

| 10.0 | | | |
|------|--------|-------|--|
| 1010 | IN VAN | _ DA' | |

| Alias | Doc | Name | Rex | Graves | |
|----------|------|-------------|--------|------------|------|
| Metatype | Elf | Magic/Res | onance | Mundane | |
| Sex | male | Height | 5 | Weight | 215 |
| Age | | Heat | 0 | Reputation | 0 |
| Karma | 2 | Total Karma | 2 | Essence | 5.70 |

| EDGE / ¥ | PORTRAIT | |
|-----------|----------|--|
| EDGE | | |
| | | |
| | | |
| | | |
| NUYEN (¥) | | |
| | | |
| | | |
| | | |
| | | |

ATTRIBUTES

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

| QUALITIES | |
|------------------|----------|
| POSITIVE | NEGATIVE |
| Low-Light Vision | |
| Will To Live 3 | |
| Ambidextrous | |
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CONDITION MONITOR

| Stun Healing: BOD + WIL = 8 | Physical Healing: BOD + BOD = 10 | Dam. overfl. Healing: 10 - Mod. = |
|-----------------------------|--------------------------------------|-----------------------------------|
| | | |
| Drain resist: WIL (3) + | Damage resist: BOD (5) + mod.(0) = 5 | |

| SKILLS | | | | | | | | | | |
|--------------|-------|-----|------|-------|------------|-------|-----|------|-------|----------------------------|
| Skill | Attr. | Rtg | Pool | Notes | Skill | Attr. | Rtg | Pool | Notes | Language/Knowledge |
| Trained | | | | | Firearms | AGI | 4 | 9 | | Lang: Japanese (Spec.) |
| Biotech | LOG | 6 | 12 | | Influence | CHA | 0 | 3 | | Lang: Language (Native) |
| Untrained | | | | | Outdoors | INT | 0 | 2 | | Lang: Mandarin (Spec.) |
| Athletics | AGI | 1 | 6 | | Perception | INT | 3 | 6 | | Combat Medik |
| Close Combat | AGI | 0 | 4 | | Piloting | REA | 1 | 6 | | Doc Wagon inside knowledge |
| Con | CHA | 0 | 3 | | Stealth | AGI | 1 | 6 | | |
| Electronics | LOG | 2 | 8 | | | | | | | |
| Engineering | LOG | 2 | 8 | | | | | | | |
| | | | | | | | | | | |

| Ranged weapon | Pool | Damage | Att.R. | Mode | Ammo |
|-----------------|------|--------|--------------|----------|-------|
| AK-97 | 9 | 5P | 8/17/14/12/5 | SA/BF/FA | 38(c) |
| HK P60 Tactical | 9 | 3P | 9/10/6/-/- | SA | 15(c) |
| Melee weapon | Pool | | Damage | Att.R | |
| Unarmed | 4 | | 28 | 8/-/-/- | - |

| ARMOR | | DEFENSIVE RATIN | ig 12 |
|--|----------------------|---------------------------------------|----------|
| Armor | | Rating S | Social |
| Body | | 5 | 4 |
| Full body armor with helmet | | 7 | -9 |
| Smartlink (0), MEMS Basi Image link (0), Select sound | c Harne filter (3 | ess (0), Trodes (0), Erika Elit 3) | e (0), |
| Defensive Pools against | | Defensive Actions | |
| | | | |
| Attacks | 8 | Block (Minor) | +0 |
| Attacks Combat spells (Indirect) | 8 8 | Block (Minor) Dodge (Minor) | +0 +1 |
| | • | | |
| Combat spells (Indirect) | 8 | Dodge (Minor) | +1 |

| Level | Essence | Page |
|----------------|---------|---------|
| - | 0.3 | CRB 197 |
| ring, Rating 6 | | |
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| | - | - 0.3 |

