



Extended Test with a threshold based on the complexity of the restraints, as noted on the Escape Artist Table, p. 115. At the gamemaster's discretion, some restraints may simply be too difficult to escape from without outside help.

Toshi is captured and worked over by some corporate goons, then put in handcuffs and locked up. Toshi has Escape Artist 5, Agility 5 and 4 levels of adept Pain Resistance. His threshold to escape from the handcuffs is 4. After a minute of slipping his hands through the cuffs, he rolls 14 dice (5 + 5 + 4) and scores 5 hits—beating the threshold with a net hit to spare. He slips free and begins planning how to get out of the cell and pay back the corp goons.

JUMPING

Characters may make two kinds of jumps: a running jump and a standing jump. If a character is jumping vertically, treat it as a standing jump.

For running jumps, use the distance the character wishes to jump in meters divided by 2 (round up) as the threshold of the Agility + Gymnastics Test. Apply any appropriate modifiers. If the character is simply trying to jump as far as she can, she jumps a number of meters equal to twice the hits rolled on the Agility + Gymnastics Test. The maximum distance a character can jump horizontally is equal to her Agility x 1.5 (round up) in meters.

For standing horizontal jumps, make an Agility + Gymnastics Test with a threshold equal to the distance the character wishes to jump in meters. The maximum distance for these jumps is equal to the character's Agility in meters. If the character is simply trying to jump as far as she can, she jumps a number of meters equal to the hits rolled on the Agility + Gymnastics Test, rounding up.

For vertical jumps, the threshold is equal to the distance in meters x 2. If the character is simply trying to jump as far as she can, she jumps a number of meters equal to the hits rolled on the Agility + Gymnastics Test divided by 2, rounding up. The maximum distance for these jumps is equal to the character's Agility ÷ 3 in meters.

A failed jump or a jump down may result in a fall (see *Falling Damage*, p. 154).

Ma'fan is running across a rooftop, chased by three Yakuza thugs. There's a 3-meter gap between this building's roof and the next, and he decides to jump it. Ma'fan goes for distance, rolling his Agility 6 + Gymnastics 4, getting 3 hits. That's enough to clear 6 meters (3 x 2) with his running start, so he easily clears the gap. The first Yakuza thug only rolls 1 hit, however, falling between buildings. The rest wisely choose to let Ma'fan get away.

USING NAVIGATION

Thanks to modern day GPS and mapsofts, finding one's way around rarely requires a test. When a character finds