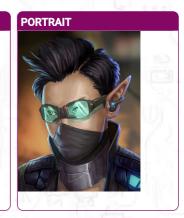


PERSONAL	DATA					
Alias	DialUp		Name	Rub	en Vegara	
Metatype	Elf		Magic/Reso	nance	Mundane	
Sex	male		Height	1	Weight	135
Age			Heat	0	Reputation	0
Karma	0	Total Karma		0	Essence	3.60

EDGE / ¥

EDGE





	Rtg	Pool	_	Rtg	Pool
Body	4	4	Minor Actions	1	2
Agility	6	6	Initiative	10	10 +1D6
Reaction	5	5	Initiative (Matrix VR)	11	11 +2D6
Strength	2	2	Initiative (Astral)	13	13 +2D6
Willpower	3	3	Defense	0	10
Logic	6	8	Composure	0	6
Intuition	5	5	Judge Intentions	0	8
Charisma	3	3	Memory	0	13
Edge	3	3	Lift / Carry	0	7

POSITIVE	NEGATIVE
Low-Light Vision	Combat Paralysis
Analytical Mind	Distinctive Style
	Social Stress
	Talking to attractive wome
	STORTER DE LA COLLEGE

CONDITION MONITOR		
-1 -1 -2 -2 -3 -3	Physical Healing: BOD + BOD = 8 1 1 2 2 2 3 3 Damage resist: BOD (4) + mod.(0) = 4	Dam. overfl. Healing: 8 - Mod. =

Skill	Attr.	Rtg	Pool	Notes	Skill	Attr.	Rtg	Pool Notes	Language/Knowledge
Trained					Hardware	LOG		15 a	Lang: English (Native)
Biotech	LOG	2	10	a	Engineering	LOG	5	13 a	Lang: Spanish
Cracking	LOG	6	14	a	Firearms	AGI	2	8	Artificial Intelligence
Electronic Warface	LOG		16	a	Influence	CHA	0	2	Comic Books
Untrained					Outdoors	INT	0	4	Matrix Hacking Exploits
Athletics	AGI	4	10		Perception	INT	1	6	Shadowrunners
Close Combat	AGI	1	7		Piloting	REA	1	6	Street Gangs
Con	CHA	1	4	b	Stealth	AGI	1	7	
Electronics	LOG	5	13	а					

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
Ares Predator VI	8	3P	12/12/10/-/-	SA/BF	15(c)
Colt Agent Special	8	3P	10/8/-/-	SS/SA	8(c)
			TO ANS	019	
Melee weapon	Pool	D	amage	Att.	R.
Stun baton	7		5S(e)	8/-/-/	'-/-
Unarmed	7		2S	7/-/-/	'-/-

ARMOR		DEFENSIVE RATI	NG 9
Armor		Rating	Social
Body		4	3
Armor jacket		4	-3
Chemical Protection (2),	Therma	Dissipation (2), Fire Resist	tance (3
Ballistic Mask		1/\ \	-2
Flare compensation (0), In	mage lii	nk (0), Smartlink (0)	
Defensive Pools against		Defensive Actions	
Attacks	10	Block (Minor)	+
Combat spells (Indirect)	8	Dodge (Minor)	+4
Combat spells (Direct)	8	Hit the dirt (Minor)	+2
Toxin Damage	7	Full Defense (Major)	+3
Drain	0	Boosted Defense (Major)	-3

Augmentation	Level	Essence	Page
Cerebral booster	2	0.4	CRB 293
Cyberjack Rating 3	- 1	2.0	CRB 283
			17

GEAR		
Name	Amount	Page
Biomonitor	U = 10 1	CRB 281
Datachip	3	CRB 269
Data tap	1	CRB 269
Earbuds, Rating 3 (2 Accessories)	1	CRB 275
Glasses, Rating 4 (3 Accessories)	1	CRB 274
Micro-transceiver		CRB 270
Security tag	2	CRB 269
Sensor Tag	5	CRB 269
Stealth tag	3	CRB 269
Tag eraser	4/17/18	CRB 270
White noise generator, Rating 3	1	CRB 270