| Name | Amount | Page |
|------------------------------------|--------|---------|
| Biomonitor | 2 | CRB 281 |
| Contacts, Rating 3 (2 Accessories) | 1 | CRB 274 |
| Datachip | 1 | CRB 269 |
| Medkit, Rating 6 | 1 | CRB 281 |
| Respirator, Rating 6 | 1 | CRB 280 |
| Survival kit | 1 | CRB 280 |
| | | |
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| Туре | Loy. | 1-41 | _ |
|------------|-------|---------|-----------|
| | ,- | Infl. | Fav. |
| Rigger | 4 | 4 | 0 |
| Fixer | 4 | 4 | 0 |
| Street Sam | 4 | 4 | 0 |
| | | | |
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| | | | |
| | Fixer | Fixer 4 | Fixer 4 4 |

| LIFESTYLES | | | |
|--------------------|------|-------|-------|
| Lifestyle | Туре | Cost | Month |
| Downtown Apartment | Low | 2000¥ | 1 |

| SINS | |
|--------------|---------|
| Name | Quality |
| Desmond Doss | 6 |
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| Progr | D | Fir | Attack | SI |
|-------|---|-----|--------|----|
| 4 | 4 | 4 | - | - |
| 2 | 2 | 1 | - | - |
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| CURRENCY | |
|------------------------------------|---|
| Nuyen (¥): 4565 | |
| Nuyen (¥): 4565 Credstick Ebony | |
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| |) |

| VEHICLES / DRONES | | | | | | | | | | | |
|-------------------|-------|--------------------------|-------|-----|-------|-------|-----|------|-----|------|------|
| Vehicles | | Туре | Handl | Acc | Intvi | Speed | Pil | Body | Arm | Sens | Seat |
| The Wagon | | Vans and Cargo Trucks | 5/7 | 15 | 20 | 140 | 2 | 16 | 12 | 3 | 10 |
| | | | | | | | | | | | |
| Drones | Count | | | | | | | | | | |
| Vlad | 1 | Ground Drones | 3 | 5 | 10 | 7 | 4 | 6 | 10 | 4 | |

| COMBAT ACTIONS | | | | | | | |
|----------------------------|---------------------|---------------------|------------|------------------------|-----------------------|-----------------|--------|
| Initiative (minor) | | Initiative (major)) | | Anytime (minor) | | Anytime (major) | |
| Call a shot | CRB41 | Attack | CRB42 | Augmentation Overdrive | e 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 | | | | | | |
| 1 EDGE | 2 | Karmic Escape (I |) | FS 94 | Right Back At Ya! (I) | | FS 95 |
| Shank (I) | CRB 48 | Knockout Blow (I | | - | Yielding Force (I) | | FS 96 |
| Tactical Roll (I) | CRB 48 CRB 48 | Protect the Princ | | | 4 EDGE | | F3 90 |
| Taunt (I) | FS 95 | Rolling Clouds (I) | | | 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) | | | 5 EDGE | | 655 (F |
| 2 EDGE | 50.00 | Entanglement (I) | | | Called Shot (Disarm | | CRB 47 |
| Fake Out (I) | FS 93 | Hamstring (I) | <i>(</i>) | FS 93 | Called Shot (Vitals) | | CRB 47 |
| Fire from Cover (I) | CRB 47 | Leaf on the Wind | (I) | FS 94 | Called Shot: Break V | | FS 93 |
| Imposing Stone (I) | FS 94 | Pin (I) | | FS 94 | Called Shot: Incapac | citate (I) | FS 93 |
| Intimidating Presence (I) | FS 94 | Playing Possum | (I) | FS 94 | | | |
| COMBAT OVERVIEW | | | | MARTIAL ARTS | | | |
| 1. Grab Dice | | | | | | | |
| Attacker: Weapon pool pl | us modifiers | | | | | | |
| Defender:: Intuition + Rea | ction = 8 | | | | | | |
| 2. Distribute Edge | | | | | | | |
| Compare Attack Rating vs | . Defense Rating | | | | | | |
| For every 4 better, the | party gets 1 Edge | | | | | | |
| Modify with situational ed | ge | | | | | | |
| Max. 2 Edge per combat r | ound | | | | | | |
| 3. Roll Dice and Spend Ed | ge | | | | | | |
| a) Choose either Pre- or P | ost Roll Edge actio | ons | | | | | |
| b) Roll dice | | | | | | | |
| c) Check for glitches | | | | | | | |
| d) Spend Edge | | | | | | | |
| 4. Soak Some Damage | | | | | | | |
| Defend with Damage Resi | stance (5) to redu | ce the damage. | | | | | |
| Last chance to use Edge | . / | 5 | | | | | |
| 5. Bring the Pain | | | | | | | |
| a) Apply damage to condi | tion monitor | | | | | | |
| b) Apply secondary weap | | | | | | | |

