

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
----------------------	----------------------	-------------------------	-------------------------	-------------------------	-------------------------	-------------------------	-------------------------	-------------------------	-------------------------

COMPLEX FORMS

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

Complex form	Dur.	Fading	Page	Notes

SUBMERSION

GRADE

Echo Page

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

PROGRAMS				
1	2	Program	Description	Page
Basic programs				
<input type="checkbox"/>	<input type="checkbox"/>	Alice (Kabelmatrix Emulator)	ISDN2 Emulator for cable matrix	Misc. (Peg) 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
Antidote patch	3	CRB 282	Microwire	1	CRB 280
Bug Scanner	1	CRB 269	Rappelling gloves	1	CRB 280
Climbing gear	1	CRB 279	Stim patch, Rating 6	1	CRB 282
Coding Shop	1	CRB 273	Subvocal microphone	1	CRB 268
DocWagon Basic Contract (1 Month)	1	CRB 281	Survival kit	1	CRB 280
Earbuds, Rating 3	1	CRB 275	Tag eraser	1	CRB 270
<i>Audio enhancement</i>		CRB 276	Tools - Kit (Biotech)	1	CRB 273
<i>Select sound filter, Rating 2</i>		CRB 276	Tools - Kit (Electronics)	1	CRB 273
Electronic paper	5	CRB 268	Tools - Kit (Engineering)	1	CRB 273
Gas mask	1	CRB 279	Tools - Kit (Firearms)	1	CRB 273
Glasses, Rating 2	1	CRB 274	Trid projector	1	CRB 268
<i>Vision enhancement</i>		CRB 275			
Jazz	2	CRB 124			
Medkit, Rating 6	1	CRB 281			

Ranged weapons

ALTMAYR BLACK MOON 2					
Damage	Attack Rating	Mode	Ammo		
4P	14/12/11/-/-	SA	6(cy)		
loaded with gel, 1 reload of reg 1 of gel					
Accessory: Flashlight, Low-Light, Gas-vent system, Vision magnification, Concealable Quick Draw Holster, Speed loader (2x)					
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	14/12/11/-/-	4P	12
Vision magnification	-/-2/2/2	SA	12/10/9/-/-	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				

COLT MANHUNTER					
Damage	Attack Rating	Mode	Ammo		
3P	13/11/10/-/-	SA	14(c)		
Loaded with Gel, 1 reload of regular 1 reload of gel					
Accessory: Laser sight (base), Silencer, Spare clip (2x), Concealable Quick Draw Holster					
Modifications: Smartgun system (internal), Personalized Grip					
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
Colt Manhunter	11/9/7/-/-	SS	13/11/10/-/-	3P	12
Laser sight (base)	1/1/1/1/1	SA	11/9/8/-/-	4P	12
Personalized Grip	1/1/-/-				
Vision magnification	-/-2/2/2				
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				

DEFIANCE SUPER SHOCK					
Damage	Attack Rating	Mode	Ammo		
6S(e)	10/6/-/-/-	SS	4(m)		
Accessory: Smartgun system (external), Defiance Super Shock (as Club), Concealable Quick Draw Holster					
Modifications:					
WiFi: A successful hit informs you of the status of the target's basic health in terms of Condition Monitors (general statements, rather than exact number of boxes left).					
Attack Rating Modifiers	AR	Modes	AR	Dam	Pool
Defiance Super Shock	10/6/-/-/-	SS	10/6/-/-/-	6S(e)	10
Vision magnification	-/-2/2/2				
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)	4	CRB 262			
Heavy Pistol/SMG (10x) (Regular)	2	CRB 262			
Taser (10x) (Regular)	1	CRB 262			

MELEE WEAPONS

Unarmed	Pool	4	Damage	4P	Att.R.	11/-/-/-
Defiance Super Shock (as Club)	Pool	4	Damage	6S(e)	Att.R.	10/-/-/-
	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
Audio enhancement (0), Vision enhancement (0)		
Securtech Armor Augmentation System	1	-1

Defensive rating 10


*) 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	20	30	160	2
Pil	Sens	Body	Arm	DR(D/A/R/J)
1	1	5	4	5/3/-/-



Accessories/Notes	Skills	D	A	R	J
Smart Tires	Evade	5	1	-	-
	Perception	5	1	-	-
	Pilot	5	1	-	-
	Stealth	-	1	-	-


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

No weapons mounted

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------

VULCAN SYSTEMS UTILITY-ONE

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



Accessories/Notes	Skills	A	R	J
Rigger interface, Tool Storage Compartment, Integrated Cyberarm (2x)	Evade	2	-	-
	Perception	2	-	-
	Pilot	2	-	-
	Stealth	2	-	-

Ramming 2P AR - 1 - - P - 1 - - Software Rtg

No weapons mounted

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------

Matrix Devices

CYBERDECK

Model	Renraku Kitsune				
Level	4	Attack	7	Sleaze	6
Actual config		Attack		Sleaze	
		Data processing		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, Personal Assistant, Rating 4, P-ICE: Nope!, File Vault, eParkour, P-ICE: Watchdog, Mannequin					
Matrix status (10)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

COMMLINK

Model	AGENT BOX - r6 Agent - Ultimas Alpha				
Level	6	Data processing	3	Firewall	1
Programs (concurrent 3)					
Matrix status (11)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

COMMLINK					
Model	Meta Link				
Level	1	Data processing	1	Firewall	0
Programs (concurrent 0)					
Matrix status (9)					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					

Contacts

CON: BYRON POLLARD					
Alias	Type	Loy.	Infl.	Fav.	
Byron Pollard	Electronics Store	1	2	0	
Description					

CON: HURST					
Alias	Type	Loy.	Infl.	Fav.	
Hurst	Fixer	1	2	0	
Description					

CON: PAUL LEVY					
Alias	Type	Loy.	Infl.	Fav.	
Paul Levy	Lonestar Beat Cop	3	2	0	
Description					
Paul Levy is a beat cop with Lone Star. Somehow despite working the streets for a decade he is still a decent human being which may be why he hasn't advanced much.					

CON: BILL SIMS					
Alias	Type	Loy.	Infl.	Fav.	
Bill Sims	Janitor	1	1	0	
Description					

CON: BELIAL					
Alias	Type	Loy.	Infl.	Fav.	
Belial	Ancients Leader	5	7	0	
Description					

CON: SLYCE					
Alias	Type	Loy.	Infl.	Fav.	
Slyce	Ravager Ganger	1	1	0	
Description					

SINs

CHARLES UPCHURCH - QUALITY 6	
Licenses	
Cyberjack 6, Cyberware 6, Driver 6, Firearms License 6, Skilled Trade 6, Smartgun/Smartlink 6, Concealed Carry License 6	

STEVEN JONES - QUALITY 2	
Licenses	
Cyberjack 2, Cyberware 2, Driver 2, Firearms License 2, Skilled Trade 2, Smartgun/Smartlink 2, Concealed Carry License 2	

Lifestyles

SUBBASEMENT SUBLET			
Type	Low	Cost	2000¥
Month	1	SIN	Steven Jones
Options			
keine			

KNOWLEDGE AND LANGUAGES		
Knowledge skills	Local Gangs	Security Systems
Matrix Gangs	Virtual Clubs	Languages
Cyberdecks	Security Corps	English

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: pty. 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	2
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	3
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	2
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 vehilce	
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	