	EFFECT
Override	Opp.	H	R 8	+0	Target gains DEPLETED.
Feedback	Opp.	H	R 8	+1	Resolves as kinetic damage.
Fry those circuits	CB	H	R 8	-	Lethal kinetic hit resolved with 4 successes.

ACTIONS

GENERAL

NAME	TYPE	DOMAIN	RANGE	DIFF.	EFFECT
Move	Auto	M	Self	-	Move up to the character's Movement value in inches.
Jump	Chal.	M	Self	Var.	This character jumps a distance. Difficulty is equal to the intended distance (e.g., 12' jump = 12).
Interact	Auto	-	PH	-	Open/Close doors or interact with character's sphere of influence.

COMBAT

NAME	TYPE	Dominion	Range	Diff.	Effect
Give me a second		K or 5 or H		-	Flies 7' (200' Tric. distance) takes a free 1 FLOW action from any domains with a -1 Diff
Shove	Auto		Self	+0	More opponent 1" +1" for non-valued pieces.
Charge!	Opp.	K	M 1	-	Flies 7' (200' Tric. distance) takes a free 1 FLOW action from any domains with a -1 Diff
	Auto		Self		Flies 7' (200' Tric. distance) takes a free 1 FLOW action from any domains with a -1 Diff

STATES

NAME	TYPE	DOMAIN	RANGE	DIFF.	EFFECT
Contraction	Auto	H	Self	-	Reg. 2 FLOW. Character removes DISHONOURD and receives 1 STON.
Shake it off	Chal.	K or S or H	Self	+1	Character removes choice of DISHONOURD, DISHONOURD or DISHONOURD.