PERSONA

| Attributes/Skills | Default | Current |
|-----------------------|---------|------------------|
| Att (Attack) | 0 | |
| Sleaze (SI) | 0 | |
| Data Processing (D) | 4 | |
| Firewall (Fir) | 4 | |
| Matrix Perception | 5 | Electronics + II |
| Matrix Combat | | |
| Initiative AR | 8 +1D6 | |
| Initiative VR | 7 +2D6 | INT + D |
| Initiative VR Hot sim | 7 +3D6 | INT + D |
| Attack Rating | 0 | Attack + SI |
| Defense Rating | 8 | D + Fir |

MATRIX OVERVIEW

1. Grab dice

Legal: Electronics + Logic = 8

- Illegal: Cracking + Logic = 6
- 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 | | | |

| LOG(6) | | | |
|--------|--------|------|------------------|
| Dur. | Fading | Page | Notes |
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| | | | GRADE |
| | | | Dur. Fading Page |

PROGRAMS Description Page 1 2 Program **Basic programs** Alice (Kabelmatrix Misc. (DE) ISDN2 Emulator for cable matrix Emulator) 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 CRB 184 Reduce noise by 2 Toolbox CRB 184 +1 to Data Processing 2 additonal program slots; gain one Virtual Machine CRB 184 additional damage Hackingprograms CRB 184 Armor +2 to Defense Rating Biofeedback Cause Stun/Physical with matrix attack CRB 184 **Biofeedback Filter** Allow Dev.Rat./Body to soak damage CRB 184 Blackout CRB 184 Cause Stun with matrix attack Decryption +2 dice on Crack File action CRB 184 Allow Dev.Rat./Body to soak dmg. from CRB 184 Defuse d.bomb 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 2 # of max. concurrent programs per device 4 1 = Essy Motors DroneMaster 2 = Erika Elite = not installed = mark if activated

| ASTRAL COMBAT (PR | DJECTING) | |
|----------------------|----------------------------------|------|
| | 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 |
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| FOCI | | | INITIATION | GRADE |
|--|-------------------------|--------|------------|-------------|
| Name Rtg | g Choice | Page | Metamagic | Page |
| | | | | |
| | | | | |
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| | | | | |
| SPELL CASTING | | | MAGIC GEAR | |
| 1. Adjust Spell a) Amp Up (Combat Spells) | | | Name | Amount Page |
| For each additional point base dama | age drain will increase | d 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

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 ta

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

| | | Ritual | | Features | | Th. | Notes | F | Page |
|-------------------------|-------|--------|-------------|----------|---|------|----------|--------------|-------|
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| aken. d hits is drai | 'n | | | | | | | | |
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| | | | | | | | | | |
| | | | ATTACK RATI | NG | | BASE | COMBAT S | SPELL DAMAGE | |
| | lates | Cnell | | Turne | D | D | Deale | Deee | Madaa |

| SPELLS | | | | | | | ATTA | ACK RATING | | BASE | COMBAT S | PELL DAMA | GE |
|-----------------------------|----------------------|-------------|------------------|---------------|------------------|------------------|----------------------------------|--------------------------|--------------|------------------|---------------|-------------|-------|
| Spell | Туре | Dur. | Range | Drain | Page | Notes | Spell | Туре | Dur. | Range | Drain | Page | Notes |
| | | | | | | | | | | | | | |
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| | | | | | | | | | | | | | |
| /pe: P = Physical, M | = Mana Duration: I = | Instantaneo | us, S = Sustaine | ed, P = Perma | inent, L = Limit | ed, Spec = Speci | al Range: LOS = Line of s | sight, LOS (A) = Line of | sight (Area) | , T = Touch, S = | Self, S (A) = | Self (Area) | |

