

Condition Monitor track, the character suffers a -1 wound modifier. These wound modifiers are cumulative, so a character who has taken 6 boxes of Physical and 3 boxes of Stun suffers a total -3 wound modifier.

Wound modifiers are dice pool modifiers that apply to nearly all tests the injured character may attempt, except for resistance tests. Wound modifiers are also applied immediately to a character's Initiative Score, potentially affecting whether he goes before or after someone else in an Initiative Pass. If a wound modifier reduces his Initiative Score to 0 or less, the character cannot take any actions that Combat Turn.

DEAD MAN'S TRIGGER

A character may invoke the Dead Man's Trigger rule to perform one final action before dying or falling unconscious. To do so, the following conditions must be met:

1) The character must still have an available action left (either a held action, an extra action, or one that hasn't occurred yet because the character was taken down in a pass before he could act). If a character already used up all his available actions for his Combat Turn, he's out of luck.

2) The character must spend 1 Edge point. This just activates the Dead Man's Trigger; it doesn't add any extra Edge dice to any tests (the character may spend extra Edge, however, to augment tests as normal). If the character has no Edge left, he's out of luck.

3) The character must make a Body + Willpower (3) Test. Note that this takes place *after* the Edge Point is spent.

If the character passes all three conditions, he may perform one final Simple Action (no movement), which is resolved as normal.

SPECIAL TYPES OF DAMAGE

Certain environmental effects—acid, fire, extreme cold, electricity—have a slightly different effect than standard types of damage, as noted below.

Acid Damage

Corrosives and specific spells and critter powers may inflict Acid damage. Acid damage is treated as Physical damage and resisted with half Impact armor (rounded up). The chemical protection armor upgrade (p. 317) adds its full rating to the armor value.

Acid damage will eat through many types of material, turning it into smoking sludge. The initial DV of an acid attack counts as the Acid damage rating. Acid that has been splashed onto an object will continue to eat through for a number of turns equal to its rating. This continued corrosion stops when the acid is washed off or a base is applied. Note that Acid damage Combat spells only inflict damage once—after that the instant spell effect ends. Acid often produces strong clouds of noxious smoke, applying an appropriate Visibility modifier (see p. 117) to those in the area.

Cold Damage

Extreme environments and certain spells and critter powers may inflict Cold damage. Cold damage is treated as Physical damage and resisted with half Impact armor (rounded up). The insulation armor upgrade (p. 317) adds its full rating to the armor value.

Note that while electronics generally fare fine against cold, other gear may be damaged as liquid components freeze, lubricants gum up, and other parts become brittle.

Electricity Damage

A wide variety of nonlethal weapons are designed to incapacitate targets with electrical shock attacks, including stun batons, tasers, cyberware shock hands, and similar electrically-charged weapons. These weapons rely on a contact discharge of electricity rather than kinetic energy. Spells and critter powers such as Lightning Bolt and Energy Aura cause similar effects.

Electrical damage is treated as Stun damage and resisted with half Impact armor (rounded up)—metallic armor, however, offers no protection. The nonconductive armor upgrade (p. 317) adds its full rating to the armor value. Other factors may modify the target's damage resistance test at the gamemaster's choosing, such as lack of grounding (a character flying by levitation spell) or extra conductivity (a character immersed in water).

A successful Electricity damage attack can stun and incapacitate the target as well. The struck target must make a Body + Willpower (3) Test. Apply half the character's Impact armor (round down) and any other dice pool modifiers as noted above to this test. If the target fails, he immediately falls and is incapacitated for a number of Combat Turns equal to 2 + net hits scored on the attack test. Even if the target succeeds, he suffers a -2 dice pool modifier to all action tests due to disorientation from the shock for the same period. Incapacitated characters are prone and unable to take any actions.

Electronic equipment, vehicles, and drones can also be affected by Electricity damage. They never suffer Stun damage, but they do roll Body + Armor (drones and vehicles) or Armor x 2 (other objects) to resist secondary effects. If they achieve equal or more hits than the attack, they are unaffected. Otherwise, they cease to function for a number of Combat Turns equal to 2 + net hits scored on the attack test (and may need to reboot after that).

Falling Damage

When a character falls, use the Falling Damage Table to determine the damage. Use Body + half the rating of the character's Impact armor (round down) to resist this damage. Characters may also add Gymnastics skill dice to the damage resistance test. The gamemaster should feel free to modify the damage to reflect a softer landing surface (sand), branches to break the fall, and so on.



FALLING DAMAGE TABLE

Distance Fallen (in meters)	Damage
1-2	2
3-6	4
7-8	6
over 8	+1 box per 2 meters

