

SHADOWRUN

PERSONAL DATA

Alias	8Bit	Name	Jacob Cooper		
Metatype	Human	Magic/Resonance	Mundane		
Sex	male	Height	6	Weight	180
Age		Heat	0	Reputation	0
Karma	1	Total Karma	1	Essence	4.00

ATTRIBUTES

	Rtg	Pool		Rtg	Pool
Body	4	4	Minor Actions	1	2
Agility	5	5	Initiative	8	8 +1D6
Reaction	4	4	Initiative (Matrix VR)	8	8 +2D6
Strength	4	4	Initiative (Astral)	13	13 +2D6
Willpower	4	4	Defense	0	8
Logic	6	9	Composure	0	6
Intuition	4	4	Judge Intentions	0	8
Charisma	2	2	Memory	0	13
Edge	2	2	Lift / Carry	0	8

EDGE / ¥

EDGE

NUYEN (¥)

PORTRAIT

"8-BIT"



JOE.NITTOLY.CA

QUALITIES

POSITIVE

Analytical Mind
Built Tough 4
High Pain Tolerance
Soothing Static

NEGATIVE

Momentous Misfortune
Hunted 5

CONDITION MONITOR

Stun Healing: BOD + WIL = 8



Physical Healing: BOD + BOD = 8



Dam. overfl. Healing: 8 - Mod. =



Drain resist: WIL (4) + ____

Damage resist: BOD (4) + mod.(0) = 4



SKILLS

Skill	Attr.	Rtg	Pool	Notes	Skill	Attr.	Rtg	Pool	Notes	Language/Knowledge
Trained					Electronics	LOG	5	14	a	Lang: English (Native)
Biotech	LOG	3	12	a	Engineering	LOG	5	14	a	Cyberdecks
<i>First Aid</i>	LOG		14	a	Firearms	AGI	5	10	b	Local Gangs
Cracking	LOG	6	15	a	<i>Heavy Pistols</i>	AGI		12	b	Matrix Gangs
<i>Hacking</i>	LOG		17	a	Influence	CHA	0	1		Security Corps
Untrained					Outdoors	INT	0	3		Security Systems
Athletics	AGI	1	6		Perception	INT	1	5		Virtual Clubs
Close Combat	AGI	0	4		<i>Visual</i>	INT		7		
Con	CHA	1	3		Piloting	REA	1	5		
<i>Impersonation</i>	CHA		5		Stealth	AGI	1	6		

a) Analytical Mind, b) Flashlight, Low-Light

WEAPONS

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
Altmayr Black Moon 2	12	4P	12/10/9/-/-	SA	6(cy)
Melee weapon	Pool	Damage	Att.R.		
Unarmed	4	2S	8/-/-/-		

Close: 0-3 | Near: 4-50 | Medium: 51-250 | Far: 251-500 | Extreme: 501+

ARMOR

DEFENSIVE RATING **9**

Armor	Rating	Social
Body	4	2
Armor jacket	4	-3
Fire Resistance (2), Electricity Resistance (2), Cold Resistance (2), Chemical Protection (2)		
Ballistic Mask	1	-2
Defensive Pools against	Defensive Actions	
Attacks	8	Block (Minor) +0
Combat spells (Indirect)	8	Dodge (Minor) +1
Combat spells (Direct)	8	Hit the dirt (Minor) +2
Toxin Damage	8	Full Defense (Major) +4
Drain	0	Boosted Defense (Major) -2

AUGMENTATIONS			
Augmentation	Level	Essence	Page
Cerebral booster	3	0.6	CRB 293
Cybereyes, Rating 3	-	0.3	CRB 285
Image link, Camera, Rating 0, Flare compensation, Low-light vision, Smartlink, Thermographic vision			
Cyberjack Rating 1 (Used)	-	1.1	CRB 283
Act. Essence (4.0) = 6 - Hole (0.0) - Sum augmentations (2.0)			