RITUALS

| | | Direct physical control | Control device in AR | Control device in VR | Jumped in | Independent drone |
|-------------------|-----------------------|-------------------------------|---|-------------------------|--|----------------------|
| Pilot/drive/crash | | Piloting - | Piloting + Reaction | | Piloting + Intuition + Control rig rating - Control rig rating to thresholds + 1 Edge | Maneuvering + Pilot |
| | Attack Rating | | Piloting + Sensor | | | Maneuvering + Sensor |
| Domenian | Defense Rating | | | Piloting | + Armor | Maneuvering + Armor |
| Ramming | Att | Diloting | Depation | Piloting + | Dilating Lintuition L Control rig rating L1 Edge | Manauwaring L Dilat |
| | Defense | Flioting | Piloting + Reaction Piloting + Intuition Piloting + Intuition + Control rig rating + 1 Edge | | Maneuvering + Pilot | |
| | Attack Rating | | As weapon | | | |
| | Defense Rating | | | Piloting | + Armor | Maneuvering + Armor |
| Non-ramming | Att | E | Engineering + Logic Engineering + Logic + Control rig rating + 1 F | | Engineering + Logic + Control rig rating + 1 Edge | Targeting + Sensor |
| | Defense | Piloting | + Reaction | Piloting + Intuition | Piloting + Intuition + Control rig rating + 1 Edge | Evasion+ Pilot |
| | Networked | | | | Firewall + Data Processing | |
| Matrix DR | Not networked | | | | Sensor * 2 | |
| Initiative | | Initi | ative | | Initiative VR | Pilot * 2 + 4D6 |
| Perception | | | | Perceptior | + Intuition | Clearsight + Sensor |
| Stealth | | Stealth | + Agility | Stealth + Logic | Stealth + Logic + Control rig rating + 1 Edge | Stealth + Pilot |

| | Firewall | |
|---------------|---------------------|---|
| | Slaved devices | |
| | Cracking (Sens) | |
| | Pilot (Pil) | |
| | | |
| Descript | ion | Page |
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| | | |
| | Jumped-In Attribute | |
| \Rightarrow | Willpower | 3 |
| \Rightarrow | Charisma | 4 |
| \Rightarrow | Logic | 6 |
| | | |
| | \Rightarrow | Slaved devices Cracking (Sens) Pilot (Pil) Description Jumped-In Attribute ⇒ Willpower ⇒ Charisma |

| 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 | | | |

SIGNATURES MANEUVERS

| Name | Amount | Page | Name | Amount I | Page |
|----------------------|--------|---------|------|----------|------|
| Biomonitor | 2 | CRB 281 | | | |
| Contacts, Rating 3 | 1 | CRB 274 | | | |
| Smartlink | | CRB 275 | | | |
| Image link | | CRB 275 | | | |
| Datachip | 1 | CRB 269 | | | |
| Medkit, Rating 6 | 1 | CRB 281 | | | |
| Respirator, Rating 6 | 1 | CRB 280 | | | |
| Survival kit | 1 | CRB 280 | | | |

Ranged weapons

| AK-97 | | | | HK P60 T. | ACTICAL | | | |
|--------|---------------|----------|-------|-----------|---------------|------|-------|--|
| Damage | Attack Rating | Mode | Ammo | Damage | Attack Rating | Mode | Ammo | |
| 5P | 8/17/14/12/5 | SA/BF/FA | 38(c) | 3P | 9/10/6/-/- | SA | 15(c) | |

Accessory: Shock pads, Detachable Drum Magazine, Silencer, Guncam, Tactical Sling Modifications: Smartgun system (internal), Foregrip, Rigid Stock

