

PERSONAL DATA

Alias	Cacuqhta	Name	Ada	am RT	
Metatype	Human	Magic/Resonanc	e	Adept	
Sex	male	Height	6	Weight	190
Age	40	Heat	0	Reputation	0
Karma	0	Total Karma	0	Essence	6.00

EDGE	이 집에 넣었다. 그는 것이 나는 것이 하는 것이 않아? 않아 않아? 않아 않아 않아 않아? 않아 않아 않아? 않아 않아? 않아 않아 않아 않아? 않아 않아 않아 않아 않아? 않아 않아 않아 않아 않아 않아? 않아 않아 않아 않아 않아 않아 않아 않아. 않아
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	지수는 습니다.

PORTRAIT

ATTRIBUTES

	Rtg	Pool		Rtg	Pool
Body	3	3	Minor Actions	1	3
Agility	3	3	Initiative	8	8 +2D6
Reaction	3	4	Initiative (Matrix VR)	5	5 +2D6
Strength	3	3	Initiative (Astral)	7	7 +2D6
Willpower	3	3	Defense	0	9
Logic	3	3	Composure	0	5
Intuition	4	4	Judge Intentions	0	7
Charisma	2	2	Memory	0	7
Edge	2	2	Lift / Carry	0	6
Magic	0	4	11 / 77 75 8		

POSITIVE	NEGATIVE
Adept	
Attribute Mastery	
Intuition	하는 것 같은 것 같이 없다. 그런 것 같은 것
Astral Chameleon	
Blandness	
Aptitude	
Close Combat	
Double Jointed	
Low-Light Vision	

CONDITION MONITOR

Stun Healing: BOD + WIL = 6	Physical Healing: BOD + BOD = 6	Dam. overfl. Healing: 6 - Mod. =
Drain resist: WIL (3) +	Damage resist: BOD (3) + mod.(0) = 3	

SKILLS					
Skill	Attr.	Rtg	Pool	Notes	Skill
Trained					Engineering
Biotech	LOG	1	4		Firearms
Untrained					Influence
Athletics	AGI	1	4	а	Outdoors
Close Combat	AGI	7	10		Perception
Unarmed Combat	AGI		12		Piloting
Con	CHA	1	3		Stealth
Electronics	LOG	0	2		

Skill	Attr.	Rtg	Pool	Notes
Engineering	LOG	1	4	
Firearms	AGI	0	2	
nfluence	CHA	0	1	
Dutdoors	INT	4	8	b
Perception	INT	2	6	b, c
Piloting	REA	0	3	
Stealth	AGI	2	5	

EDGE / ¥

Language/Knowledge Lang: English (Native) Lang: Nuu-chah-nulth Min Wage Hospitality Odd Jobs Salish Shidhe Politics

a) Double Jointed, b) Attribute Mastery, c) Combat Sense

Ranged weapon	Pool	Damage Att.R.	Mode Ammo
	-		
		STREET, NO.	
Melee weapon	Pool	Damage	Att.R.
Shock Gloves	12	5S(e)	5/-/-/-
Unarmed	12	3S	7/-/-/-

ARMOR		DEFENSIVE RATI	NG 5
Armor		Rating	Social
Body		3	2
Actioneer business clothes		2	2
Defensive Pools against		Defensive Actions	
Attacks	9	Block (Minor)	+7
Combat spells (Indirect)	7	Dodge (Minor)	+1
Combat spells (Direct)	7	Hit the dirt (Minor)	+2
Toxin Damage	6	Full Defense (Major)	+3
Drain	0	Boosted Defense (Major) 4

Augmentation	Level	Essence Page	
			_
			-

Name	Amount	Page
Chisel/wrecking bar	1	CRB 278
Climbing gear	1	CRB 279
Directional microphone, Rating 6		CRB 275
Diving gear	1	CRB 279
Endoscope	1	CRB 274
Goggles, Rating 6	1	CRB 274
Handheld sensor housing, Rating 3	書 1	CRB 276
Medkit, Rating 6	-2011 1 T	CRB 281
Medkit supplies	1	CRB 281
Microcamera	1	CRB 274
Micro-transceiver	1	CRB 270
Miniwelder	1	CRB 278
Miniwelder fuel	1	CRB 278
Plastic straps (10)	1	CRB 278
Rappelling gloves		CRB 280
Respirator, Rating 6	1	CRB 280
Stealth tag	1	CRB 269
Survival kit	1	CRB 280
Tools - Kit (Athletics)	1	CRB 273
Tools - Kit (Biotech)	1	CRB 273

