

ACTIONS

The following actions are described in *SR3, Rigger 3, Matrix, Magic in the Shadows* and the *Critters* book in the *SR3 GM Screen*.

FREE

General

Activate Cyberware
Delay Action
Drop Object
Drop Prone
Gesture
Observe
Speak a Word

Combat

Call a Shot
Change Smartgun Fire Mode
Eject Smartgun Clip

Critter

Cold Aura
Corrosive Saliva
Fading
Flame Aura
Magical Guard
Shadow Cloak

Decking

Allocate Utility Pool (SKs and AIs Only)
Analyze IC or Icon
Jack Out
Maintain Monitored Operation
Notice New Icon
Terminate Download/Upload
Unload Program from Active Memory
Unsuppress IC

Magic

Allocate Spell Defense/Reflecting/Shielding dice
Centering (Metamagic)
Deactivate Focus
Drop Deliberate Masking (Metamagic)
Drop Sustained Spell
End Manifestation
Missile Parry (Adept Power)

Rigging/Vehicle

Activate/Deactivate Rigged Auto-nav/Sensors/ECM/ECCM/ECD
Arm/Disarm a Rigged Weapon System
Call Up a Status Report
Suppress CCSS Automatic Alarms

SIMPLE

General

Change Position
Observe in Detail
Pick Up/Put Down Object

Use Reflex Trigger (Activate/Deactivate Wired Reflexes)
Use Simple Object

Combat

Change Gun Mode
Fire Weapon (SS, SA or BF)
Insert Clip
Quick Draw
Ready Weapons
Remove Clip
Set Up Bipod/Tripod
Take Aim
Throw Weapon

Critter

Concealment
Magic Sense
Materialize/Dematerialize
Mimicry
Sense Link
Telepathic Link

Decking

Analyze Operation
Analyze Security or Subsystem
Attack
Decrypt Access, File or Slave
Download Data
Edit File
Encrypt Access, File or Slave
Improvise Attack
Locate Tortoise User
Monitor Slave
Perform Combat Maneuver
Relocate Trace
Scan Icon
Send Data
Suspend Icon Operations
Swap Memory
Upload Data

Magic

Activate/Deactivate Focus
Call Nature Spirit
Command a Spirit
Deliberately Mask the Aura (Metamagic)
Issue Mental Command (Control Manipulation Spells)
Manifest Astral Form on Physical Plane
Observe Spell for Design Inspiration
Read an Aura
Rooting (adept power)
Shift to/from Astral Perception

Rigging/Vehicle

Activate/Deactivate Non-rigged Auto-nav/Sensors/ECM/ECCM/ECD
Affiliate/Disaffiliate a Drone
Jump into a Primary Drone
Monitor Radio Traffic
Perform the Same Free Action on Multiple Drones
Return to Captain's Chair

COMPLEX

General

Use Complex Object
Use Skill

Combat

Attempt to Break Free from Grapple/Entanglement
Fire Automatic Weapon (FA)
Make Spotter Test for Indirect Fire
Melee/Unarmed Attack
Reload Firearm

Critter

Accident
Aid Power
Animal Control
Animal Form
Animal Gateway
Binding
Blindness
Compulsion
Confusion
Desire Reflection
Dispell
Empathy
Engulf
Essence Drain
Fear
Glamour
Guard
Human Form
Hypnotic Song
Influence
Innate Spell
Mist Form
Movement
Noxious Breath
Paralyzing Touch/Howl
Petrifying Gaze
Possession
Psychokinesis
Search
Silence
Sonic Projection
Spraying
Storm
Wealth
Weather Control

Decking

Abort Host Shutdown
Alter Icon
Analyze Host
Block System Operation
Control Slave
Crash Application or Host
Decoy
Decompress a file or program
Disarm Data Bomb
Disinfect
Dump Log
Edit Slave
Freeze Vanishing SAN

Graceful Logoff
Infect

Intercept Data
Invalidate Account
Jack Out Under Attack from Black IC
Locate Access Node, Decker, File, Frame, IC, Paydata or Slave
Logon to Host, LTG or RTG
Make Comcall
Null Operation
Redirect Datatrail
Switch Modes
Tap Comcall
Use Medic or Restore Utility
Validate Account

Magic

Activate Sustaining Focus
Astrally Project or Return
Banish Spirit
Call Elemental/Ally
Cast Spell
Cleansing (Metamagic)
Divination (Metamagic)
Conjure Spirit
Control Spirit
Create Wards
Dispell a Spell
Erase Astral Signature
Heal Spirit
Link Spell to Anchoring Focus
Move Area of Effect of a Sustained Illusion/Manipulation Spell
Possession (Metamagic)
Quicken a Spell (Metamagic)
Remove Self from Ritual Team
Ritual Sorcery
Struggle to Change Course of Action (Dog Shamans Only)
Suppress Astral Barrier
Use Expendable Spell Focus

Rigging/Vehicle

Accelerating/Braking
Break Missile Target Lock
Conduct Signal Interception
Conduct MUI
Control a Room through CCSS
Disengage from a CCSS System
Engage a Security Rigger in CCSS Combat
Fire Mounted or Vehicle Weapon
Hiding
Issue a Command
Make a Sensor Test for Gunnery Target Lock
Observe through a Secondary Drone
Operate a Drone
Positioning
Ramming
Reconnect a Lost Carrier
Reduce Footprint
Regenerate Channel Degradation
Turn On/Off Device through CCSS