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 |
|--|------------|-------------|--------------|-----|------|
| AK-97 | 4/11/9/7/1 | SS | 8/17/14/12/5 | 5P | 9 |
| Foregrip | 1/2/1/-/- | SA | 6/15/12/10/3 | 6P | 9 |
| Shock Pad: Avoid -1 AR in SA/BF/FA | 1/1/1/1/1 | BF (wide) | 6/15/12/10/3 | 6P | 4 |
| Smartgun: Add +2 to AR (if no laser sight) | 2/2/2/2/2 | BF (narrow) | 4/13/10/8/1 | 7P | 9 |
| Smartgun: Add +1 to AR (if has laser sight) | 1/1/1/1/1 | FA | 2/11/8/6/- | 5P | 9 |
| Rigid Stock: Replacing existing stock (AR -/+1/+1/+2/+1) | -/1/1/2/1 | | | | |
| Rigid Stock: Adding to weapon without stock (AR -1/+1/+1/+2/+1) | -/1/1/2/1 | | | | |

| Damage Attack Rating | Mode | Ammo | | | |
|--|--|--|---|------------------------|----------------------------|
| 3P 9/10/6/-/- | SA | 15(c) | | | |
| Accessory: Image link, Silen Concealable Quick Draw H | | ght (Standard | , German Rul | es only), | |
| Modifications: Smartgun sys | stem (interna | l), Easy Breal | kdown | | |
| | | | | | |
| WIFI: Digital ammunition co If equipped with DNI, you ga (for weapons that have the Attack Rating Modifiers | iin a bonus M | inor Action a | ný turn when | | a clip |
| If equipped with DNI, you ga (for weapons that have the | iin a bonus M em) or chang | inor Action a e fire modes. | ný turn when | you eject | |
| If equipped with DNI, you ga (for weapons that have the Attack Rating Modifiers | in a bonus M em) or chang AR 9/10/6/-/- | inor Action a e fire modes. Modes | ný turn when AR | you eject Dam | a clip Pool |
| If equipped with DNI, you ga (for weapons that have the Attack Rating Modifiers HK P60 Tactical Laser Sight (Standard, German Rules | in a bonus M em) or chang AR 9/10/6/-/- | inor Action a e fire modes. Modes ss | ný turn when AR 9/10/6/-/- | you eject Dam 3P | a clip Pool 9 |

AMMUNITION Name Amount Page Name Amount Page CRB 263 Grenade, Fragmentation 4 Grenade, Zapper 3 FS 38 Heavy Pistol/SMG (10x) (Regular (Caseless)) 8 CRB 262 CRB 262 Rifles (10x) (Gel (Caseless)) 8 CRB 262 Rifles (10x) (Regular (Caseless)) 31

MELEE WEAPONS

| Unarmed | Pool | 4 | Damage | 2\$ | Att.R. | 8/-/-/- |
|---------|------|---|--------|-----|--------|---------|
| | Pool | | Damage | | Att.R. | |
| | Pool | | Damage | | Att.R. | |
| | Pool | | Damage | | Att.R. | |

| ARMOR | | | |
|--|------------|--------|--|
| Armor | Rating | Social | |
| Body | 5 | | |
| Full body armor with helmet | 7 | -9 | |
| Smartlink (0), MEMS Basic Harness (0), Trodes (0), Erika Elite (0), Image link (0), Select sound | filter (3) | | |
| Armor vest | 3* | -1 | |
| Thermal Dissipation (2) | | | |
| Clothing (Middle) | 0* | 0 | |
| | | | |
| | | | |
| | | | |
| Defensive rating | 12 | | |
| *) Rating not included in defensive rating | | | |