GEAR		
Name	Amount	Page
Bug Scanner	1	CRB 269
Earbuds, Rating 3 (2 Accessories)	1	CRB 275
Medkit, Rating 6	1	CRB 281
Tag eraser	1	CRB 270
Tools - Kit (Electronics)	1	CRB 273
Tools - Kit (Engineering)	1	CRB 273
Tools - Kit (Firearms)	1	CRB 273

CONTACTS					
Alias	Type	Loy.	Infl.	Fav.	
Byron Pollard	Electronics Store	1	2	0	
Hurst	Fixer	1	2	0	
Paul Levy	Beat Cop	2	2	0	
Bill Sims	Janitor	1	1	0	

LIFESTYLES				
Lifestyle	Type	Cost	Month	
SubBasement Sublet	Low	2000¥	1	

SINS	
Name	Quality
Charles Upchurch	6
Steven Jones	2

MATRIX DEVICES						
Name	Progr	D	Fir	Attack	SI	
Cyberjack Rating 1	0	4	3	-	-	
Renraku Kitsune	8	-	-	7	6	
<i>Baby Monitor, Browse, Configurator, Edit, Emulator, Encryption, Signal Scrubber, Toolbox, Virtual Machine, Armor, Biofeedback Filter, Decryption, Defuse, Exploit, Fork, Stealth, Trace, Overclock</i>						
Meta Link	0	1	-	-	-	

CURRENCY	
Nuyen (¥): 760	
Credstick Silver	Credstick Standard

VEHICLES / DRONES											
Vehicles	Type	Handl	Acc	Intvl	Speed	Pil	Body	Arm	Sens	Seat	
Honda Rough Rider	ATVs	4/3	15	20	160	1	5	4	1	2	
Drones		Count									

COMBAT ACTIONS

Initiative (minor)		Initiative (major)		Anytime (minor)		Anytime (major)	
Call a shot	CRB41	Attack	CRB42	Augmentation Overdrive	CRB282	Assist	CRB42
Mutliple attacks	CRB42	Ready Weapon	CRB43	Avoid incoming	CRB41	Backseat Driver	DC177
Quick draw	CRB42	Reload Weapon	CRB44	Block	CRB41	Full Defense	CRB43
Reload Smartgun	CRB42			Dodge	CRB41		
Take Aim	CRB42			Drop Object	CRB41		
Trip	CRB42			Intercept	CRB41		

EDGE Boosts and Actions

1 EDGE		Karmic Escape (I)	FS 94	Right Back At Ya! (I)	FS 95
Shank (I)	CRB 48	Knockout Blow (I)	CRB 47	Yielding Force (I)	FS 96
Tactical Roll (I)	CRB 48	Protect the Principal (I)	FS 95	4 EDGE	
Taunt (I)	FS 95	Rolling Clouds (I)	FS 95	Anticipation (I)	CRB 47
Threatening Edge (I)	FS 95	Rooted (I)	FS 95	Blinding strike (I)	FS 92
Throat Strike (I)	FS 96	Sucker Punch (I)	FS 95	Charge (I)	FS 93
Tuck and Roll (I)	FS 96	Thunder Palm (I)	FS 96	Knuckle Breaker (I)	FS 94
Tumble (I)	CRB 48	Weapon Flash (I)	FS 96	Riposte (I)	FS 95
Weapon Spread (I)	FS 96	3 EDGE		Throw Person (I)	FS 96
Wrest (I)	CRB 48	Cover Fire (I)	FS 93	5 EDGE	
2 EDGE		Entanglement (I)	FS 93	Called Shot (Disarm) (I)	CRB 47
Fake Out (I)	FS 93	Hamstring (I)	FS 93	Called Shot (Vitals) (I)	CRB 47
Fire from Cover (I)	CRB 47	Leaf on the Wind (I)	FS 94	Called Shot: Break Weapon (I)	FS 93
Imposing Stone (I)	FS 94	Pin (I)	FS 94	Called Shot: Incapacitate (I)	FS 93
Intimidating Presence (I)	FS 94	Playing Possum (I)	FS 94		