CONTACTS				
Alias	Туре	Loy.	infi.	Fav.
Mr. Fixit	Fixer	2	2	0
Professor Huhtik	Local Politician + Academic Shaman	2	2	0
iyaa	Artist	1	1	0
West Coast Insurance Man	Unarmed Sensei	1	1	0
		-		
				_
		- 	_	

LIFESTYLES					
Lifestyle	Туре	Cost	Month		
Rented Room (Seattle)	Low	4000¥	2		
Abandoned Bed + Breakfast (Salish-Shidhe)	Squatter	1000¥	2		

Name		Quality
Adam RT (Salish-Shidhe)		6
	ALL NUE	161 /
	in the second	80

MATRIX DEVICES					
Name	Progr	D	Fir	Attack	SI
Meta Link	0	1		1.1-1.1	-

redstick Standard	é
SX CADNO	

VEHICLES / DRONES											
Vehicles		Туре	Handl	Acc	Intvl	Speed	Pil	Body	Arm	Sens	Seat
Yamaha Growler		Bikes	3	15	20	180	1	6	4	1	2
Drones	Count										×.
				_	- 44			2	-	3	

COMBAT ACTIONS							
Initiative (minor) Call a shot Mutliple attacks Quick draw Reload Smartgun Take Aim	CRB41 CRB42 CRB42 CRB42 CRB42 CRB42	Initiative (major)) Attack Ready Weapon Reload Weapon	CRB42 CRB43 CRB44	Anytime (minor) Augmentation Overda Avoid incoming Block Dodge Drop Object	CRB41 CRB41 CRB41 CRB41 CRB41	Anytime (major) Assist Backseat Driver Full Defense	CRB42 DC177 CRB43
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 Princi	ipal (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 We	eapon (I)	FS 93
Imposing Stone (I)	FS 94	Pin (I)		FS 94	Called Shot: Incapacit	tate (I)	FS 93
Intimidating Presence (I)	FS 94	Playing Possum ((I)	FS 94	Distant Contraction	a contration	三 二
COMBAT OVERVIEW				MARTIAL ARTS			
1. Grab Dice			0.0		P. 101 7.2	10.4	
Attacker: Weapon pool plu	us modifiers						
Defender:: Intuition + Read	ction = 8			and the second s			
2. Distribute Edge							
Compare Attack Rating vs	. Defense Rating						
For every 4 better, the	party gets 1 Edge						
Modify with situational ed	ge						1ª
Max. 2 Edge per combat r	ound						
3. Roll Dice and Spend Ed	ge						
a) Choose either Pre- or P b) Roll dice	ost Roll Edge actio	ons					
c) Check for glitches							
d) Spend Edge							
4. Soak Some Damage							
Defend with Damage Resi	stance (3) to redu	ce the damage.		1.4 199			
Last chance to use Edge							
5. Bring the Pain							

a) Apply damage to condition monitorb) Apply secondary weapon effects

PERSONA

Attributes/Skills	Default	Current	
Att (Attack)	0		
Sleaze (SI)	0		100
Data Processing (D)	1		
Firewall (Fir)	0		
Matrix Perception			Electronics + INT
Matrix Combat			
nitiative AR	8 +1D6		100
nitiative VR	5 +2D6		INT + D
nitiative VR Hot sim	5 +3D6	3.4	INT + D
Attack Rating	0		Attack + SI
Defense Rating	1		D + Fir

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 $\ensuremath{\mathsf{Overwatch}}$ 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				

Resonance: 0	Resist fading	g: WIL(3) + LOG(3)					
Complex for	m		Dur.	Fading	Page		Notes
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		1-13 - No			1		
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SUBMERS	ION					GRA	DE
Echo	1.1.1	State and a	1.3	1000	19.02	Page	