Loy .	Infl.	Fav. 0
3	3	0
		U
3	1	0
1	2	0
2	3	0
	1 2	1 2

Lifestyle	Туре	Cost	Month
Wolf's Den	Low	2000¥	1

SINS		
Name	Quality	
Jose Arrelio	3	
Francis Templeton	12/201	

Name	Progr	D	Fir	Attack	SI
Cyberjack Rating 3	0	6	5	-	-
MOT OCO	,			,	
MCT 360	6 dhaak Piafaadhaak	- Filtor Pla	okout Dr	6	Э
Armor, Baby Monitor, Biofeet Configurator, Decryption, Det Overclock, Signal Scrubber, S Renraku Sensei	dback, Biofeedback			owse,	5

CURRENCY		
Nuyen (¥): 2209		V 100
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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	H÷ e-L	902° 1				M				

COMBAT ACTIONS							
Initiative (minor)	100	Initiative (major))		Anytime (minor)		Anytime (major)	100
Call a shot	CRB41	Attack	CRB42	Augmentation Over	drive 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	Keloda Weapon	ONDTT	Dodge	CRB41	Tuli Derense	ONDTO
Take Aim	CRB42			Drop Object	CRB41		
Trip	CRB42			Intercept	CRB41		
EDGE Boosts and Action	ns						
1 EDGE		Karmic Escape (I)	FS 94	Right Back At Ya! (I		FS 95
Shank (I)	CRB 48	Knockout Blow (l)	CRB 47	Yielding Force (I)		FS 96
Tactical Roll (I)	CRB 48	Protect the Princ	cipal (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 (Disarn	n) (l)	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 (I)	FS 94	Called Shot: Break	Weapon (I)	FS 93
Imposing Stone (I)	FS 94	Pin (I)		FS 94	Called Shot: Incapa	citate (I)	FS 93

COMBAT OVERVIEW

Intimidating Presence (I)

1. Grab Dice

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

FS 94

Playing Possum (I)

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 (4) to reduce the damage. Last chance to use Edge

5. Bring the Pain

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

FS 94 MARTIAL ARTS

Attributes/Skills	Default	Current	
Att (Attack)	6	Current	
Sleaze (SI)	5		
Data Processing (D)	6		
Firewall (Fir)	5		
Matrix Perception	10		Electronics + INT
Matrix Combat			
Initiative AR	10 +1D6		
Initiative VR	11 +2D6		INT + D
Initiative VR Hot sim	11 +3D6	4.4	INT + D
Attack Rating	11		Attack + SI
Defense Rating	11		D + Fir

MATRIX OVERVIEW

1. Grab dice

Legal: Electronics + Logic = 13 Illegal: Cracking + Logic = 14

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: -3	Resist fadin	g: WIL(3) + LOG((8)			5.8
Complex for	m		Dur.	Fading	Page	Notes
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SUBMERSION	GRADE
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1	2	Program Basic programs	Description	Page
		Alice (Kabelmatrix Emulator)	ISDN2 Emulator for cable matrix	Misc. (Peg) 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	CRB 184
		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

GEAR CONTRACTOR OF THE CONTRACTOR OF T								
Name	Amount	Page	Name	Amount	Page			
Biomonitor	1	CRB 281	Micro-transceiver	1	CRB 270			
Datachip	3	CRB 269	Security tag	2	CRB 269			
Data tap	1	CRB 269	Sensor Tag	5	CRB 269			
Earbuds, Rating 3	1	CRB 275	Stealth tag	3	CRB 269			
Audio enhancement		CRB 276	Tag eraser	1	CRB 270			
Select sound filter, Rating 2		CRB 276	White noise generator, Rating 3	1	CRB 270			
Glasses, Rating 4	1	CRB 274						
Image link		CRB 275						
Ultrasound link		CRB 275						
Vision enhancement		CRB 275						

Ranged weapons

ARES PRE	EDATOR VI			COLT AG
Damage	Attack Rating	Mode	Ammo	Damage
3P	12/12/10/-/-	SA/BF	15(c)	3P

Accessory: Spare clip, Extended Clip, Rating 2 **Modifications:** Smartgun system (internal)

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
Ares Predator VI	10/10/8/-/-	SS	12/12/10/-/-	3P	8
Smartgun: Add +2 to AR (if no laser sight)	2/2/2/2/2	SA	10/10/8/-/-	4P	8
Smartgun: Add +1 to AR (if has laser	1/1/1/1/1	BF (wide)	10/10/8/-/-	4P	4
sight)		BF (narrow)		5P	8

COLT AG	ENT SPECIAL			
Damage	Attack Rating	Mode	Ammo	
3P	10/8/-/-/-	SS/SA	8(c)	

Accessory: Hidden arm slide, Spare clip

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.

