Food	Price
Apple or potato	5
Average meal for one (at home)	5
Average meal for one (out)	10
Bag of chips (large)	5
Bottle of fruit juice	20/liter
Bottle of water	5/liter
Carton of milk	10/liter
Chicken	20
Footlong krill sandwich	5
Four packs of instant ramen	1
Good meal for one (out)	50
Hamburger (real beef)	5
Large pizza	50
Large soy pizza	10
Myco-protein steak	10
Peach or orange	20
Pot of soyghetti	8
Soy chicken	5
Soyburger (basic)	1
Soyburger (fancy)	3
Steak	50
Street vendor food (hot dog, burrito, bowl of ramen, etc.)	5
Rent	
Private room at restaurant or club	100/hour
Private room with privacy features	200/hour
Coffin hotel	30/day
Hostel	30/day
College	60/day
Motel room	20/hour
Motel room	100/day
Hotel room	200/day
Suite	500/day
Luxury suite	1,000/day
Entertainment	
Music album download	10
Movie, first run	20
Movie, second-run	8
Movie, one-view download	5
Sim program	50
Sim program, one-view download	10
Video game (new)	50
Video game (used/old)	20
Book	20
Prepaid commlink (works for one week after activation)	30
Prepaid commlink (works for one month after activation)	100
Trideo set (small)	100
Trideo set (medium)	500
Trideo set (large)	2,000
Ticket for a show (school)	10
Ticket for a show (normal)	50
Ticket for a show (famous artist)	500
Ticket for sporting event (nosebleed)	50
Ticket for sporting event (normal)	250
Ticket for a sporting event (good)	1,000
Box rental for ten at a sporting event	20,000
Nightclub admission (cheap)	15
Nightclub admission (good)	50
Standard drinks	5
Premium drinks	15
Services	
Dataterm	0,5/min

Medical (cheap)	50/visit
Medical (emergency)	500/visit
Bribe (cheap)	20
Bribe (good)	100
Bribe (lavish)	2,000
Prostitution (cheap)	20
Prostitution (good)	100
Escort service (nice)	500
Unskilled labor	8/hour
Skilled labor	20/hour
Highly skilled labor	50/hour
Travel	
Multifuel	3/liter
Gas	5/liter
Public transport (tram, bus, metro, ferry)	1/10 km
Rail transport (rail, maglev, monorail)	2/10 km
Air transport (helicopter, VTOL, airdrone)	10/km
Taxi	1/km
Parking	6/hour
Parking	25/day
Car rental	100/day
Car rental	500/week
Suborbital/semiballistic flight	0,5/km
Local flight	1/km
Bus fare	0,1/km
Rail fare	0,2/km
Tools	
Can of spray paint	5
Collapsible shovel	10
Fanny pack	5
Folding ladder	25/m
Hand tool (cheap)	7
Hand tool (good)	25
House paint	10/liter
LED light bulb	3
Lighter	10
Paint gun	35
Paint roller	3
Power tool (cheap)	45
Power tool (good)	100
Roll of duct tape	5
Ruler	5
Scissors	5
Tool belt (cheap)	6
Tool belt (good)	60
Tube of epoxy	5
Universal connector cord	10/m
Housewares	
Air conditioner (one room)	500
Electric fan (cheap)	10
Electric fan (good)	50
Floor lamp	50
Mat	10
Plastic plate/cup	1
Rug	100
Sheet	10
Sheet set	50
Table lamp	10
Ten paper plates/cups	1
Towel	7
Misc	
Action figure	10

Action figure (animatronic)	200		Music instrument (nice)	500
Baby stroller	20		One-liter canteen	10
Baseball	5		Pack of cigarettes	5
Cigar (decent)	10		Plush toy	5
Cigar (high quality)	100		Plush toy (animatronic)	100
Cold medicine (cheap)	5/week		Skates/skateboard (cheap)	20
Cold medicine (good)	30/week		Skates/skateboard (good)	80
Digital clipboard	65		Sport ball	20
Fishing lure	5		Vehicle tire (cheap)	50
Fishing pole (cheap)	20		Vehicle tire (decent)	200
Fishing pole (good)	100		Vehicle tire (high quality)	1,000
Music instrument (cheap)	20		Wrapping paper (roll)	7
Music instrument (good)	100			

Lifestyle	Cost	Grid subscription	Garage	Pass	SPU	Pool	Greenhouse
Street	–	Local 50, Global 250	50 (Body < 5) or 100	Public 50, Rail 75	–	–	–
Squatter	500	Local 50, Global 250	50 (Body < 5) or 100	Public 50, Rail 75	–	–	–
Bolt hole	1,000	Local 50, Global 250	50 (Body < 5) or 100	Public 50, Rail 75	20	–	–
Low	2,000	Local 50, Global 250	50 (Body < 5) or 100	Rail 75	20	100	500
Traveler	3,000	Local 50, Global 250	–	Rail 75	–	–	–
Medium	5,000	Global 250	√	√	√	√	500
Commercial	8,000	Global 250	√	√	√	100	500
High	10,000	√	√	√	√	√	√
Luxury	100,000	√	√	√	√	√	√