1 2	Program Basic programs	Description	Page
	Alice (Kabelmatrix Emulator)	ISDN2 Emulator for cable matrix	Misc. (DE) 17
	Baby Monitor	Know OS without action	CRB 184
	Browse	1 Edge for Matrix Searches	CRB 184
	Configurator	Swap deck config instead attributes	CRB 184
	Edit	Gain 1 Edge on Edit File Action	CRB 184
	Encryption	+2 dice when Encrypt File Action	CRB 184
	Signal Scrubber	Reduce noise by 2	CRB 184
	Toolbox	+1 to Data Processing	CRB 184
	Virtual Machine	2 additonal program slots; gain one additional damage	CRB 184
	Hackingprograms Armor	+2 to Defense Rating	CRB 184
	Biofeedback	Cause Stun/Physical with matrix attack	CRB 184
	Biofeedback Filter	Allow Dev.Rat./Body to soak damage	CRB 184
	Blackout	Cause Stun with matrix attack	CRB 184
	Decryption	+2 dice on Crack File action	
	Defuse	Allow Dev.Rat./Body to soak dmg. from d.bomb	CRB 184
	Exploit	Reduce Defens.Rat. of hack target by 2	CRB 184
	Fork	Hit 2 targets without splitting pool	CRB 184
	Lockdown	Cause link lock on matrix damage	CRB 184
	Overclock	Add 2 dice to matrix action	CRB 184
	Stealth	Gain 1 Edge on Hide action	CRB 185
	Trace	Gain 1 Edge on Trace Icon action	CRB 185
0	# of max_concurren	nt programs per device	

ASTRAL COMBAT (PR	OJECTING)	
	Test	Pool
Ratings / Initiative		
Attack Rating	Magic + Tradition attribute	
Defense Rating	Intuition + innate armor + mod.	
Initiative	Logic + Intuition +2D6	
Dice Pools		
Unarmed combat	Astral + Willpower	
Weapon foci	Close Combat + Willpower	
Spellcasting	Sorcery + Magic	
Defense	Intuition + Logic	
Damage Resistance	Willpower	
Damage Values		
Unarmed	Tradition attribute/2 (round up)	
Weapon focus	As weapon	

ADEPT POWERS			
Adept power	Act	Cost	Page
Combat Sense 1	pass.	0.5	CRB 156
Critical Strike 1	pass.	1.0	CRB 156
Danger Sense	pass.	0.5	CRB 156
Direction Sense	pass.	0.25	CRB 156
Improved Reflexes 1	pass.	1.0	CRB 157
Killing Hands	min.	0.5	CRB 157
Side Step 1	pass.	0.25	Wyrd 83
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Name	Rtg Choice	Page
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INITIATION	GRADE
Metamagic	Page
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SPELL CASTING

1. Adjust Spell

a) Amp Up (Combat Spells)

For each additional point base damage drain will increased by 2

b) Increase Area

For each increase of radius by 2 metres the drain will be increased by 1 c) Shift Area

Sustained spell area can be moved within range. Requires a minor action. No additional drain.

2. Roll Spellcasting Test

Sorcery + Magic = (4)

3. Deal with drain

Drain: Spell Drain + Drain caused by adjustments

Resistance test: Willpower (3) + (0)

If result is greater or equal drain value no drain damage is taken.

If result is lesser than drain the difference between drain and hits is drain damage taken.

Name	Amount Page

Ritual		Features	Th.	Notes		Page
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				1- 41	10	
	1.0					1

SPELLS							AT	TACK RATING			BASE	COMBAT S	PELL DAM	AGE	
Spell	Туре	Dur.	Range	Drain	Page	Notes	Spell		Туре	Dur.	Range	Drain	Page	No	otes
		-					12 1				17 6	0.0	11-6/2	4	_
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					76.17	- 100			-	. 11.4					
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Type: P = Physical, M = N												_			_

		Direct physical control	Control device in AR	Control device in VR	Jumped in	Independent drone
Pilot/drive/crash		Piloting) + Reaction	Piloting + Intuition	Piloting + Intuition + Control rig rating - Control rig rating to thresholds + 1 Edge	Maneuvering + Pilot
	Attack Rating			Piloting	+ Sensor	Maneuvering + Sensor
Demoise	Defense Rating		1990 - A.	Piloting	+ Armor	Maneuvering + Armor
Ramming	Att	Piloting + Reaction		Piloting +	Dilational Interition a Question International 1 Educ	Maneuvering + Pilot
	Defense	Pilotility	J + Reaction	Intuition	Piloting + Intuition + Control rig rating + 1 Edge	Maneuvering + Phot
	Attack Rating				As weapon	
	Defense Rating			Piloting	+ Armor	Maneuvering + Armor
Non-ramming	Att		Engineering + Lo	gic	Engineering + Logic + Control rig rating + 1 Edge	Targeting + Sensor
	Defense	Piloting	y + Reaction	Piloting + Intuition	Piloting + Intuition + Control rig rating + 1 Edge	Evasion+ Pilot
	Networked			Land Land	Firewall + Data Processing	
Matrix DR	Not networked				Sensor * 2	100
Initiative		In	itiative		Initiative VR	Pilot * 2 + 4D6
Perception				Perception	+ Intuition	Clearsight + Sensor
Stealth		Stealt	h + Agility	Stealth + Logic	Stealth + Logic + Control rig rating + 1 Edge	Stealth + Pilot

