

SHADOWRUN

PERSONAL DATA

Alias	Balabolka	Name	Aleksei Krolik		
Metatype	Dwarf	Magic/Resonance	Mundane		
Sex	male	Height	1	Weight	56
Age	28	Heat	0	Reputation	0
Karma	1	Total Karma	1	Essence	3.07

ATTRIBUTES

	Rtg	Pool		Rtg	Pool
Body	3	3	Minor Actions	1	3
Agility	5	6	Initiative	10	10 +2D6
Reaction	4	5	Initiative (Matrix VR)	7	7 +2D6
Strength	3	3	Initiative (Astral)	8	8 +2D6
Willpower	4	4	Defense	0	10
Logic	3	3	Composure	0	10
Intuition	5	5	Judge Intentions	0	9
Charisma	6	6	Memory	0	8
Edge	4	4	Lift / Carry	0	7

EDGE / ¥

EDGE

NUYEN (¥)

PORTRAIT



QUALITIES

POSITIVE

Toxin Resistance
Thermographic Vision
Networked In
First Impression

NEGATIVE

Honorbound
Ponyatiya (Omerta code for...
Addiction 4
Nic-Sticks
Impaired 2
Strength

CONDITION MONITOR

Stun Healing: BOD + WIL = 7

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

Drain resist: WIL (4) + ____

Physical Healing: BOD + BOD = 6

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

Damage resist: BOD (3) + mod.(0) = 3

Dam. overfl. Healing: 6 - Mod. =

SKILLS

Skill	Attr.	Rtg	Pool	Notes	Skill	Attr.	Rtg	Pool	Notes	Language/Knowledge
Untrained					<i>Heavy Pistols</i>	AGI		12		Lang: Chinese (Mandarin) (Exp.)
Athletics	AGI	1	7		Influence	CHA	6	12	a, b	Lang: Cityspeak (Exp.)
Close Combat	AGI	0	5		<i>Negotiation</i>	LOG		11	a, b	Lang: English (Native)
Con	CHA	4	10	a, b	Outdoors	INT	0	4		Lang: German (Exp.)
<i>Acting</i>	CHA		12	a, b	Perception	INT	3	8		Lang: Japanese (Exp.)
Electronics	LOG	0	2		Piloting	REA	1	6		Lang: Korean (Exp.)
Engineering	LOG	0	2		Stealth	AGI	2	8		Lang: Or'Zet (Exp.)
Firearms	AGI	4	10							Lang: Russian (Exp.)
										Lang: Salish (Exp.)
										Lang: Sperethiel (Exp.)
										Renraku Culture
										Seattle Johnsons
										Seattle Organized Crime
										Seattle Streets
										Seattle Underground Culture

a) Tailored pheromones, b) First Impression

WEAPONS

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
Ruger Super Warhawk	12	4P	9/12/11/-/-	SA	6(cy)
Yamaha Pulsar I	10	4S(e)	9/9/-/-/-	SS	4(m)
Melee weapon	Pool	Damage	Att.R.		
Unarmed	5	2S	8/-/-/-		

Close: 0-3 | Near: 4-50 | Medium: 51-250 | Far: 251-500 | Extreme: 501+
02.10.22 17:24, created with Genesis by Stefan & Anja Prella, SR6-Version: 2.4.0

ARMOR

DEFENSIVE RATING **7**

Armor	Rating	Social
Body	3	6
Armanté Suit/Dress	3	10
Electrochromic Feature (0), Hidden Pocket (0), Chemical Protection (1), Electricity Resistance (1)		
Ballistic Mask	1	-2
Vision enhancement (0), Vision magnification (0)		
Defensive Pools against	Defensive Actions	
Attacks	10	Block (Minor) +0
Combat spells (Indirect)	9	Dodge (Minor) +1
Combat spells (Direct)	9	Hit the dirt (Minor) +2
Toxin Damage	7	Full Defense (Major) +4
Drain	0	Boosted Defense (Major) -3