Zone	Response time
AAA	1D6 min
AA	1D6+4 min
A	2D6+3 min
B	1D6×5 min
C	1D6×10 min
D	1D6×12 min
E	1D6 hrs
Z	2D6 hrs
W	3D6 hrs

Addons Cost (once)	Armory	Panic room	Private/hidden room	Shooting range	Sports court	Gym
	2,000	1,000	200	500	300	300

Race	Body	Agi	Rea	Str	Wil	Log	Int	Cha	Edge	Karma cost
Human	1/6	1/6	1/6	1/6	1/6	1/6	1/6	1/6	2/7	0
Elf	1/6	2/7	1/6	1/6	1/6	1/6	1/6	3/8	1/6	40
Low-light vision										
Dwarf	3/8	1/6	1/5	3/8	2/7	1/6	1/6	1/6	1/6	50
Thermographic vision, +2 dice for pathogen and toxin resistance, +20% increased Lifestyle cost										
Ork	4/9	1/6	1/6	3/8	1/6	1/5	1/6	1/5	1/6	50
Low-light vision										
Troll	5/10	1/5	1/6	5/10	1/6	1/5	1/5	1/4	1/6	90
Thermographic vision, +1 reach, +1 dermal armor, double Lifestyle cost										

Matrix search	Threshold	Time
General knowledge or public	1	1 min
Limited interest or not publicized	3	30 min
Hidden or hunted and erased	6	12 hrs
	Pool modifier	
Intricate or specialized	-1	
Obscure	-2	
On another grid	-2	

Type	Karma	Life modul type	Karma	Various	Karma	Gear cost	Delivery time
Adept	20	Region	15	2,000	1	Up to 100	6 hours
Aspected magician	15	Formative years	40	Contacts	1/lvl	101 to 1,000	1 day
Magician	30	Teen years	50	Active skill	2/lvl	1,001 to 10,000	2 days
Mystic adept	35	Further educations	Various	Skill group/Attribute	5/lvl	10,001 to 100,000	1 week
Technomancer	15	Real life	100	Knowledge/Language	1/lvl	More than 100,000	1 month

Improvement	Karma	Improvement	Training time	For every 10,000 people:	The Big Ten
Attribute	New×5	Attribute	Rating×week	80 unaware "sparks"	Ares
Active skill	New×2	Edge	Instant	20 Aware	Aztechnology
Skill group	New×5	Skill		12 Adepts	Evo
Knowledge/language skill	New×1	1–4	Rating×1 day	9 Magicians	Horizon
New specialization	7	5–8	Rating×1 week	8 Sorcerers	Mitsuhama
New positive quality	Cost×2	9–13	Rating×2 week	8 Conjurers	Neo-NET
Remove negative quality	Cost×2	Skill group	Rating×2 week	4 Enchanters	Renraku
New complex form	4	Specialization	1 month	4 Apprentices	Saeder-Krupp
New spell, ritual, alchemical preparation	5			4 Explorers	Shiawase
New initiate grade	10+3×grade			1 Mystic Adept	Wuxing

Visibility	Light/glare	Wind	Range	Modifier
Clear	Full light/No glare	None or light breeze	Short	–
Light rain/Fog/Smoke	Partial light/Weak glare	Light winds	Medium	-1
Moderate rain/Fog/Smoke	Dim light/Moderate glare	Moderate winds	Long	-3
Heavy rain/Fog/Smoke	Total darkness/Blinding glare	Strong winds	Extreme	-6
Combination of two or more conditions at the –6 level row				-10

Assensing	Information gained
1	The general state of the subject's health (healthy, injured, ill, etc.). The subject's general emotional state or impression (happy, sad, angry, etc.). Whether the subject is mundane or Awakened.
2	The presence and location of cyberware implants. The class of a magical subject (fire elemental, manipulation spell, power focus, curse ritual, and so on). If you have seen the subject's aura before, you may recognize it, regardless of physical disguises or alterations
3	The presence and location of alphaware cyber implants. Whether the subject's Essence and Magic are higher, lower, or equal to your own. Whether the subject's Force is higher, lower, or equal to your Magic. A general diagnosis for any maladies (diseases or toxins) the subject suffers. Any astral signatures present on the subject.
4	The presence and location of bioware implants and betaware cyber implants. The exact Essence, Magic, and Force of the subject. The general cause of any astral signature (combat spell, alchemical combat spell, air spirit, and so on).
5+	The presence and location of deltaware implants, gene treatments, and nanotech. An accurate diagnosis of any disease or toxins which afflict the subject. The fact that a subject is a technomancer.