| 2 3 16 12 13/11/-/- Accessories/Notes Skills D A R J GridLink, Passenger Protection Systems (PPS), Rating 6, Valkyrie Module, Smuggling Compartment - Shielding, Rating 4, Ram Plate, Rating 16, Drone rack - Medium, Spoof Kit, Road Strip Ejector, Anti-theft system - Rating 4, Electrochromic Paint, Rigger interface, Smart Tires Evade 6 1 - - Accessories/Notes Secondary: Tracked, Rating 6, Increase Cargo Space, Rating 1, MedEvac, Powered Breakdown, Rating 4, Valkyrie Module, Mechanical Arm - Large, Spoof Kit, Searchlight - Normal Vision, Rigger interface, Anti-theft system - Rating 4, Zapper File | VLAD | |
|---|--|--|
| GridLink, Passenger Protection Systems (PPS), Rating 6, Valkyrie Module, Smuggling Compartment - Shielding, Rating 4, Ram Plate, Rating 16, Drone rack - Medium, Spoof Kit, Road Strip Ejector, Anti-theft system - Rating 4, Electrochromic Paint, Rigger interface, Smart TiresEvade Perception 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 | b) 140 10 dy Arm DR(D/A/R/J) 3 5 10 7 Pil Sens Body Arm | DR(D/A/R/J) 11/9/-/- |
| D A R J D A R J Software Rtg impailing the first patient it ever had. He did not survive. Ramming 8P AR 4 2 - P6 1 - - Impailing the first patient it ever had. He did not survive. No weapons mounted D A R J D A R Impailing the first patient it ever had. He did not survive. D A R D A R Ramming 3P AR -3 - P 3 - P 3 - | ction Systems (PPS), SmugglingEvade61-Smuggling Rating 4, Ram Plate, dium, Spoof Kit, Road stem - Rating 4, jer interface, Smart TiresPilot61-RJDARJSoftwareSoftwareThis drone was thrown out for malfuncti impailing the first patient it ever had. He survive.SoftwareRtg | akdown, Perception 3 rm - Large, Pilot 3 tigger Stealth 3 ioning by e did not D A R J Software Rtg |

Matrix Devices

| RIGGER CONSOLE | | | | | |
|--------------------------------|-------------------------|-----------------|---|----------|---|
| Model | Essy Motors DroneMaster | | | | |
| Level | 3 | Attack | - | Sleaze | - |
| | | Data processing | 4 | Firewall | 4 |
| Programs (concurrent 4) | | | | | |
| Armor | | | | | |
| Accessory | | | | | |
| Biotech, Rating 6, Maneuvering | j, Rating 6 | | | | |
| Matrix status (10) | | | | | |

| COMMLINK | | | | | |
|-------------------------|-------------|-----------------|---|----------|---|
| Model | Erika Elite | | | | |
| Level | 4 | Data processing | 2 | Firewall | 1 |
| Programs (concurrent 2) | | | | | |
| Armor | | | | | |
| Matrix status (10) | | | | | |

Contacts

| CON: TINNY | | | | |
|-------------------------------|--------|------|-------|------|
| Alias | Туре | Loy. | Infl. | Fav. |
| Tinny | Rigger | 4 | 4 | 0 |
| Description | | | | |
| Go to engineer for my drones. | | | | |

| CON: GRACE NAM | Λ | | | |
|--------------------------|-------------------|------|-------|------|
| Alias | Туре | Loy. | infi. | Fav. |
| Grace Nam | Fixer | 4 | 4 | 0 |
| Description | | | | |
| DocWagon Dispacter by da | y Fixer by night. | | | |

CON: TYSON RIOS

| | Loy. | Infl. | Fav. |
|-----------|-----------|-------------|---------------|
| treet Sam | 4 | 4 | 0 |
| | | | |
| | | | |
| | treet Sam | treet Sam 4 | treet Sam 4 4 |

SINs

| DESMOND DOSS - QUALITY 6 |
|---|
| |
| Licenses |
| Cyberware 6, Concealed Carry License 6, Firearms License 6, Heavy Armor License 6 |

Lifestyles

| DOWNTO | DOWNTOWN APARTMENT | | | | |
|---------|--------------------|------|--------------|--|--|
| Туре | Low | Cost | 2000¥ | | |
| Month | 1 | SIN | Desmond Doss | | |
| | | | | | |
| 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