AUGMENTATIONS			
Augmentation	Level	Essence	Page
Cyberears, Rating 2	-	0.2	CRB 286
Soundlink, Audio enhancement, Damper, Select sound filter, Rating 2			
Datajack	-	0.1	CRB 283
Muscle toner	1	0.2	CRB 292
Olfactory booster	2	0.2	CRB 283
Platelet factories	-	0.2	CRB 292
Skilljack (Used)	3	0.33	CRB 284
Linguasoft (Japanese), Rating 3, Linguasoft (Or'Zet), Rating 3, Linguasoft (Korean), Rating 3, Linguasoft (Sperethiel), Rating 3, Linguasoft (Cityspeak), Rating 3, Linguasoft (German), Rating 3, Linguasoft (Salish), Rating 3, Linguasoft (Chinese (Mandarin)), Rating 3			
Tailored pheromones	3	0.6	CRB 292
Wired reflexes 1 (Used)	-	1.1	CRB 287
Act. Essence (3.1) = 6 - Hole (0.0) - Sum augmentations (2.9)			

GEAR		
Name	Amount	Page
Biomonitor	1	CRB 281
Bug Scanner	1	CRB 269
Cellular glove molder, Rating 4	1	CRB 278
Climbing gear	1	CRB 279
Climbing gear	1	CRB 279
Contacts, Rating 3 (3 Accessories)	1	CRB 274
Gas mask	1	CRB 279
Gecko tape gloves	1	CRB 280
Grapple Gun	1	CRB 280
Jammer (Area), Rating 6	1	CRB 270
Keycard copier	1	CRB 278
Lockpick kit	1	CRB 278
Micro-transceiver	1	CRB 270
Nic-Sticks	24	CRB 246
Plasteel restraints	2	CRB 278
Plastic straps (10)	1	CRB 278
Respirator, Rating 6	1	CRB 280
Standard rope	1	CRB 280
Stealth tag	10	CRB 269
Stim patch, Rating 6	2	CRB 282

CONTACTS				
Alias	Type	Loy.	Infl.	Fav.
Inabe-Sama	Yakuza Boss	5	5	0
Honest John	Fence	4	5	0
Maria Orlova	Fixer	5	5	0
Uncle Feliks	Arms Dealer	4	3	0
Tom Mix	Bartender	3	2	0

LIFESTYLES			
Lifestyle	Type	Cost	Month
Viktor's House	Middle	5000¥	1
Sasha's Flat	Low	2000¥	1

SINS	
Name	Quality
Viktor Golushkin	5
Aleksandr Nekovo	5

MATRIX DEVICES					
Name	Progr	D	Fir	Attack	SI
Meta Link	0	1	-	-	-
Renraku Sensei	1	2	-	-	-

CURRENCY	
Nuyen (¥): 4335	
Credstick Gold	Credstick Silver
Credstick Standard	Credstick Standard
Press pass	

VEHICLES / DRONES											
Vehicles		Type	Handl	Acc	Intvl	Speed	Pil	Body	Arm	Sens	Seat
Chrysler-Nissan Jackrabbitt		Cars	3/5	20	10	160	2	8	4	1	3
Drones		Count									

COMBAT ACTIONS

Initiative (minor)

Call a shot	CRB41
Mutliple attacks	CRB42
Quick draw	CRB42
Reload Smartgun	CRB42
Take Aim	CRB42
Trip	CRB42

Initiative (major))

Attack	CRB42
Ready Weapon	CRB43
Reload Weapon	CRB44

Anytime (minor)

Augmentation Overdrive	CRB282
Avoid incoming	CRB41
Block	CRB41
Dodge	CRB41
Drop Object	CRB41
Intercept	CRB41

Anytime (major)

Assist	CRB42
Backseat Driver	DC177
Full Defense	CRB43

EDGE Boosts and Actions

1 EDGE

Shank (I)	CRB 48
Tactical Roll (I)	CRB 48
Taunt (I)	FS 95
Threatening Edge (I)	FS 95
Throat Strike (I)	FS 96
Tuck and Roll (I)	FS 96
Tumble (I)	CRB 48
Weapon Spread (I)	FS 96
Wrest (I)	CRB 48

2 EDGE

Fake Out (I)	FS 93
Fire from Cover (I)	CRB 47
Imposing Stone (I)	FS 94
Intimidating Presence (I)	FS 94

Karmic Escape (I)

Knockout Blow (I)	CRB 47
Protect the Principal (I)	FS 95
Rolling Clouds (I)	FS 95
Rooted (I)	FS 95
Sucker Punch (I)	FS 95
Thunder Palm (I)	FS 96
Weapon Flash (I)	FS 96

3 EDGE

Cover Fire (I)	FS 93
Entanglement (I)	FS 93
Hamstring (I)	FS 93
Leaf on the Wind (I)	FS 94
Pin (I)	FS 94
Playing Possum (I)	FS 94

