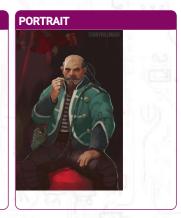


PERSONAL	DATA					
Alias	Fisher		Name	Dav	vid Pastý	
Metatype	Dwarf		Magic/Reso	nance	Mundane	
Sex	male		Height	1	Weight	87
Age	30		Heat	0	Reputation	0
Karma	3	Total Karma		3	Essence	4.79

EDGE / ¥

EDGE

NUYEN (¥)



	Rtg	Pool		Rtg	Pool
Body	6	6	Minor Actions	1	3
Agility	5	5	Initiative	10	10 +2D6
Reaction	4	5	Initiative (Matrix VR)	7	7 +2D6
Strength	4	4	Initiative (Astral)	9	9 +2D6
Willpower	6	6	Defense	0	10
Logic	4	4	Composure	0	11
Intuition	5	5	Judge Intentions	0	11
Charisma	5	5	Memory	0	9
Edge	5	5	Lift / Carry	0	12

POSITIVE	NEGATIVE
Toxin Resistance	Sinner
Thermographic Vision	David Pastýr
Human-Looking	Addiction 2
Blandness	Nikotine
Networker	Honorbound
	Sailor's code. Always resp

CONDITION MONITOR		
Stun Healing: BOD + WIL = 12 -1 -1 -1 -2 -2 -2 -3 -3 -3	Physical Healing: BOD + BOD = 12 1 1 -1 -2 -2 -2 -3 -3 -3 -3	Dam. overfl. Healing: 12 - Mod. =
Drain resist: WIL (6) +	Damage resist: BOD (6) + mod.(0) = 6	

SKILLS								
Skill	Attr.	Rtg	Pool Notes	Skill	Attr.	Rtg	Pool Notes	Language/Knowledge
Trained				Firearms	AGI	4	9	Lang: Czech (Native)
Biotech	LOG	1	5	Rifles	AGI		11	Lang: English (Spec.)
First Aid	LOG		7	Influence	CHA	2	7	Lang: Or'Zet
Untrained				Outdoors	INT	2	7	Port Operations
Athletics	AGI	3	8	Navigation	INT		9	Sailing
Close Combat	AGI	2	7	Perception	INT	3	8	
Unarmed Combat	AGI		9	Piloting	REA	1	6	
Con	CHA	2	7	Watercraft	REA		8	2 K., 11 K 1 #
Electronics	LOG	1	5	Stealth	AGI	1	6	
Engineering	LOG	1	5	TO ATTUCE				

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
AK 105	11	5P	9/20/11/7/-	SA/BF/FA	38(c)
Vz.61	9	2P	12/11/9/-/-	SA/BF	35(c)
			H/Mc		
Melee weapon	Pool	D	amage	Att.R	
Survival Knife	7		3P	12/2/-/	/-/-
Unarmed	9		2\$	9/-/-/-	-/-

ARMOR		DEFENSIVE RATIN	g 10
Armor	10-00	Rating S	ocial
Body		6	5
Lined coat		3	-2
Gear Access (0), Program Resistance (2)	nmable	Camouflage Package (0), Fir	е
Ballistic Mask		1	-2
Trodes (0), Smartlink (0),	Vision 6	enhancement (0)	
Defensive Pools against		Defensive Actions	
Attacks	10	Block (Minor)	+2
Combat spells (Indirect)	11	Dodge (Minor)	+3
Combat spells (Direct)	11	Hit the dirt (Minor)	+2
Toxin Damage	12	Full Defense (Major)	+6
Drain	0	Boosted Defense (Major)	-2

Augmentation	Level	Essence	Page
Datajack (Used)		0.11	CRB 283
Wired reflexes 1 (Used)	- 1	1.1	CRB 287
			9

Name	Amount	Page
Alcohol	1	CRB 124
Binoculars (Electronic), Rating 3 (1 Accessories)	5-1	CRB 274
Contacts, Rating 3 (3 Accessories)	1	CRB 274
Containment Manacles	1	CRB 278
CS/Tear gas	1	CRB 122
Directional microphone, Rating 3	1	CRB 275
Earbuds, Rating 2 (2 Accessories)	1	CRB 275
Jazz	2	CRB 124
Light stick	2	CRB 280
Lockpick kit	1	CRB 278
Long Haul	1	CRB 125
Magnesium torch/flare	1	CRB 280
Medkit, Rating 1	1	CRB 281
Medkit supplies	1	CRB 281
Micro-transceiver	1	CRB 270
Miniwelder	1	CRB 278
Miniwelder fuel	1	CRB 278
Rappelling gloves	1	CRB 280
Tag eraser	1	CRB 270

Alias	Туре	Loy.	Infl.	Fav.
Swordfish	Weapons Dealer	1	5	0
Kaplan	StreetDoc	2	4	0
Andrew Lighthouse	InfoBroker	1	3	0
Inge Johansson	Mrs.Johnsson	2	3	0
Žgrima	Fence	2	4	0
Fur	Cook	3	3	0
Sasha	Mafia Consigliere	1	3	0

Lifestyle	Туре	Cost	Month
Port Cavalier Room	Low	4000¥	2

Name	Quality
Mathew Sykorsky	3
Alex Pierce	2
David Pastý	Original

Progr	D	Fir	Attack	SI
1	2		-	-
	Progr 1	Progr D 1 2	1 0	1 0

CURRENCY	
Nuyen (¥): 565	
Credstick Standard	Credstick Standard

	Туре	Handl	Acc	Intvi	Speed	Pil	Body	Arm	Sens	Seat
-15-Date:	Diam.	. 97						10		1
Count	1.00	77						2 //	- 12	
	V00 I/I									
	Count	Count	Count	Count	Count	Count	Count	Count	Count	Count