Attack Rating Modifiers	AR	Modes	AR	Dam	Pool	
Colt Agent Special	10/8/-/-/-	SS	10/8/-/-	3P	8	
		SA	8/6/-/-	4P	8	

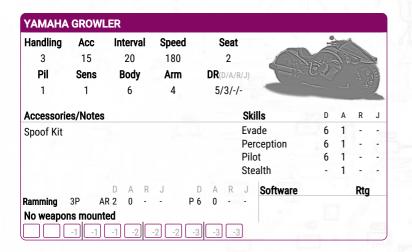
AMMUNITION					
Name	Amount	Page	Name	Amount	Page
Grenade, High Explosive	2	CRB 263	Holdout/L.Pistol/Mach. Pistol (10x) (Regular)	5	CRB 262
Heavy Pistol/SMG (10x) (Gel)	2	CRB 262			
Heavy Pistol/SMG (10x) (Regular)	5	CRB 262			
Heavy Pistol/SMG (10x) (Stick-n-Shock)	3	CRB 262			
Holdout/L.Pistol/Mach. Pistol (10x) (Gel)	3	CRB 262			

MELEE WEAPONS						
Stun baton	Pool	7	Damage	5S(e)	Att.R.	8/-/-/-
Unarmed	Pool	7	Damage	2\$	Att.R.	7/-/-/-
	Pool		Damage		Att.R.	W 7 ***
	Pool		Damage		Att.R.	

ARMOR		
Armor	Rating	Social
Body	4	
Armor jacket	4	-3
Chemical Protection (2), Thermal Dissipation (2), Fire Resistance (3)		
Ballistic Mask	1	-2
Flare compensation (0), Image link (0), Smartlink (0)		
Lined coat	3*	-2
Chemical Protection (2)		
Defensive rating	9	

Vehicles / Drones

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



Matrix Devices

CYBERDECK					
Model	MCT 360		A STATE OF THE PARTY OF THE PAR	174	
Level	3	Attack	6	Sleaze	5
Actual config		Attack	collection.	Sleaze	
		Data processing		Firewall	
Programs (concurren	it 6)				
Armor		Baby Monitor		Biofeedback	
Biofeedback Filter		Blackout		Browse	200
Configurator		Decryption		Defuse	
Edit		Encryption		Exploit	
Fork		Lockdown		Overclock	
Signal Scrubber		Stealth		Toolbox	
Trace		Virtual Machine			
Matrix status (10)					

COMMLINK					
Model	Renraku Sensei	الرا وشيالان والمراجع	91 17		
Level	3	Data processing	2	Firewall	0
Programs (concurrent	t 1)				
Matrix status (10)					

Contacts

CON: WOLF SPIDI	ER			
Alias	Туре	Loy.	Infl.	Fav.
Wolf Spider	Decker/Mentor	3	3	0
Description				
Former security spider turne	ed white hat hacker.			

CON: LUMPY				
Alias	Туре	Loy.	Infl.	Fav.
Lumpy	Fence	1	2	0
Description				
Lumpy is an ork who is a s	mall-time crook and fence.			

Alias		Loy.	Infl.	Fav.
	Туре	LUJ.		
Luna Mendez	KE Patrol Officer	3	1	0
Description				

Alias	Туре	Loy.	Infl.	Fav.
Flex	Ganger	2	3	0
Description				

SINs

JOSE ARRELIO - QUALITY 3

Similar biometrics, Ruben is a little taller and thinner. The hair color is different but that is easy enough to explain away.