Right Back At Ya! (I)

Yielding Force (I)	FS 96
Anticipation (I)	CRB 47
Blinding strike (I)	FS 92
Charge (I)	FS 93
Knuckle Breaker (I)	FS 94
Riposte (I)	FS 95
Throw Person (I)	FS 96

5 EDGE

Called Shot (Disarm) (I)	CRB 47
Called Shot (Vitals) (I)	CRB 47
Called Shot: Break Weapon (I)	FS 93
Called Shot: Incapacitate (I)	FS 93

COMBAT OVERVIEW

1. Grab Dice

Attacker: Weapon pool plus modifiers
 Defender:: Intuition + Reaction = 10

2. 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

3. Roll Dice and Spend Edge

- a) Choose either Pre- or Post Roll Edge actions
- b) Roll dice
- c) Check for glitches
- d) Spend Edge

4. Soak Some Damage

Defend with Damage Resistance (3) to reduce the damage.
 Last chance to use Edge

5. Bring the Pain

- a) Apply damage to condition monitor
- b) Apply secondary weapon effects

MARTIAL ARTS

PERSONA

Origin: Renraku Sensei

Attributes/Skills	Default	Current
Att (Attack)	0	<input type="text"/>
Sleaze (SI)	0	<input type="text"/>
Data Processing (D)	2	<input type="text"/>
Firewall (Fir)	0	<input type="text"/>
Matrix Perception		<input type="text"/> Electronics + INT

Matrix Combat

Initiative AR	10 +1D6	<input type="text"/>	
Initiative VR	7 +2D6	<input type="text"/>	INT + D
Initiative VR Hot sim	7 +3D6	<input type="text"/>	INT + D
Attack Rating	0	<input type="text"/>	Attack + SI
Defense Rating	2	<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
----------------------	----------------------	-------------------------	-------------------------	-------------------------	-------------------------	-------------------------	-------------------------	-------------------------	-------------------------

MATRIX OVERVIEW

1. Grab dice

Legal: Electronics + Logic = 2

Illegal: Cracking + Logic = 3

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

Change Device Mode	CRB 41	Hash Check (i)	CRB 182
Change Icon	CRB 180	Hide (i)	CRB 182
Enter Host	CRB 181	Jack out	CRB 182
Reconf. Matrix Attrib.	CRB 183	Jam Signals (i)	CRB 182
Send Message	CRB 183	Jump into Rigged Device	CRB 182
Switch Interface Mode (i)	CRB 184	Matrix Perception	CRB 182
		Reboot Device	CRB 183
		Register Sprite (i)	CRB 191
		Rigger Jump In	CRB 44
		Set Data Bomb (i)	CRB 183
		Snoop (i)	CRB 184
		Spoof Command (i)	CRB 184
		Tarpit (i)	CRB 184
		Trace Icon (i)	CRB 184

Major Actions

Backdoor Entry (i)	CRB 180		
Brute Force (i)	CRB 180		
Check OS (i)	CRB 180		
Compile Sprite (i)	CRB 191		
Control Device	CRB 180		
Crack File (i)	CRB 180		
Crash Program (i)	CRB 181		
Data Spike (i)	CRB 181		
Decompile Sprite (i)	CRB 192		
Disarm Data Bomb	CRB 181		
Edit File	CRB 181		
Encrypt File	CRB 181		
Erase Matrix Signature (i)	CRB 181		
Format Device	CRB 181		
Full Matrix Defense	CRB 182		

Special Actions

Matrix Search	CRB 183
Probe (i)	CRB 183

Edge Actions (Cost)

Emergency Boost (1) (i)	CRB 175
Hog (2) (i)	CRB 175
Signal Scream (2) (i)	CRB 175
Technobabble (2) (i)	CRB 175
Under the Radar (3) (i)	CRB 175

(i) Illegal Actions

COMPLEX FORMS

Resonance: -3 Resist fading: WIL(4) + LOG(3)

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"/>	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"/>	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"/>	Decryption	+2 dice on Crack File action	CRB 184
<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"/>	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"/>	Stealth	Gain 1 Edge on Hide action	CRB 185
<input type="checkbox"/>	<input type="checkbox"/>	Trace	Gain 1 Edge on Trace Icon action	CRB 185
0	1	# of max. concurrent programs per device		
1 =	Meta Link	2 =	Renraku Sensei	<input type="checkbox"/> = not installed <input type="checkbox"/> = mark if activated

