



JUMPING TABLE

Type of Jump	Threshold (Targeted Jump)	Distance (Open Jump)	Max Distance
Running Horizontal	Meters ÷ 2 (round up)	Agility + Gymnastics hits x 2	Agility x 1.5
Standing Horizontal	Meters	Agility + Gymnastic hits	Agility
Vertical	Meters x 2	Agility + Gymnastic hits ÷ 2 (round up)	Agility ÷ 3



himself lost in the jungle, trapped in the sewers, or needing to plot a foot path through rival gang territory that will get him by unseen, however, the Navigation skill still comes in handy.

Navigation is handled as a Success Test, with the threshold based on how confusing the terrain is. Apply modifiers for poor conditions (visibility, weather), helpful landmarks, or directions from locals. Mapsofts add their ratings in dice to the test.

USING PERCEPTION

To determine how observant a character is of her surroundings, the gamemaster can call for Perception Tests. Unless a character specifically takes an Observe in Detail Simple Action to perceive, she is considered to be distracted by whatever task is at hand (suffering a -2 dice pool modifier).

For tactical reasons, the gamemaster should make this test secretly on behalf of the character, so that the player is unaware of exactly how well her character succeeded or failed. In fact, it may be advisable in certain cases to not let the player(s) know that a Perception Test is being made, in order to avoid raising their suspicions.

When an entire group of characters has a chance to notice something, the gamemaster can simplify matters by making a single Perception Test for the entire team, using the largest dice pool available + 1 per extra character (maximum +5). Such group Perception Tests should not be made when surprise is possible (see *Surprise*, p. 155).



PERCEPTION TEST THRESHOLDS

Item/Event Is:	Threshold	Examples
Obvious/Large/Loud	1	Neon sign, running crowd, yelling, gunfire
Normal	2	Street sign, average pedestrian, conversation, silenced gunfire
Obscured/Small/Muffled	3	Item dropped under table, contact lens, whispering
Hidden/Micro/Silent	4	Secret door, needle in haystack, subvocal speech

PERCEPTION TEST MODIFIERS

Situation	Dice Pool Modifier
Perceiver is distracted	-2
Perceiver is actively looking/listening for it	+3
Object/sound not in immediate vicinity	-2
Object/sound far away	-3
Object/sound stands out in some way	+2
Interfering sight/odor/sound	-2
Perceiver has active enhancements	+rating
Perceiver using virtual reality	-6

VISIBILITY MODIFIERS

Visibility Modifiers	Normal	Low-Light	Thermographic	Ultrasound
Full Darkness	-6	-6	-3	-3
Partial Light	-2	0	-2	-1
Glare	-1	-1	-1	0
Light Fog/Mist/Rain/Smoke	-2	-1	0	-1
Heavy Fog/Mist/Rain/Smoke	-4	-2	-2	-2
Thermal Smoke	-4	-2	-6	-2



Gamemasters may call for Perception Tests for any situation that involves sight, hearing, smell, touch, or taste. See the Perception Test Modifiers Table for a selection of potential modifiers. A single net hit on a Perception Test indicates that the character has noticed something; additional net hits provide more levels of detail to the character.

Gamemasters should limit their uses of Perception Tests, only calling for them when something is not immediately noticeable or when a situation is so hectic that certain things might be overlooked.

USING RUNNING

Characters with the Running skill may attempt to increase the distance they can run by spending a Simple Action and