COMBAT OVERVIEW

- Grab Dice**
 Attacker: Weapon pool plus modifiers
 Defender: Intuition + Reaction = 8
- Distribute Edge**
 Compare Attack Rating vs. Defense Rating
 For every 4 better, the party gets 1 Edge
 Modify with situational edge
 Max. 2 Edge per combat round
- Roll Dice and Spend Edge**
 - Choose either Pre- or Post Roll Edge actions
 - Roll dice
 - Check for glitches
 - Spend Edge
- Soak Some Damage**
 Defend with Damage Resistance (4) to reduce the damage.
 Last chance to use Edge
- Bring the Pain**
 - Apply damage to condition monitor
 - Apply secondary weapon effects

MARTIAL ARTS

PERSONA

Origin: Cyberjack Rating 1 + Renraku Kitsune

Attributes/Skills	Default	Current
Att (Attack)	7	<input type="text"/>
Sleaze (SI)	6	<input type="text"/>
Data Processing (D)	4	<input type="text"/>
Firewall (Fir)	3	<input type="text"/>
Matrix Perception	9	<input type="text"/> Electronics + INT

Matrix Combat

Initiative AR	8 +1D6	<input type="text"/>	
Initiative VR	8 +2D6	<input type="text"/>	INT + D
Initiative VR Hot sim	8 +3D6	<input type="text"/>	INT + D
Attack Rating	13	<input type="text"/>	Attack + SI
Defense Rating	7	<input type="text"/>	D + Fir

Matrix Condition Monitor

<input type="text"/>	<input type="text"/>	<input type="text"/> -1	<input type="text"/> -1	<input type="text"/> -1	<input type="text"/> -2	<input type="text"/> -2	<input type="text"/> -2	<input type="text"/> -3	<input type="text"/> -3
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MATRIX OVERVIEW

1. Grab dice

Legal: Electronics + Logic = 14

Illegal: Cracking + Logic = 15

2. Distribute Edge (Combat, Hacking)

Compare Attack Rating to Defense Rating

Persona's Attack + Sleaze

Target's Data Processing + Firewall

If one hit is at least 4 higher than the other bonus edge is gained.

3. Roll Dice

4. Determine Effect

Determine the effect of the action and the Overwatch Score with your Game Master.

EDGE ACTIONS

Minor Actions		Hash Check (i)	CRB 182
Change Device Mode	CRB 41	Hide (i)	CRB 182
Change Icon	CRB 180	Jack out	CRB 182
Enter Host	CRB 181	Jam Signals (i)	CRB 182
Reconf. Matrix Attrib.	CRB 183	Jump into Rigged Device	CRB 182
Send Message	CRB 183	Matrix Perception	CRB 182
Switch Interface Mode (i)	CRB 184	Reboot Device	CRB 183
Major Actions		Register Sprite (i)	CRB 191
Backdoor Entry (i)	CRB 180	Rigger Jump In	CRB 44
Brute Force (i)	CRB 180	Set Data Bomb (i)	CRB 183
Check OS (i)	CRB 180	Snoop (i)	CRB 184
Compile Sprite (i)	CRB 191	Spoof Command (i)	CRB 184
Control Device	CRB 180	Tarpit (i)	CRB 184
Crack File (i)	CRB 180	Trace Icon (i)	CRB 184
Crash Program (i)	CRB 181	Special Actions	
Data Spike (i)	CRB 181	Matrix Search	CRB 183
Decompile Sprite (i)	CRB 192	Probe (i)	CRB 183
Disarm Data Bomb	CRB 181	Edge Actions (Cost)	
Edit File	CRB 181	Emergency Boost (1) (i)	CRB 175
Encrypt File	CRB 181	Hog (2) (i)	CRB 175
Erase Matrix Signature (i)	CRB 181	Signal Scream (2) (i)	CRB 175
Format Device	CRB 181	Technobabble (2) (i)	CRB 175
Full Matrix Defense	CRB 182	Under the Radar (3) (i)	CRB 175