Data Processing	Firewall	
Device Rating	Slaved devices	
Evade (Pil)	Cracking (Sens)	
Perception (Sens)	Pilot (Pil)	
Stealth (Pil)		
Act Software	Description	Page

Regular Attribute		Jumped-In Attribute	
Body	\Rightarrow	Willpower	3
Strength	\Rightarrow	Charisma	2
Agility	\Rightarrow	Logic	3
Reaction	\Rightarrow	Intuition	4

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EDGE ACTIONS			
Minor Actions		Evade Pursuit I (4)	DC 179
Command Drone	CRB 41	In the Zone (4)	DC 178
Edge Actions (Cost)		Pickup (4)	DC 178
Smokescreen I (1)	DC 178	Redline (4)	DC 179
Bootleg Turn (2)	DC 178	Smokescreen IV (4)	DC 178
Drafting (2)	DC 179	Up the Ante II (4)	DC 179
Equalizer (2)	DC 179	Change Environment (5)	DC 178
Focus (2)	DC 179	Dead Stop (5)	DC 179
Greaser (2)	DC 178	Point Defense (5)	DC 178
Hit the Brakes! (2)	DC 179	Aimbot (6)	DC 177
Smokescreen II (2)	DC 178	Chicken (6)	DC 178
Tokyo Drift (2)	DC 179	Crossfire (6)	DC 177
Up the Ante I (2)	DC 179	The Exit (6)	DC 178
Smokescreen III (3)	DC 178	Up the Ante III (6)	DC 179
Subtle Pilot (3)	DC 179	Evade Pursuit II (7)	DC 179
The Rigger's Advantage (3)	DC 178	Boost	
Attack Run (4)	DC 177	Evasive Action	DC 177
Escape! (4)	DC 179		
(i) Illegal Actions		A BUT THE	

SIGNATURES MANEUVERS

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GEAR					
Name	Amount	Page	Name	Amount	Page
Chisel/wrecking bar	1	CRB 278	Rappelling gloves	1	CRB 280
Climbing gear	1	CRB 279	Respirator, Rating 6	1	CRB 280
Directional microphone, Rating 6	1	CRB 275	Stealth tag	1	CRB 269
Diving gear	1	CRB 279	Survival kit	1	CRB 280
Endoscope	1	CRB 274	Tools - Kit (Athletics)	1	CRB 273
Goggles, Rating 6	1	CRB 274	Tools - Kit (Biotech)	1	CRB 273
Handheld sensor housing, Rating 3	1	CRB 276	Tools - Kit (Close Combat)	1	CRB 273
Medkit, Rating 6	1	CRB 281	Tools - Kit (Con)		CRB 273
Medkit supplies	1	CRB 281	Tools - Kit (Engineering)	1	CRB 273
Microcamera	1	CRB 274	Tools - Kit (Outdoors)	4/15/15	CRB 273
Micro-transceiver	1	CRB 270	Tools - Kit (Perception)	1	CRB 273
Miniwelder	1	CRB 278	Tools - Kit (Stealth)	1	CRB 273
Miniwelder fuel	1	CRB 278			
Plastic straps (10)	1	CRB 278			

MELEE WEAPONS						
Shock Gloves	Pool	12	Damage	5S(e)	Att.R.	5/-/-/-
WIFI	You gain a b charge per h	onus Minor Action alf hour of wireles	n on a turn when you activate ss-enabled time.	e a charge. The shock glo	oves recharge by inc	luction, regaining o
Unarmed	Pool	12	Damage	3S	Att.R.	7/-/-/-

Rating	Social	
3		
2	2	
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0*	0	
0*	0	200
5		물
	3 2 0* 0*	3 2 2 0* 0 0* 0

