

# 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