(i) Illegal Actions

COMPLEX FORMS

Resonance: -2 Resist fading: WIL(4) + LOG(9)

Complex form	Dur.	Fading	Page	Notes

SUBMERSION

GRADE

Echo Page

PROGRAMS

1	2	Program	Description	Page
Basic programs				
<input type="checkbox"/>	<input type="checkbox"/>	Alice (Kabelmatrix Emulator)	ISDN2 Emulator for cable matrix	Misc. (DE) 17
<input type="checkbox"/>	<input type="checkbox"/>	Autosoft Host	program.autosoft_host.short	HACK 57
<input type="checkbox"/>	<input type="checkbox"/>	Baby Monitor	Know OS without action	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Browse	1 Edge for Matrix Searches	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Configurator	Swap deck config instead attributes	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Edit	Gain 1 Edge on Edit File Action	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Emulator	program.emulator.short	HACK 57
<input type="checkbox"/>	<input type="checkbox"/>	Encryption	+2 dice when Encrypt File Action	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Signal Scrubber	Reduce noise by 2	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Toolbox	+1 to Data Processing	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Virtual Machine	2 additional program slots; gain one additional damage	CRB 184
Hackingprograms				
<input type="checkbox"/>	<input type="checkbox"/>	Armor	+2 to Defense Rating	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Biofeedback	Cause Stun/Physical with matrix attack	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Biofeedback Filter	Allow Dev.Rat./Body to soak damage	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Blackout	Cause Stun with matrix attack	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Blaster-Charger	program.blaster-charger.short	HACK 57
<input type="checkbox"/>	<input type="checkbox"/>	Bomb Kit	program.bomb_kit.short	HACK 58
<input type="checkbox"/>	<input type="checkbox"/>	Decryption	+2 dice on Crack File action	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Defense Pods	program.defense_pods.short	HACK 58
<input type="checkbox"/>	<input type="checkbox"/>	Defuse	Allow Dev.Rat./Body to soak dmg. from d.bomb	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Directional Shield	program.directional_shield.short	HACK 58
<input type="checkbox"/>	<input type="checkbox"/>	Double Agent	program.double_agent.short	HACK 58
<input type="checkbox"/>	<input type="checkbox"/>	Drone Master	program.drone_master.short	HACK 58
<input type="checkbox"/>	<input type="checkbox"/>	Exploit	Reduce Defens.Rat. of hack target by 2	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Fork	Hit 2 targets without splitting pool	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Lockdown	Cause link lock on matrix damage	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Overclock	Add 2 dice to matrix action	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Quartermaster	program.quartermaster.short	HACK 59
<input type="checkbox"/>	<input type="checkbox"/>	Rocket Launcher	program.rocket_launcher.short	HACK 59
<input type="checkbox"/>	<input type="checkbox"/>	Secret Agent	program.secret_agent.short	HACK 59
<input type="checkbox"/>	<input type="checkbox"/>	Smoke Bomb	program.smoke_bomb.short	HACK 59
<input type="checkbox"/>	<input type="checkbox"/>	Special Agent	program.special_agent.short	HACK 59
<input type="checkbox"/>	<input type="checkbox"/>	Spin Doctor	program.spin_doctor.short	HACK 59
<input type="checkbox"/>	<input type="checkbox"/>	Spineshield	program.spineshield.short	HACK 59
<input type="checkbox"/>	<input type="checkbox"/>	Stealth	Gain 1 Edge on Hide action	CRB 185
<input type="checkbox"/>	<input type="checkbox"/>	Tapeworm	program.tapeworm.short	HACK 59
<input type="checkbox"/>	<input type="checkbox"/>	Trace	Gain 1 Edge on Trace Icon action	CRB 185
0	8	# of max. concurrent programs per device		
1 = Cyberjack Rating 1 2 = Renraku Kitsune <input type="checkbox"/> = not installed <input checked="" type="checkbox"/> = mark if activated				