Vehicles / Drones

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

Handling	Acc	Int	erval	Speed	S	eat	-			
3	15	:	20	180		2		20	P	3
Pil	Sens	В	ody	Arm	DR(D	1/A/R/J)	1000			i
1	1		6	4	3/	3/-/-		1		Y.
Accessori	es/Notes					Skills	D	А	R	J
						Evade	3	1	-	-
						Perception	6	1	-	-
						Perception Pilot	6	1 1	-	-
							-	1 1 1	-	
		D	A R	J	D A	Pilot	3	1 1 1	- - Rtg	-

Matrix Devices 21.08.22 12:18, created with Genesis by Stefan & Anja Prelle, SR6-Version: 2.3.0 COMMLINK

Meta Link						
1		Data processing	0	1	Firewall	0
					<u> 244 g</u> 24	
	51.000					er 2
	Meta Link 1	Meta Link 1				

Contacts

Alias	Turne	Lov	Infl	Fav
Allas	Туре	Loy.	Infl.	гач
Mr. Fixit	Fixer	2	2	0
Description				

fireman of the year. Helped in Cacuqhta's development and deployment.

Alias	Туре	Loy.	Infl.	Fav
Professor Huhtik	Local Politician + Academic Shaman	2	2	0
Description	Shahlan			t

Incredibly lucky, smart, beautiful nuuaanu Salish Shidhe woman, a professor of language revitalization and reconciliation. Possibly telepathic too. Does her best to revitalize the language, culture, and politics of her people. She gave him his name, which translates from Nuu-chah-nulth (nuuaanu) roughly as 'Sasquatch' in english.

Lov.		
LUJ.	Infl.	Fav.
1	1	0
	1 ller and probler	1 1 Iler and problem solver w him through his training.

CON: WEST COAST INSU	JRANCE MAN			
Alias	Туре	Loy.	Infl.	Fav.
West Coast Insurance Man	Unarmed Sensei	1	1	0
Description				
A kind mentor in the ways of unarmed who really likes teaching self defense	l combat and insurance policies in S , good looking too.	alish-Shidhe. Just a	nice fami	ly guy

SINs

ADAM RT (SALISH-SHIDHE) - QUALITY 6	
From a remote rural place few remember but guides	
Licenses	
Adept abilities 6, Driver 6, Hunting License 6, Skilled Trade 6	

Lifestyles

RENTED ROOM (SEATTLE)					
Туре	Low	Cost	4000¥		
Month	2	SIN	Adam RT (Salish-Shidhe)		
Practical	y a closet				
Options					
keine					

Туре	Squatter	Cost	1000¥
Month	2	SIN	Adam RT (Salish-Shidhe)
Someone Options	thought they could sta	art fresh, they were	wrong

Notes

Edge Boost

Luge Doool
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)		Tactical
Double dice pool to split for attacks	4	Ignore
Blinding strike (FS92)		Taunt (F
Hits>AGI, target status Blind I	4	Influen
Called Shot (Disarm) (CRB47)		Threater
Attack does no damage, Disarms Opponent	5	Repl. o
Called Shot (Vitals) (CRB47)		Throat S
Add 3 damage if attack hits	5	Melee:
Called Shot: Break Weapon (FS93)		Throw P
DV>Struct/2, reduce weapon AR	5	Melee
Called Shot: Incapacitate (FS93)		Thunder
Hits>REA, target status Dazed	5	Net Hit
Charge (FS93)		Tuck and
Move 5m, convert hits to movement	4	When r
Cover Fire (FS93)		Tumble
BF produces +2 Cover, instead DV	3	If Dam

	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
7	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)
4	Riposte (FS95)
5	
5	Melee: ptly. conv. rcvd. DV into target DMG
5	Rolling Clouds (FS95)
5	Athletics slows down fall if environ. allows
5	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
	· · · · · ·

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Weapon Flash (FS96) 3 2 Quick draw any melee weapon Weapon Spread (FS96) 2 1 2xMelee: Close range=2m during encounter Wrest (CRB48) 2 1 During melee, evtl. disarm opponent Yielding Force (FS96) 3 3 Athletics as defense, NH>AGI opp. prone Position 2 Freerunning (FS93) 2 2 While moving horiz. also move vertical. Monkey Climb (FS94) 2 2 + 0.2 climb distance per hit Matrix 2 **Emergency Boost** (CRB175) 4 1 Increase one matrix attrib. for 1 test Hog (CRB175) 2 3 -2 Data Proc and -1 active prog. slot Signal Scream (CRB175) 3 2 Ignore noise penalty for next action Technobabble (CRB175) 2 3 Mancer: Use CHA inst. LOG for next action 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 2 Gain 200ny on a quick con, +20% on long Driving 2 Aimbot (DC177) 1 If >=1 net hit, add sensor rat. hits 6 Attack Run (DC177) 2 4 Add rank piloting to gunnery test Bootleg Turn (DC178) 2 1 Adjust range category by 1 Change Environment (DC178) 1 5 Choose Open, Restricted, Tight 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) 5 4 Opp. Outdoors: Chased target hits dead end Drafting (DC179) 2 Move one category closer to chased target 2 Equalizer (DC179) 2 1 Ignore targets position advantage Escape! (DC179) Test: Escape all followers at extreme range 4