GEAR					
Name	Amount	Page	Name	Amount	Page
Biomonitor	1	CRB 281	Micro-transceiver	1	CRB 270
Bug Scanner	1	CRB 269	Nic-Sticks	24	CRB 246
Cellular glove molder, Rating 4	1	CRB 278	Plasteel restraints	2	CRB 278
Climbing gear	1	CRB 279	Plastic straps (10)	1	CRB 278
Climbing gear	1	CRB 279	Respirator, Rating 6	1	CRB 280
Contacts, Rating 3	1	CRB 274	Standard rope	1	CRB 280
Image link		CRB 275	Stealth tag	10	CRB 269
Flare compensation		CRB 275	Stim patch, Rating 6	2	CRB 282
Low-light vision		CRB 275	Survival kit	1	CRB 280
Gas mask	1	CRB 279	Tag eraser	1	CRB 270
Gecko tape gloves	1	CRB 280	Trauma patch	2	CRB 282
Grapple Gun	1	CRB 280	White noise generator, Rating 6	1	CRB 270
Jammer (Area), Rating 6	1	CRB 270			
Keycard copier	1	CRB 278			
Lockpick kit	1	CRB 278			

Ranged weapons

RUGER SUPER WARHAWK						YAMAHA PULSAR I							
Damage	Attack Rating	Mode	Ammo			Damage	Attack Rating	Mode	Ammo				
4P	9/12/11/-/-	SA	6(cy)			4S(e)	9/9/-/-/-	SS	4(m)				
Accessory: Speed loader (2x), Laser sight (base)						Accessory:							
Modifications:						Modifications:							
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.						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. 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	Attack Rating	Modifiers	AR	Dam	Pool		
Ruger Super Warhawk		8/11/8/-/-	SS	9/12/11/-/-	4P	12	Yamaha Pulsar I		9/9/-/-/-	SS	9/9/-/-/-	4S(e)	10
Laser sight (base)		1/1/1/1/1	SA	7/10/9/-/-	5P	12	Vision magnification		-/-/2/2/2				
Vision magnification		-/-/2/2/2											

AMMUNITION					
Name	Amount	Page	Name	Amount	Page
Heavy Pistol/SMG (10x) (Explosive (Caseless))	6	CRB 262			
Heavy Pistol/SMG (10x) (Gel (Caseless))	3	CRB 262			
Taser (10x) (Regular)	6	CRB 262			


MELEE WEAPONS						
Unarmed	Pool	5	Damage	2S	Att.R.	8/-/-/-
	Pool		Damage		Att.R.	
	Pool		Damage		Att.R.	
	Pool		Damage		Att.R.	

ARMOR			
Armor	Rating	Social	
Body	3		
Armanté Suit/Dress	3	10	
Electrochromic Feature (0), Hidden Pocket (0), Chemical Protection (1), Electricity Resistance (1)			
Actioneer business clothes	2*	2	
Electrochromic Feature (0), Hidden Pocket (0), Chemical Protection (1), Electricity Resistance (1), Fire Resistance (2)			
Ballistic Mask	1	-2	
Vision enhancement (0), Vision magnification (0)			
Lined coat	3*	-2	
Electrochromic Feature (0), Hidden Pocket (0), Chemical Protection (2), Electricity Resistance (1), Fire Resistance (1)			
Defensive rating	7		

*) Rating not included in defensive rating

Vehicles / Drones

CHRYSLER-NISSAN JACKRABBIT

Handling	Acc	Interval	Speed	Seat	
3/5	20	10	160	3	
Pil	Sens	Body	Arm	DR (D/A/R/J)	
2	1	8	4	5/3/-/-	

Accessories/Notes **Skills** D A R J

Anti-theft system - Rating 2, GridLink	Evade	6	2	-	-
	Perception	8	1	-	-
	Pilot	6	2	-	-
	Stealth	-	2	-	-

Software **Rtg**

Ramming	4P	D	A	R	J	D	A	R	J
	AR 2	0	-	-	-	P 6	1	-	-

No weapons mounted

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> -1	<input type="checkbox"/> -1	<input type="checkbox"/> -1	<input type="checkbox"/> -2	<input type="checkbox"/> -2	<input type="checkbox"/> -2	<input type="checkbox"/> -3	<input type="checkbox"/> -3	<input type="checkbox"/> -3	<input type="checkbox"/> -4
--------------------------	--------------------------	-----------------------------	-----------------------------	-----------------------------	-----------------------------	-----------------------------	-----------------------------	-----------------------------	-----------------------------	-----------------------------	-----------------------------