GEAR					
Name	Amount	Page	Name	Amount	Page
Bug Scanner	1	CRB 269			
Earbuds, Rating 3	1	CRB 275			
<i>Audio enhancement</i>		CRB 276			
<i>Select sound filter, Rating 2</i>		CRB 276			
Medkit, Rating 6	1	CRB 281			
Tag eraser	1	CRB 270			
Tools - Kit (Electronics)	1	CRB 273			
Tools - Kit (Engineering)	1	CRB 273			
Tools - Kit (Firearms)	1	CRB 273			

Ranged weapons

ALTMAYR BLACK MOON 2						
Damage	Attack Rating	Mode	Ammo			
4P	12/10/9/-/-	SA	6(cy)			
Accessory: Gas-vent system, Flashlight, Low-Light, Vision magnification, Concealable Quick Draw Holster, Speed loader						
Modifications: Smartgun system (internal), Personalized Grip, Custom Style						
WiFi: Digital ammunition counter and an ARO that tells you the ammo type loaded. If equipped with DNI, you gain a bonus Minor Action any turn when you eject a clip (for weapons that have them) or change fire modes.						
Attack Rating	Modifiers	AR	Modes	AR	Dam	Pool
Altmayr Black Moon 2		12/10/7/-/-	SS	12/10/9/-/-	4P	12
Vision magnification		-/-2/2/2	SA	10/8/7/-/-	5P	12
Smartgun: Add +2 to AR (if no laser sight)		2/2/2/2/2				
Smartgun: Add +1 to AR (if has laser sight)		1/1/1/1/1				

AMMUNITION					
Name	Amount	Page	Name	Amount	Page
Heavy Pistol/SMG (10x) (Gel)	2	CRB 262			
Heavy Pistol/SMG (10x) (Regular)	2	CRB 262			

MELEE WEAPONS						
Unarmed	Pool	4	Damage	2S	Att.R.	8/-/-/-
	Pool		Damage		Att.R.	
	Pool		Damage		Att.R.	
	Pool		Damage		Att.R.	

ARMOR		
Armor	Rating	Social
Body	4	
Armor jacket	4	-3
Fire Resistance (2), Electricity Resistance (2), Cold Resistance (2), Chemical Protection (2)		
Ballistic Mask	1	-2
Defensive rating	9	
*) Rating not included in defensive rating		

Vehicles / Drones

Abbreviations: D=driven, A=autonomous, R=via RCC, J=jumped in; P=Pool

HONDA ROUGH RIDER

Handling	Acc	Interval	Speed	Seat
4/3	15	20	160	2
Pil	Sens	Body	Arm	DR _(D/A/R/J)
1	1	5	4	5/3/-/-



Accessories/Notes

Skills

D A R J

Evade	5	1	-	-
Perception	5	1	-	-
Pilot	5	1	-	-
Stealth	-	1	-	-

Software	Rtg
3P AR 2 0 - - P 5 0 - -	

No weapons mounted

-1 -1 -2 -2 -2 -3 -3 -3

Matrix Devices

CYBERDECK

Model	Renraku Kitsune		
Level	4	Attack	7
Actual config		Attack	
		Data processing	
		Sleaze	6
		Sleaze	
		Firewall	

Programs (concurrent 8)

Baby Monitor	Browse	Configurator
Edit	Emulator	Encryption
Signal Scrubber	Toolbox	Virtual Machine
Armor	Biofeedback Filter	Decryption
Defuse	Exploit	Fork
Stealth	Trace	Overclock

Accessory

SIM module, hot

Matrix status (10)

COMMLINK

Model	Meta Link		
Level	1	Data processing	1
Programs (concurrent 0)		Firewall	0

Matrix status (9)

SINs

CHARLES UPCHURCH - QUALITY 6

Licenses

Cyberdeck 6, Cyberjack 6, Cyberware 6, Driver 6, Firearms License 6, Skilled Trade 6, Smartgun/Smartlink 6

