

## BUILD/REPAIR TABLE

| Item or Part/Repair          | Threshold          |
|------------------------------|--------------------|
| Simple/Malfunction           | 2                  |
| Basic/Easy Fix               | 4                  |
| Complex/Common Repair        | 8                  |
| Intricate/Serious Damage     | 12                 |
| Exotic/Broken Beyond Repair  | 16+                |
| Situation                    | Dice Pool Modifier |
| Working Conditions:          |                    |
| Distracting                  | -1                 |
| Poor                         | -2                 |
| Bad                          | -3                 |
| Terrible                     | -4                 |
| Superior                     | +1                 |
| Tools and/or Parts Are:      |                    |
| Inadequate                   | -2                 |
| Unavailable                  | -4 or not allowed  |
| Superior                     | +1 or more         |
| Plans or Reference Material: |                    |
| Available                    | +1                 |
| Augmented Reality Enhanced   | +2                 |
| Working From Memory          |                    |
| Logic 5+                     | +0                 |
| Logic 1-4                    | -(5 - Logic)       |

Note that some forgeries will require additional skill tests in order to pull them off; the quality of the forgery (hits scored) will be limited by the complementary skill hits. Forging a painting, for example, requires an ability to paint—the hits on the Forgery Test cannot exceed the hits scored on the Artisan Test to create the painting. As another example, doctoring an image would require a Computer + Edit program Test in addition to the Forgery Test.

At the gamemaster's discretion, certain types of inspections may also receive bonus dice, or may even automatically detect the forgery, especially in the case of certain scientific analyses. Carbon-dating a forged archaic document, for example, can easily prove that it is not thousands of years old.

Bogus credsticks are especially vulnerable to detection; once either the original or copy has been used, verification systems will detect the anomaly as soon as the other is used, immediately flagging all transactions with either stick and preventing either from being used again until the situation is cleared up.

Note that Forgery skill is of little use in establishing reliable false identities, as such efforts require massive proliferation of fake or altered data throughout numerous secure databases throughout the Matrix (see *Identification, Please*, p. 258).

## USING LOCKSMITH

Though maglocks have replaced mechanical locks as the security system of choice, many older facilities still employ traditional locks. Others use them as complementary systems or because they're now uncommon. Lockpicking is a Locksmith + Agility (Lock rating, 1 Combat Turn) Extended Test. See *Technical Security*, p. 255.

## USING TECHNICAL SKILLS TO BUILD OR REPAIR

Using a skill to build or repair something is an Extended Test with a threshold and interval based on the type of item being manufactured or fixed, as noted on the Build/Repair Table. Apply any appropriate modifiers from the table as well.

Note that by "build" we mean to put together a new item/device from scratch, assuming that the component parts are on hand. Technical skills do not allow a character to create a new item/device from concept alone—that requires something along the lines of an engineering background and lots of collaborative effort.

*Carter's on the run with a major price on his head, so he finds an unoccupied squat in the Barrens to hole up. When he finds some evidence that ghouls might be lairing in the basement, he realizes he doesn't have any weapons to protect himself with. He doesn't dare show his face on the streets, so he needs to be creative with the materials on hand. He scrounges up a piece of aluminum siding and some tape to fashion himself a shiv, as well as a battery pack and an old lighting fixture that he thinks he can convert into an ad hoc flashlight.*

*The gamemaster decides the knife is simple (threshold 2) and assigns it an interval of 30 minutes. The flashlight isn't that much more complicated, so the gamemaster assigns it a threshold of 4 and the same 30 minute interval. It's only 2 hours until dark—when the ghouls come out—so he'll have to work fast.*

*Carter has no Armorer skill, so he defaults to his Logic of 5 for making the knife. He suffers modifiers for defaulting (-1), inadequate tools (-2), and distracting conditions (-1), so he only rolls 1 die. He gets lucky and rolls two hits in a row, so after 1 hour he's crafted a makeshift knife.*

*With an hour to go, he starts on the flashlight. Carter has Industrial Mechanic skill at 2, so with Logic 5 he's rolling 7 dice. Except for defaulting, the same modifiers apply, so Carter rolls 4 dice. He gets 1 hit for the first half hour, so he's not even halfway finished with a half hour of light left. But on the second roll he gets 3 hits, so he gets the flashlight working right as the daylight dies and he starts to hear scrabbling sounds from the basement steps . . .*

## VEHICLE ACTIVE SKILLS

Vehicle skills are used for driving and vehicle combat (see p. 158).

### Gunnery (Agility)

The Gunnery skill governs the use of all vehicle-mounted weapons, whether in mounts, pintles or turrets. This skill includes manual and sensor-enhanced gunnery.

**Default:** Yes

**Skill Group:** None

**Specializations:** Artillery, Ballistic, Energy, Guided Missile, Rocket