



## CLIMBING TABLE

Situation	Threshold
Assisted Climbing Down (Rappelling)	2
Assisted Climbing Upward	Distance in meters
Climbing Horizontally	Distance in meters x 1.5
Climbing Upside Down (On a Ceiling or Overhang)	Distance in meters x 2
Unassisted Climbing Upward	Distance in meters x 1.5
Unassisted Climbing Down	Distance in meters

Situation	Dice Pool Modifier
Assisted Climbing	+2
Surface is:	
Easily climbable (chain-link fence)	+1
Broken (debris, tree, loose stone wall)	+0
Flat (brick wall, side of old building)	-2
Sheer (metal wall, seamless stone)	-4
Slippery or wet	-2
Greased or gel-treated	-3



### Tracking (Intuition)

This skill is a character's ability to track metahumans or critters in the wild. It includes her ability to detect signs of passage, follow a trail, and locate game paths. See *Using Tracking*, p. 119.

**Default:** Yes

**Skill Group:** Outdoors

**Specializations:** Desert, Forest, Jungle, Mountain, Polar, Urban, Other appropriate terrain

## USING CLIMBING

Characters perform either *assisted* or *unassisted* climbing. Unassisted climbing is exactly what it sounds like—the character climbs using only her own ability. Assisted climbing involves the use of climbing equipment like ropes and harnesses (see p. 327). Assisted climbing is easier and safer, but requires more preparation.

Climbing is an Extended Test, with a threshold based on the distance being climbed and an interval of 1 Combat Turn. Dice pool modifiers reflect the difficulty of the obstacle being climbed and other factors, as noted on the Climbing Table above.

### Rappelling

Assisted climbing downward—known as *rappelling*—is a lot faster than climbing up. With the proper equipment, rappelling allows characters to make a controlled descent at close to free-fall speeds, slow their descent, and land safely. Rappelling requires a Climbing (2) Success Test.

A rappelling character falls at a rate of 20 meters per Simple Action expended. Only one of the two

Simple Actions available in an Combat Phase can be expended in this manner. Yes, this means that a character can rappel and shoot in the same Combat Phase; however, she must take a -2 dice pool modifier to both the shooting and climbing tests.

Rappelling characters can increase the number of meters descended during that same Combat Phase by 1 for each net hit past the threshold on the Climbing Test. When the character reaches the bottom (or her destination), she must make another Climbing (2) Test. On an unsuccessful test, the character falls 4 meters and takes appropriate damage (see *Falling Damage*, p. 154).

### Climbing Failures and Glitches

If a character fails a Climbing Test while climbing, she does not necessarily fall—she merely makes no progress that Combat Phase. If the character glitches, however, she slips and starts to fall. Benevolent gamemasters may allow the character to make a Reaction + Strength Test to grab something and hold on, or allow another character a similar test to grab her. Even if the character succeeds, she still slides or falls 1D3 meters.

A character who rolls a critical glitch is in trouble. That character falls with no chance to catch himself and can only be saved by another character, safety equipment, or the good graces of the gamemaster.

Characters who are using climbing gear may be saved by their safety equipment if they fall. Make a test using the Logic + Climbing of the character who prepared the safety lines and harness against a threshold equal to half the falling character's Body (round down). The falling character may apply Edge to this test. If successful, the safety gear catches the character (though she may be stuck dangling). If it fails, the character falls (see *Falling Damage*, p. 154).

## USING ESCAPE ARTIST

This skill allows the user to escape from confinement or restraints such as ropes, handcuffs, and other bindings through contortion and manual dexterity. Escape Artist requires an

## ESCAPE ARTIST TABLE

Restraints	Threshold	Interval
Ropes	4	1 minute
Handcuffs	4	1 minute
Straitjacket	6	1 minute
Containment manacles	8	1 minute

Situation	Pool Modifier
Character being watched	-2
Character carefully restrained	-Restrainer's Agility
Character has keys or cutting implement	+2
Character has High Pain Tolerance/ Pain Resistance	+1 per rating