License

Concealed Carry License 3, Cyberdeck 3, Cyberjack 3, Firearms License 3, Driver 3, Smartgun/Smartlink 3

FRANCIS TEMPLETON - QUALITY 1	
Gender match	30%
Licenses	

WOLF'S	DEN		
Туре	Low	Cost 2000¥	
Month	1	SIN	
Flop hous of privacy hacker W	se in Redmond for li are part of the low olf Spider.	ke minded young adults. Shared living sp rent. Run by former security spider turne	aces and lack d white-hat
Options			

KNOWLEDGE AND LANGUAGE	GES		
Knowledge skills	Matrix Hacking Exploits	Languages	
Artificial Intelligence	Shadowrunners	English	
Comic Books	Street Gangs	Spanish	

Notes

keine

EDGE-BOOSTS / EDGE-ACTIONS					
Edge Boost		Entanglement (FS93)		Weapon Flash (FS96)	_
		Melee: Hits>AGI, target status Hobbled	3	Quick draw any melee weapon	2
Add 3 to your Initiative Score (CRB46)		Fake Out (FS93)	_	Weapon Spread (FS96)	
+3 to Initiative	1	Lower target DR for next round	2	2xMelee: Close range=2m during encounter	1
Reroll one die (CRB46)		Fire from Cover (CRB47)		Wrest (CRB48)	TI D
Reroll one die	1	Attack from cover /wo minor action	2	During melee, evtl. disarm opponent	1
+1 to a single die roll (CRB46)		Hamstring (FS93)		Yielding Force (FS96)	7.
+1 to a single die roll	2	Hits>AGI, target status Hobbled	3	Athletics as defense, NH>AGI opp. prone	3
Double Down I (DC177)		Imposing Stone (FS94)		Position	
Add 1 wild die	2	Hits>AGI, target stops, otherw. slowed	2		
Give ally 1 Edge (CRB46)		Intimidating Presence (FS94)	401	Freerunning (FS93)	
Give ally 1 Edge	2	Infl+STR/WIL+STR: Reduce target AR	2	While moving horiz. also move vertical.	2
Negate 1 Edge of a foe (CRB46)		Karmic Escape (FS94)	4	Monkey Climb (FS94)	
Negate 1 Edge of a foe	2	Minor Act, Avoid status, but more damage	2	+ 0.2 climb distance per hit	2
Buy one automatic hit (CRB47)		Knockout Blow (CRB47)	M	Matrix	
Buy one automatic hit	3	Damage>WIL fill target stun cond. monitor	2		
Heal one box of Stun damage (CRB47)		Knuckle Breaker (FS94)		Emergency Boost (CRB175)	
Heal 1 Stun damage	3	-4 dice pool, success disables limbs	4	Increase one matrix attrib. for 1 test	1
Add Edge to your dice pool (CRB47)		Leaf on the Wind (FS94)		Hog (CRB175)	
+Edge to pool and explode	4	Use hits to get cover while sprinting	3	-2 Data Proc and -1 active prog. slot	2
Double Down II (DC177)		Pin (FS94)		Signal Scream (CRB175)	
Add 2 wild dice	4	Hits>DR, target Status Immobilized	3	Ignore noise penalty for next action	2
Heal 1 point of Physical damage (CRB47)		Playing Possum (FS94)		Technobabble (CRB175)	
Heal 1 Physical damage	4	Infl. check, dice pool +net hits next attack	3	Mancer: Use CHA inst. LOG for next action	2
I Saw It in a Trid Once (FS96)		Protect the Principal (FS95)		Under the Radar (CRB175)	
Use unlearned martial arts technique	4	Ally only 1 Min.Act. away, take DMG instead	2	Next action does not increase OS	- 3
Reroll all failed dice (CRB47)		Right Back At Ya! (FS95)	1 3		
Reroll all failed dice	4	Knock grenade away, Athletics check (2)	3	Social	
Count 2s as glitches for the target (CRB47)		Riposte (FS95)		Big Speech (CRB47)	
2s are glitches for the target	5	Melee: ptly. conv. rcvd. DV into target DMG	4	Roll 2xInfluence, treat as teamwork check	4
Create special effect (CRB47)		Rolling Clouds (FS95)		Bring the Drama (CRB47)	
Discuss with your GM	5	Athletics slows down fall if environ, allows	2	Gain 200ny on a quick con, +20% on long	2
Recover (FS96)	J	Rooted (FS95)	_	Gain 2001ly on a quick con, 120% on long	1 1
Major Action to remove/reduce own status	5	Athletics: BOD+Hits when avoid knockdown	2	Driving	
	J			Aimbet (DC177)	
Double Down III (DC177)	6	Shank (CRB48)	1	Aimbot (DC177)	-
Add 3 wild dice	6	Called shot with only -2 penalty.	-1	If >=1 net hit, add sensor rat. hits	6
Combat		Sucker Punch (FS95)	2	Add sork pileting to gunner toot	
		Net Hits>WIL, inflict Fatigued status	2	Add rank piloting to gunnery test	4
Anticipation (CRB47)	-	Tactical Roll (CRB48)	4	Bootleg Turn (DC178)	_
Double dice pool to split for attacks	4	Ignore prone penalty for attacks for 2 rds	1	Adjust range category by 1	2
Blinding strike (FS92)		Taunt (FS95)	4	Change Environment (DC178)	631
Hits>AGI, target status Blind I	4	Influence: Net Hits incr. ally's DR	1	Choose Open, Restricted, Tight	5
Called Shot (Disarm) (CRB47)		Threatening Edge (FS95)		Chicken (DC178)	_
Attack does no damage, Disarms Opponent	5	Repl. own DR with weapon AR for encount.	1	Chase: Driver with lower net hits crashes	6
Called Shot (Vitals) (CRB47)		Throat Strike (FS96)		Crossfire (DC177)	- 27
Add 3 damage if attack hits	5	Melee: Net Hits>AGI, inflict Muted status	1	Defense: Net hits damage on other vehicle	6
Called Shot: Break Weapon (FS93)		Throw Person (FS96)		Dead Stop (DC179)	
DV>Struct/2, reduce weapon AR	5	Melee to throw grappled opponent prone	4	Opp. Outdoors:Chased target hits dead end	5
Called Shot: Incapacitate (FS93)		Thunder Palm (FS96)		Drafting (DC179)	
Hits>REA, target status Dazed	5	Net Hits>WIL, inflict Deafened status	2	Move one category closer to chased target	2
Charge (FS93)		Tuck and Roll (FS96)		Equalizer (DC179)	
Move 5m, convert hits to movement	4	When rcv. Prone status, move 1m away	1	Ignore targets position advantage	2
Cover Fire (FS93)		Tumble (CRB48)		Escape! (DC179)	
BF produces +2 Cover, instead DV	3	If Damage > Body then target prone	1	Test: Escape all followers at extreme range	4