STEVEN JONES - QUALITY 2

Licenses

Cyberdeck 2, Cyberjack 2, Cyberware 2, Driver 2, Firearms License 2, Skilled Trade 2, Smartgun/Smartlink 2

Lifestyles

SUBBASEMENT SUBLET

Type	Low	Cost	2000¥
Month	1	SIN	Steven Jones

Options

keine

Notes

Edge Boost

Add 3 to your Initiative Score (CRB46)	
+3 to Initiative	
Reroll one die (CRB46)	
Reroll one die	
+1 to a single die roll (CRB46)	
+1 to a single die roll	
Double Down I (DC177)	
Add 1 wild die	
Give ally 1 Edge (CRB46)	
Give ally 1 Edge	
Negate 1 Edge of a foe (CRB46)	
Negate 1 Edge of a foe	
Buy one automatic hit (CRB47)	
Buy one automatic hit	
Heal one box of Stun damage (CRB47)	
Heal 1 Stun damage	
Add Edge to your dice pool (CRB47)	
+Edge to pool and explode	
Double Down II (DC177)	
Add 2 wild dice	
Heal 1 point of Physical damage (CRB47)	
Heal 1 Physical damage	
I Saw It in a Trid Once (FS96)	
Use unlearned martial arts technique	
Reroll all failed dice (CRB47)	
Reroll all failed dice	
Count 2s as glitches for the target (CRB47)	
2s are glitches for the target	
Create special effect (CRB47)	
Discuss with your GM	
Recover (FS96)	
Major Action to remove/reduce own status	
Double Down III (DC177)	
Add 3 wild dice	

Combat

Anticipation (CRB47)	
Double dice pool to split for attacks	
Blinding strike (FS92)	
Hits>AGI, target status Blind I	
Called Shot (Disarm) (CRB47)	
Attack does no damage, Disarms Opponent	
Called Shot (Vitals) (CRB47)	
Add 3 damage if attack hits	
Called Shot: Break Weapon (FS93)	
DV>Struct/2, reduce weapon AR	
Called Shot: Incapacitate (FS93)	
Hits>REA, target status Dazed	
Charge (FS93)	
Move 5m, convert hits to movement	
Cover Fire (FS93)	
BF produces +2 Cover, instead DV	

Entanglement (FS93)	
Melee: Hits>AGI, target status Hobbled	
Fake Out (FS93)	1
Lower target DR for next round	
Fire from Cover (CRB47)	1
Attack from cover /wo minor action	
Hamstring (FS93)	2
Hits>AGI, target status Hobbled	
Imposing Stone (FS94)	2
Hits>AGI, target stops, otherw. slowed	
Intimidating Presence (FS94)	2
Infl+STR/WIL+STR: Reduce target AR	
Karmic Escape (FS94)	2
Minor Act, Avoid status, but more damage	
Knockout Blow (CRB47)	3
Damage>WIL fill target stun cond. monitor	
Knuckle Breaker (FS94)	3
-4 dice pool, success disables limbs	
Leaf on the Wind (FS94)	4
Use hits to get cover while sprinting	
Pin (FS94)	4
Hits>DR, target Status Immobilized	
Playing Possum (FS94)	4
Infl. check, dice pool +net hits next attack	
Protect the Principal (FS95)	4
Ally only 1 Min.Act. away, take DMG instead	
Right Back At Ya! (FS95)	4
Knock grenade away, Athletics check (2)	
Riposte (FS95)	5
Melee: ptly. conv. rcvd. DV into target DMG	
Rolling Clouds (FS95)	5
Athletics slows down fall if environ. allows	
Rooted (FS95)	5
Athletics: BOD+Hits when avoid knockdown	
Shank (CRB48)	6
Called shot with only -2 penalty.	
Sucker Punch (FS95)	
Net Hits>WIL, inflict Fatigued status	
Tactical Roll (CRB48)	4
Ignore prone penalty for attacks for 2 rds	
Taunt (FS95)	4
Influence: Net Hits incr. ally's DR	
Threatening Edge (FS95)	5
Repl. own DR with weapon AR for encount.	
Throat Strike (FS96)	5
Melee: Net Hits>AGI, inflict Muted status	
Throw Person (FS96)	5
Melee to throw grappled opponent prone	
Thunder Palm (FS96)	5
Net Hits>WIL, inflict Deafened status	
Tuck and Roll (FS96)	4
When rcv. Prone status, move 1m away	
Tumble (CRB48)	3
If Damage > Body then target prone	