Character	Target
Manipulation + Charisma [Social]	Manipulation + Charisma [Social]
Etiquette + Charisma [Social]	Perception + Charisma [Social]
Impersonation + Charisma [Social]	Perception + Intuition [Mental]
Intimidation + Charisma [Social]	Charisma + Willpower
Leadership + Charisma [Social]	Leadership + Willpower [Social]
Negotiation + Charisma [Social]	Negotiation + Charisma [Social]
Performance + Charisma [Social]	Charisma + Willpower

Perception situaiton	Modifier
Perciever is distracted	-2
Perciever is specifically looking/listening for it	+3
Object/sound not in immediate vicinity	-2
Object/sound far away	-3
Object/sound stands out in some way	+2
Interfering sight/odor/sound	-2
Perciever has active enhancements	+ (Rating)
Visibility and Light	(Environmental Modifiers)

General	Modifier	General	Modifier
NPC attitude		**Intimidation**	
Friendly	+2	Character is physically imposing	+1 to +3
Neutral	–	Characters outnumber the subject(s)	+2
Suspicious	-1	Character wielding weapon or obvious magic	+2
Prejudiced	-2	Character causing (or has caused) subject physical pain (torture)	+2
Hostile	-3	Subject is physically imposing	-1 to -3
Enemy	-4	Subjects outnumber the character(s)	-2
Desired result is		Subject wielding weapon or obvious magic	-2
Advantageous to NPC	+1	Subject is oblivious to danger	+2
Of no value to NPC	–	Subject doesn't think character "would try something so stupid"	+2
Annoying to NPC	-1	**Leadership**	
Harmful to NPC	-3	Character has superior rank	+1 to +3
Disastrous to NPC	-4	Character is an obvious authority figure	+1
Char has (known) street reputation	+street cred	Subject is a fan or devoted to character	+2
Character is intoxicated	-1	Subject has superior rank	-1 to -3
Control thoughts/emotions spell cast on	-1 per hit	Character not part of subject's social strata	-1 to -3
Subject has (known) street reputation	-street cred	**Negotiation**	
Subject has romantic attraction to the character	+2	Character lacks background knowledge of situation	-2
Subject has "ace in the hole"	+2	Character has blackmailed material or heavy bargaining chip	+2
Manipulation		**Etiquette**	
Character has plausible-seeming evidence	+1 or 2	Character has inappropriate look (wrong attire, etc)	-2
Subject is distracted	+1	Char obviously nervous, agitated, or frenzied	-2
Subject has time to evaluate the situation	-1	Subject is distracted	-1

Healing situation	Modifier	Healing situation	Modifier
Good conditions (sterilized medical facility)	–	Wireless medkit/autodoc	+Rating
Average conditions (indoors)	-1	Applying medical care remotely through medkit/autodoc	-2
Poor conditions (street or wilderness)	-2	Assistance	As Teamwork
Bad conditions (combat, bad weather, swamp)	-3	Uncooperative patient	-2
Terrible conditions (fire, severe storm)	-4	Patient is Awakened or Emerged	-2
No medical supplies	-3	Patient has implants	-1/2 Essence loss
Improvised medical supplies	-1	Unattended medkit/autodoc	Rating×2 only

Street/Interest skills (INT)

Arms Dealers
Astrology
Atlantis Research
Black Markets
BTL Production
Champagne
Chat Rooms
Classical Music
Club Music
Conspiracy Theories
Cooking
Corporate Finance
Corporate Politics
Corporate Procedures
Corporate Security
Criminal Organizations
Dragons
Elven Wines
Fashion
Folklore and Mythology
Gambling Card Games
Gangs
High Society
Investing
Japanese Culture
Japanese Society
Judicial Procedures
Junkyards
Legendary Martial Artists
Local Neighborhood
Lone Star Tactics
Mafia Controlled Establishments
Mafia Politics
Magical Threats
Matrix Games
Matrix Security Procedures
Mechanical Traps
Meditation
Mercenary Groups
Occult Knowledge
Opera
Paranormal Animals
Pirate Trid Broadcasters
Popular Culture
Pornography
Prison Operations
Prostitution Rackets
Safe House Locations
Scrounging
Security Companies
Security Devices
Security Procedures
Smuggler Havens
Smuggling Routes
Sports
Street Drugs
SWAT Team Tactics
Terrorist Organizations
Tourist Trivia
Triad Society
Underworld Politics
Urban Brawl
Yakuza Politics
Yakuza Territory

Academic/Professional skills (LOG)

Accounting
Anatomy
Anthropology
Archaeology
Architecture
Art
Artificial Intelligence
Astral Plane
Astronomy
Biology
Botany
Business
Chemistry
Civil Engineering
Cybertechnology
Design
Economics
Engineering
Entertainment Politics
Forensic Medicine
Forensics
Genetics
Geography
Geology
History
Journalism
Law
Law Enforcement Procedures
Linguistics
Literature
Magical Theory
Media
Medicine
Metahumanity
Metallurgy
Metaphysics
Military
Music
Parabotany
Parazoology
Pharmacology
Philosophy
Physics
Physiology
Poetry
Police Procedures
Political Science
Politics
Psychology
Security Systems
Sociology
Spell Design
Spirits
Stock Broking
Structural Engineering
Tactics
Theology
Virology
Zoology