EDGE-BOOSTS / EDGE-ACTIONS					
Driving		Smokescreen I (DC178) Gain 1 level or Cover status	1	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

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

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

You did not provide a description yet. (Key item.biofeedback.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

BLACKOUT

You did not provide a description yet. (Key item.blackout.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

LOCKDOWN

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

OVERCLOCK

You did not provide a description yet. (Key item.overclock.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

Qualities

POSITIVE

LOW-LIGHT VISION

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

ANALYTICAL MIND

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

NEGATIVE

COMBAT PARALYSIS

You did not provide a description yet. (Key quality.combat_paralysis.desc) see Core rules, p.75

DISTINCTIVE STYLE

Integrated old tech sewn into clothing (circuit boards, copper wire, etc.) He wears a belt made from old pager housings and NES controllers. Cyberdeck has been intigrated into an old Nintendo Power Glove.

SOCIAL STRESS: TALKING TO ATTRACTIVE WOMEN

You did not provide a description yet. (Key quality.social_stress.desc) see Core rules, p.78

Augmentation

CYBERWARE

CYBERJACK RATING 3

You did not provide a description yet. (Key item.cyberjack3.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
 Variant
 Priorities
 Karma to Nuyen
 Extra Karma

 Standard
 DAECB
 4
 0

REWARDS FOR DIALUP