EDGE-BOOSTS / EDGE-ACTIONS

Driving		Smokescreen I (DC178)		Other	
		Gain 1 level or Cover status		Other	
Evade Pursuit I (DC179)		Smokescreen II (DC178)		Assembled with Love and Bondo (DC170)	
Increase range to followers by 1	4	Gain 2 level or Cover status	2	Mod last net hits hours, then broken	2
Evade Pursuit II (DC179)		Smokescreen III (DC178)		Black Thumb (DC170)	
Increase range to followers by 2	7	Gain 3 level or Cover status	3	Rush job on moving vehilce	2
Evasive Action (DC177)		Smokescreen IV (DC178)		Change Environment (DC178)	
Add Pilot rank to veh. defense test	4	Gain 4 level or Cover status	4	Choose Open, Restricted, Tight	5
Focus (DC179)		Subtle Pilot (DC179)		Equalizer (DC179)	
Vehicle Handling -1 for one test	2	+pilot rank on stealth test	3	Ignore targets position advantage	2
Greaser (DC178)		The Exit (DC178)		Escape! (DC179)	
Oil slick: Target may not spend Edge	2	When piloting, exit vehicle safely	6	Test: Escape all followers at medium range	4
Hit the Brakes! (DC179)		The Rigger's Advantage (DC178)		Focus (DC179)	
All followers one category closer	2	Add control rig rating to hits	3	Athletics threshold-1 for one test	2
In the Zone (DC178)		Tokyo Drift (DC179)		Sudden Insight (CRB48)	
Ignore handling penalties for 1 test	4	Chased: Drift action prevents opp. get closer	2	No penality for skill without rank	1
Pickup (DC178)		Up the Ante I (DC179)		Up the Ante I (DC179)	
Pickup target while driving	4	Tight: Add 1 handling for everyone	2	Tight: Add 1 threshold for everyone	2
Point Defense (DC178)		Up the Ante II (DC179)		Up the Ante II (DC179)	
Attack incoming missile w. ranged weapon	5	Tight: Add 2 handling for everyone	4	Tight: Add 2 threshold for everyone	4
Redline (DC179)		Up the Ante III (DC179)		Up the Ante III (DC179)	
+2 range categories for 4P dmg - or prevent	4	Tight: Add 3 handling for everyone	6	Tight: Add 3 threshold for everyone	6

Adept powers

COMBAT SENSE 1

You did not provide a description yet. (Key adeptpower.combat_sense.desc) see Core rules, p.156

CRITICAL STRIKE 1

You did not provide a description yet. (Key adeptpower.critical_strike.desc) see Core rules, p.156

DANGER SENSE

You did not provide a description yet. (Key adeptpower.danger_sense.desc) see Core rules, p.156

DIRECTION SENSE

You did not provide a description yet. (Key adeptpower.direction_sense.desc) see Core rules, p.156

IMPROVED REFLEXES 1

You did not provide a description yet. (Key adeptpower.improved_reflexes.desc) see Core rules, p.157

KILLING HANDS

You did not provide a description yet. (Key adeptpower.killing_hands.desc) see Core rules, p.157

SIDE STEP 1

You did not provide a description yet. (Key adeptpower.side_step.desc) see Street Wyrd, p.83

Qualities

POSITIVE

ADEPT

You did not provide a description yet. (Key quality.adept.desc) see Core rules, p.66

ATTRIBUTE MASTERY: INTUITION

You did not provide a description yet. (Key quality.attribute_mastery.desc) see Double Clutch, p.168

ASTRAL CHAMELEON

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

BLANDNESS

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

APTITUDE: CLOSE COMBAT

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

DOUBLE JOINTED

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

LOW-LIGHT VISION

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

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