Matrix Devices

COMMLINK

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

Matrix status (9)

COMMLINK

Model	Renraku Sensei
Level	3
Programs (concurrent 1)	Data processing 2 Firewall 0

Accessory

Trid projector, Mapsoft (Seattle)

Matrix status (10)

Contacts

CON: INABE-SAMA

Alias	Type	Loy.	Infl.	Fav.
Inabe-Sama	Yakuza Boss	5	5	0

Description

Inabe-sama is the 'Yakuza Liaison' to the Renraku efforts to gentrify the Underground, and oversees most of the Yakuza criminal activity.

CON: HONEST JOHN

Alias	Type	Loy.	Infl.	Fav.
Honest John	Fence	4	5	0

Description

A Dwarf fence with probable connections to the Axegrinders.

CON: MARIA ORLOVA

Alias	Type	Loy.	Infl.	Fav.
Maria Orlova	Fixer	5	5	0

Description

Sister of Vory royalty, Maria makes her own way in the world as a well-connected fixer.

CON: UNCLE FELIKS

Alias	Type	Loy.	Infl.	Fav.
Uncle Feliks	Arms Dealer	4	3	0

Description

Feliks is one of the middlemen in the Vory's illicit weapons pipeline.

CON: TOM MIX

Alias	Type	Loy.	Infl.	Fav.
Tom Mix	Bartender	3	2	0

Description

Tom tends bar in the touristy part of the Underground's Heart.

SINs

VIKTOR GOLUSHKIN - QUALITY 5

Private Locksmith

Licenses

Concealed Carry License 5, Cyberware 5, Driver 5, Firearms License 5, Skilled Trade 5

ALEKSANDR NEKOVO - QUALITY 5

Freelance Negotiator/Mediator

Licenses

Concealed Carry License 5, Cyberware 5, Driver 5, Firearms License 5, Skilled Trade 5

Lifestyles

VIKTOR'S HOUSE

Type	Middle	Cost	5000¥
Month	1	SIN	Viktor Golushkin

Single Family Dwelling in Zone 14 of the Seattle Underground.

Options

keine

SASHA'S FLAT

Type	Low	Cost	2000¥
Month	1	SIN	Aleksandr Nekovo

One-room apartment in a Dwarf Neighborhood of Zone Seven

Options

keine

Notes

Qualities

POSITIVE

TOXIN RESISTANCE

You did not provide a description yet.
(Key quality.toxin_resistance.desc)
see Core rules, p.73

THERMOGRAPHIC VISION

You did not provide a description yet.
(Key quality.thermographic_vision.desc)
see Core rules, p.73

NETWORKED IN

You did not provide a description yet.
(Key quality.networked_in.desc)
see Power Plays, p.113

FIRST IMPRESSION

You did not provide a description yet.
(Key quality.first_impression.desc)
see Core rules, p.71

NEGATIVE

HONORBOUND: PONYATIYA (OMERTA CODE FOR RUSSIAN VORY)

You did not provide a description yet.
(Key quality.honorbound.desc)
see Core rules, p.76

ADDICTION: NIC-STICKS

You did not provide a description yet.
(Key quality.addiction.desc)
see Core rules, p.74

IMPAIRED: STRENGTH

You did not provide a description yet.
(Key quality.impaired.desc)
see Core rules, p.76

Augmentation

CYBERWARE

CYBEREARS, RATING 2

You did not provide a description yet.
(Key item.cyberears2.desc)
see Core rules, p.286

DATAJACK

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

OLFACTORY BOOSTER

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

SKILLJACK

You did not provide a description yet.
(Key item.skilljack.desc)
see Core rules, p.284

WIRED REFLEXES 1

You did not provide a description yet.
(Key item.wired_reflexes1.desc)
see Core rules, p.287

BIOWARE

MUSCLE TONER

You did not provide a description yet.
(Key item.muscle_toner.desc)
see Core rules, p.292

PLATELET FACTORIES

You did not provide a description yet.
(Key item.platelet_factories.desc)
see Core rules, p.292

TAILORED PHEROMONES

You did not provide a description yet.
(Key item.tailored_pheromones.desc)
see Core rules, p.292

Variante
Standard

Priorities
DAECB

Karma to Nuyen
32

Extra Karma
0

REWARDS FOR BALABOLKA