

Holding Your Breath

A typical character can hold her breath for 48 seconds (8 Combat Turns). A character who wants to hold her breath longer makes a Swimming + Willpower Test. Each net hit increases the length of time the character can hold her breath by 1 Combat Turn. After that point, the character takes 1 box of Stun damage at the end of each Combat Turn. This damage cannot be resisted. Once all the Stun boxes are filled, the character passes out and her lungs attempt to fill with air again. The character will continue to take Physical damage at the same rate (1 box each Combat Turn) until dead or rescued.

Treading Water

Treading water requires a character to make periodic Swimming Tests, modified by applicable conditions listed on the Treading Water Modifications Table.

Characters can tread water for a number of minutes equal to their Strength plus the hits on a Swimming (Long Distance Test). After that point, the character suffers 1 box of Stun damage that cannot be resisted each minute.

A character who is treading water using a survival float makes a Swimming (2) Test every 15 minutes. If the character fails, she takes 1 box of Stun damage that cannot be resisted.

If the character's Stun damage track is filled in, she starts to drown.

Floating

Floating depends partly on natural buoyancy. In general, excluding cyberware or bioware from consideration, elves tend to be buoyant in water and can float on their own without external support (such as a life jacket). Orks and trolls have little buoyancy and usually sink without some form of external support. Dwarfs and humans may be buoyant or not, depending on their physical condition (highly muscular folks will tend to sink; fat people will float).

To float, a character makes a Body Test using the appropriate modifiers from the Treading Water Modifications Table. If the test is successful, the character can float for (Body x net hits) Combat Turns. If the Test is unsuccessful, the character must tread water or swim, or else she begins to drown.

USING TRACKING

To find critter tracks or locate someone's trail is a simple Tracking Success Test with a difficulty threshold based on the terrain (see Difficulty Table, p. 56). At the gamemaster's discretion, modifiers for the age of the tracks, interfering weather conditions, and so on can be used. Net hits can be used to determine extra details, like the number of travelers, how old the tracks are, and so on.



TREADING WATER MODIFICATIONS TABLE

Situation	Dice Pool Modifier
Character has:	
Cyberlimbs or torso	-1 per cyberlimb or torso
Aluminum/Titanium bone lacing	-2
Waterlogged clothing	-1
Dead weight (clothes and armor)	-1 per 2 kilos
Metatype:	
Elves	+1
Dwarfs and Humans	+0
Orks and Trolls	-1
Physical Condition:	
Obese	+2
Physically fit	+0
Out of shape	-1
Highly developed muscles or exceptionally low body fat	-2
Supported by a mildly buoyant object (plank of wood)	+1
Supported by a very buoyant object (life jacket)	+2
Wounded	-Wound Modifiers
Rough seas (crashing water)	-2 to -4



If the tracking target is actively seeking to hide their trail, then Tracking is handled as an Opposed Test, similar to Infiltration. The tracking character rolls Tracking + Intuition against the target's Infiltration + Agility roll.

RESONANCE ACTIVE SKILLS

This category covers those skills known only to characters with the Technomancer quality (p. 80).

Compiling (Resonance)

This skill is used to create sprites and determines how many tasks they owe you (see *Sprites*, p. 234).

Default: No

Skill Group: Tasking

Specializations: By sprite type (Data, Machine, etc.)

Decompiling (Resonance)

This skill is used to decompile sprites (see *Sprites*, p. 234).

Default: No

Skill Group: Tasking

Specializations: By sprite type (Data, Machine, etc.)

Registering (Resonance)

This skill is used to register sprites for longer-term service (see *Sprites*, p. 234).

Default: No

Skill Group: Tasking

Specializations: By sprite type (Data, Machine, etc.)