| Compat | | Net Hits>WIL, inflict Fatigued status | 2 | Add rank piloting to gunnery test |
|---|---|--|---|---|
| Anticipation (CRB47) | | Tactical Roll (CRB48) | | 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 |
| Blinding strike (FS92) | | Taunt (FS95) | | Change Environment (DC178) |
| Hits>AGI, target status Blind I | 4 | Influence: Net Hits incr. ally's DR | 1 | Choose Open, Restricted, Tight |
| 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 |
| Called Shot (Vitals) (CRB47) | | Throat Strike (FS96) | | Crossfire (DC177) |
| Add 3 damage if attack hits | 5 | Melee: Net Hits>AGI, inflict Muted status | 1 | Defense: Net hits damage on other vehicle |
| 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 |
| 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 |
| 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 |
| 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 |

| | 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 | InfI+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 |
| - | |

| | Weapon Flash (FS96) | |
|---|---|---------------------------------|
| 3 | Quick draw any melee weapon | 2 |
| 2 | Weapon Spread (FS96) 2xMelee: Close range=2m during encounter | 1 |
| 2 | Wrest (CRB48) | • |
| 2 | During melee, evtl. disarm opponent | 1 |
| | Yielding Force (FS96) | |
| 3 | Athletics as defense, NH>AGI opp. prone | 3 |
| 2 | Position | |
| 2 | Freerunning (FS93) | |
| 2 | While moving horiz. also move vertical. | 2 |
| | Monkey Climb (FS94) | |
| 2 | + 0.2 climb distance per hit | 2 |
| 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 |
| 3 | Signal Scream (CRB175) Ignore noise penalty for next action | 2 |
| U | Technobabble (CRB175) | 2 |
| 3 | Mancer: Use CHA inst. LOG for next action | 2 |
| | Under the Radar (CRB175) | - |
| 2 | Next action does not increase OS | 3 |
| 3 | Social | |
| • | Big Speech (CRB47) | |
| 4 | Roll 2xInfluence, treat as teamwork check | 4 |
| | Bring the Drama (CRB47) | |
| 2 | | 2 |
| 2 | Gain 200ny on a quick con, +20% on long | 2 |
| 2 2 | Gain 200ny on a quick con, +20% on long Driving | 2 |
| 2 | Driving Aimbot (DC177) | - |
| | Driving Aimbot (DC177) If >=1 net hit, add sensor rat. hits | 2 6 |
| 2 1 | Driving Aimbot (DC177) If >=1 net hit, add sensor rat. hits Attack Run (DC177) | 6 |
| 2 | Driving Aimbot (DC177) If >=1 net hit, add sensor rat. hits | - |
| 2 1 | Driving Aimbot (DC177) If >=1 net hit, add sensor rat. hits Attack Run (DC177) Add rank piloting to gunnery test | 6 |
| 2 1 2 1 | Driving Aimbot (DC177) If >=1 net hit, add sensor rat. hits Attack Run (DC177) Add rank piloting to gunnery test Bootleg Turn (DC178) Adjust range category by 1 Change Environment (DC178) | 6 4 2 |
| 2 1 2 | Driving Aimbot (DC177) If >=1 net hit, add sensor rat. hits Attack Run (DC177) Add rank piloting to gunnery test Bootleg Turn (DC178) Adjust range category by 1 Change Environment (DC178) Choose Open, Restricted, Tight | 6 4 |
| 2 1 2 1 | Driving Aimbot (DC177) If >=1 net hit, add sensor rat. hits Attack Run (DC177) Add rank piloting to gunnery test Bootleg Turn (DC178) Adjust range category by 1 Change Environment (DC178) Choose Open, Restricted, Tight Chicken (DC178) | - 6 4 2 5 |
| 2 1 2 1 1 | Driving Aimbot (DC177) If >=1 net hit, add sensor rat. hits Attack Run (DC177) Add rank piloting to gunnery test Bootleg Turn (DC178) Adjust range category by 1 Change Environment (DC178) Choose Open, Restricted, Tight | 6 4 2 |
| 2 1 2 1 1 | Driving Aimbot (DC177) If >=1 net hit, add sensor rat. hits Attack Run (DC177) Add rank piloting to gunnery test Bootleg Turn (DC178) Adjust range category by 1 Change Environment (DC178) Choose Open, Restricted, Tight Chicken (DC178) Chase: Driver with lower net hits crashes Crossfire (DC177) Defense: Net hits damage on other vehicle | - 6 4 2 5 |