Weapon Flash (FS96)	3
Quick draw any melee weapon	2
Weapon Spread (FS96)	2
2xMelee: Close range=2m during encounter	1
Wrest (CRB48)	2
During melee, evtl. disarm opponent	1
Yielding Force (FS96)	3
Athletics as defense, NH>AGI opp. prone	3

Position

Freerunning (FS93)	2
While moving horiz. also move vertical.	2
Monkey Climb (FS94)	2
+ 0.2 climb distance per hit	2
Matrix	2
Emergency Boost (CRB175)	4
Increase one matrix attrib. for 1 test	1
Hog (CRB175)	3
-2 Data Proc and -1 active prog. slot	2
Signal Scream (CRB175)	3
Ignore noise penalty for next action	2
Technobabble (CRB175)	3
Mancer: Use CHA inst. LOG for next action	2
Under the Radar (CRB175)	2
Next action does not increase OS	3

Social

Big Speech (CRB47)	4
Roll 2xInfluence, treat as teamwork check	4
Bring the Drama (CRB47)	2
Gain 200ny on a quick con, +20% on long	2

Driving

Aimbot (DC177)	1
If >=1 net hit, add sensor rat. hits	6
Attack Run (DC177)	2
Add rank piloting to gunnery test	4
Bootleg Turn (DC178)	1
Adjust range category by 1	2
Change Environment (DC178)	1
Choose Open, Restricted, Tight	5
Chicken (DC178)	1
Chase: Driver with lower net hits crashes	6
Crossfire (DC177)	1
Defense: Net hits damage on other vehicle	6
Dead Stop (DC179)	4
Opp. Outdoors:Chased target hits dead end	5
Drafting (DC179)	2
Move one category closer to chased target	2
Equalizer (DC179)	1
Ignore targets position advantage	2
Escape! (DC179)	1
Test: Escape all followers at extreme range	4

Driving

Evade Pursuit I (DC179)	
Increase range to followers by 1	
Evade Pursuit II (DC179)	
Increase range to followers by 2	
Evasive Action (DC177)	
Add Pilot rank to veh. defense test	
Focus (DC179)	
Vehicle Handling -1 for one test	
Greaser (DC178)	
Oil slick: Target may not spend Edge	
Hit the Brakes! (DC179)	
All followers one category closer	
In the Zone (DC178)	
Ignore handling penalties for 1 test	
Pickup (DC178)	
Pickup target while driving	
Point Defense (DC178)	
Attack incoming missile w. ranged weapon	
Redline (DC179)	
+2 range categories for 4P dmg - or prevent	

Smokescreen I (DC178)	
Gain 1 level or Cover status	
Smokescreen II (DC178)	4
Gain 2 level or Cover status	
Smokescreen III (DC178)	7
Gain 3 level or Cover status	
Smokescreen IV (DC178)	4
Gain 4 level or Cover status	
Subtle Pilot (DC179)	2
+pilot rank on stealth test	
The Exit (DC178)	2
When piloting, exit vehicle safely	
The Rigger's Advantage (DC178)	2
Add control rig rating to hits	
Tokyo Drift (DC179)	4
Chased: Drift action prevents opp. get closer	
Up the Ante I (DC179)	4
Tight: Add 1 handling for everyone	
Up the Ante II (DC179)	5
Tight: Add 2 handling for everyone	
Up the Ante III (DC179)	4
Tight: Add 3 handling for everyone	