| 2 1 2 1 1 1 1 1 | Driving Aimbot (DC177) If >=1 net hit, add sensor rat. hits Attack Run (DC177) Add rank piloting to gunnery test Bootleg Turn (DC178) Adjust range category by 1 Change Environment (DC178) Choose Open, Restricted, Tight Chicken (DC178) Chase: Driver with lower net hits crashes Crossfire (DC177) Defense: Net hits damage on other vehicle Dead Stop (DC179) | - 6 4 2 5 6 6 |
| 2 1 2 1 1 1 1 | <pre>Driving Aimbot (DC177) If >=1 net hit, add sensor rat. hits Attack Run (DC177) Add rank piloting to gunnery test Bootleg Turn (DC178) Adjust range category by 1 Change Environment (DC178) Choose Open, Restricted, Tight Chicken (DC178) Chase: Driver with lower net hits crashes Crossfire (DC177) Defense: Net hits damage on other vehicle Dead Stop (DC179) Opp. Outdoors:Chased target hits dead end</pre> | - 6 4 2 5 6 |
| 2 1 2 1 1 1 1 1 | <pre>Driving Aimbot (DC177) If >=1 net hit, add sensor rat. hits Attack Run (DC177) Add rank piloting to gunnery test Bootleg Turn (DC178) Adjust range category by 1 Change Environment (DC178) Choose Open, Restricted, Tight Chicken (DC178) Chase: Driver with lower net hits crashes Crossfire (DC177) Defense: Net hits damage on other vehicle Dead Stop (DC179) Opp. Outdoors:Chased target hits dead end Drafting (DC179)</pre> | - 6 2 5 6 6 |
| 2 1 2 1 1 1 1 1 4 | <pre>Driving Aimbot (DC177) If >=1 net hit, add sensor rat. hits Attack Run (DC177) Add rank piloting to gunnery test Bootleg Turn (DC178) Adjust range category by 1 Change Environment (DC178) Choose Open, Restricted, Tight Chicken (DC178) Chase: Driver with lower net hits crashes Crossfire (DC177) Defense: Net hits damage on other vehicle Dead Stop (DC179) Opp. Outdoors:Chased target hits dead end</pre> | - 4 2 5 6 5 5 |
| 2 1 2 1 1 1 1 1 4 | <pre>Driving Aimbot (DC177) If >=1 net hit, add sensor rat. hits Attack Run (DC177) Add rank piloting to gunnery test Bootleg Turn (DC178) Adjust range category by 1 Change Environment (DC178) Choose Open, Restricted, Tight Chicken (DC178) Chase: Driver with lower net hits crashes Crossfire (DC177) Defense: Net hits damage on other vehicle Dead Stop (DC179) Opp. Outdoors:Chased target hits dead end Drafting (DC179) Move one category closer to chased target</pre> | - 4 2 5 6 5 5 |

4

| EDGE-BOOSTS / EDGE-ACTIONS | | 0 | | |
|---|---|---|---|--|
| Driving | | Smokescreen I (DC178) | 4 | Other |
| • | | Gain 1 level or Cover status | I | |
| 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 |
| 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 |
| 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 |
| Focus (DC179) | | Subtle Pilot (DC179) | | Equalizer (DC179) |
| Vehicle Handling -1 for one test | 2 | +pilot rank on stealth test | 3 | Ignore targets position advantage |
| 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 |
| 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 |
| 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 |
| 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 |
| 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 |
| 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 |

Software

HACKINGPROGRAMS

ARMOR

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

ARMOR

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

Qualities

POSITIVE

LOW-LIGHT VISION

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

WILL TO LIVE

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

AMBIDEXTROUS

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

Augmentation

CYBERWARE

ESSY MOTORS DRONEMASTER

You did not provide a description yet. (Key item.essy_motors_drone_master.desc) see Core rules, p.197

| Creation | | | |
|-----------------|------------|----------------|-------------|
| Variant | Priorities | Karma to Nuyen | Extra Karma |
| Standard | DAECB | 0 | 0 |
| REWARDS FOR DOC | | | |