1 Other

Assembled with Love and Bondo (DC170)	2
Mod last net hits hours, then broken	
Black Thumb (DC170)	2
Rush job on moving vehicle	
Change Environment (DC178)	4
Choose Open, Restricted, Tight	
Equalizer (DC179)	3
Ignore targets position advantage	
Escape! (DC179)	6
Test: Escape all followers at medium range	
Focus (DC179)	3
Athletics threshold-1 for one test	
Sudden Insight (CRB48)	2
No penalty for skill without rank	
Up the Ante I (DC179)	2
Tight: Add 1 threshold for everyone	
Up the Ante II (DC179)	4
Tight: Add 2 threshold for everyone	
Up the Ante III (DC179)	6
Tight: Add 3 threshold for everyone	

Software

BASIC PROGRAMS

BABY MONITOR

You did not provide a description yet.
(Key item.baby_monitor.desc)
see Core rules, p.184

BROWSE

You did not provide a description yet.
(Key item.browse.desc)
see Core rules, p.184

CONFIGURATOR

You did not provide a description yet.
(Key item.configurator.desc)
see Core rules, p.184

EDIT

You did not provide a description yet.
(Key item.edit.desc)
see Core rules, p.184

EMULATOR

You did not provide a description yet.
(Key item.emulator.desc)
see Hack and Slash, p.57

ENCRYPTION

You did not provide a description yet.
(Key item.encryption.desc)
see Core rules, p.184

SIGNAL SCRUBBER

You did not provide a description yet.
(Key item.signal_scrubber.desc)
see Core rules, p.184

TOOLBOX

You did not provide a description yet.
(Key item.toolbox.desc)
see Core rules, p.184

VIRTUAL MACHINE

You did not provide a description yet.
(Key item.virtual_machine.desc)
see Core rules, p.184

HACKINGPROGRAMS

ARMOR

You did not provide a description yet.
(Key item.armor.desc)
see Core rules, p.184

BIOFEEDBACK FILTER

You did not provide a description yet.
(Key item.biofeedback_filter.desc)
see Core rules, p.184

DECRYPTION

You did not provide a description yet.
(Key item.decryption.desc)
see Core rules, p.184

DEFUSE

You did not provide a description yet.
(Key item.defuse.desc)
see Core rules, p.184

EXPLOIT

You did not provide a description yet.
(Key item.exploit.desc)
see Core rules, p.184

FORK

You did not provide a description yet.
(Key item.fork.desc)
see Core rules, p.184

STEALTH

You did not provide a description yet.
(Key item.stealth.desc)
see Core rules, p.185

TRACE

You did not provide a description yet.
(Key item.trace.desc)
see Core rules, p.185

OVERCLOCK

You did not provide a description yet.
(Key item.overclock.desc)
see Core rules, p.184

Qualities

POSITIVE

ANALYTICAL MIND

You did not provide a description yet.
(Key quality.analytical_mind.desc)
see Core rules, p.70

BUILT TOUGH

You did not provide a description yet.
(Key quality.built_tough.desc)
see Core rules, p.70

HIGH PAIN TOLERANCE

You did not provide a description yet.
(Key quality.high_pain_tolerance.desc)
see Core rules, p.72

SOOTHING STATIC

You did not provide a description yet.
(Key quality.soothing_static.desc)
see Sixth World Companion, p.135

NEGATIVE

MOMENTOUS MISFORTUNE

You did not provide a description yet.
(Key quality.momentous_misfortune.desc)
see Sixth World Companion, p.138

HUNTED

You did not provide a description yet.
(Key quality.hunted.desc)
see Sixth World Companion, p.137

Augmentation

CYBERWARE

CYBEREYES, RATING 3

You did not provide a description yet.
(Key item.cybereye3.desc)
see Core rules, p.285

CYBERJACK RATING 1

You did not provide a description yet.
(Key item.cyberjack1.desc)
see Core rules, p.283

BIOWARE

CEREBRAL BOOSTER

You did not provide a description yet.
(Key item.cerebral_booster.desc)
see Core rules, p.293