COMBAT ACTIONS					
Initiative (minor)	ALC: -	Initiative (major))	Anytime (minor)	Anytime (major)	17.8
Call a shot	CRB41	Attack CRB42	Augmentation Overdri	ve 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 Action	ns				
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 Principal (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 Weapon (I)	FS 93
Imposing Stone (I)	FS 94	Pin (I)	FS 94	Called Shot: Incapacitate (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 (6) 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

Origin: Renraku Sensei			
Attributes/Skills	Default	Current	
Att (Attack)	0		
Sleaze (SI)	0		1973
Data Processing (D)	2		
Firewall (Fir)	0		
Matrix Perception	6		Electronics + INT
Matrix Combat			
Initiative AR	10 +1D6	CHIC	
Initiative VR	7 +2D6		INT + D
Initiative VR Hot sim	7 +3D6		INT + D
Attack Rating	0		Attack + SI
Defense Rating	2		D + Fir

MATRIX OVERVIEW

1. Grab dice

Legal: Electronics + Logic = 5 Illegal: Cracking + Logic = 4

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: -2	Resist fadin	g: WIL(6) + LOG	(4)	11/			1.8	
Complex form Dur. Fading Page Notes							es	
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	a Av					1 1	CI.	

SUBMERSION	GRADE
Echo	Page
Carlos Carlos	
Andreas Aller Mills	

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 Machin		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	

		Direct physical control	Control device in AR	Control device in VR	Jumped in	Independent drone	
Pilot/drive/crash		Pilotin	g + Reaction	Piloting + Intuition	Piloting + Intuition + Control rig rating - Control rig rating to thresholds + 1 Edge	Maneuvering + Pilot	
	Attack Rating		Piloting + Sensor				
Ramming	Defense Rating	Piloting + Armor				Maneuvering + Armor	
	Att	Piloting + Reaction		Piloting + Intuition	Piloting + Intuition + Control rig rating + 1 Edge	Maneuvering + Pilot	
	Defense				Filoting + intuition + Control by Fating + 1 Edge	Maneuvering + Pilot	
	Attack Rating				As weapon		
	Defense Rating		Maneuvering + Armor				
Non-ramming	Att	Engineering + Logic			Engineering + Logic + Control rig rating + 1 Edge	Targeting + Sensor	
	Defense	Pilotin	g + Reaction	Piloting + Intuition	Piloting + Intuition + Control rig rating + 1 Edge	Evasion+ Pilot	
Matrix DD	Networked						
Matrix DR	Not networked		Sensor * 2				
nitiative		In	itiative	THE TITLE AND	Initiative VR	Pilot * 2 + 4D6	
Perception			Perception + Intuition				
Stealth		Steal	th + 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

CONTROL RIGS			
Regular Attribute		Jumped-In Attribute)
Body	\Rightarrow	Willpower	6
Strength	\Rightarrow	Charisma	5
Agility	\Rightarrow	Logic	4
Reaction	\Rightarrow	Intuition	5

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		

SIGNATURES MANEUVERS						
	JAK	716 101	9			

GEAR					
Name	Amount	Page	Name	Amount	Page
Alcohol	1	CRB 124	Light stick	2	CRB 280
Binoculars (Electronic), Rating 3	1	CRB 274	Lockpick kit		CRB 278
Vision enhancement		CRB 275	Long Haul	T. T.	CRB 125
Contacts, Rating 3	1	CRB 274	Magnesium torch/flare	1	CRB 280
Low-light vision		CRB 275	Medkit, Rating 1	-34, 1	CRB 281
Flare compensation		CRB 275	Medkit supplies		CRB 281
Image link		CRB 275	Micro-transceiver	A MIT	CRB 270
Containment Manacles	1	CRB 278	Miniwelder	-0[E] Edi	CRB 278
CS/Tear gas	1	CRB 122	Miniwelder fuel	1	CRB 278
Directional microphone, Rating 3	1	CRB 275	Rappelling gloves	4/12/18	CRB 280
Earbuds, Rating 2	1	CRB 275	Tag eraser		CRB 270
Audio enhancement		CRB 276			
Select sound filter, Rating 1		CRB 276			
Jazz	2	CRB 124			

Ranged weapons

AK 105				
Damage	Attack Rating	Mode	Ammo	
5P	9/20/11/7/-	SA/BF/FA	38(c)	
5 mags (4+ Gunfighter	+1) belt		\	5

Accessory: Tactical Sling, Spare clip (4x), Ammo Pouch (regular) (5x), Silencer, Smartgun system (external)

Modifications: Collapsible Stock, Foregrip, Metahuman Adaptation, Short Barrel, Personalized Grip, Heavyweight

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	9/20/11/7/-	5P	11
Foregrip	1/2/1/-/-	SA	7/18/9/5/-	6P	11
Short Barrel	2/1/-/-	BF (wide)	7/18/9/5/-	6P	5
Personalized Grip	1/1/-/-/-	Di (wide)	7/10/3/3/-		J
Heavyweight	-/2/1/-/-	BF (narrow)	5/16/7/3/-	7P	11
Smartgun: Add +2 to AR (if no laser sight)	2/2/2/2/2	FA	3/14/5/1/-	5P	11
Smartgun: Add +1 to AR (if has laser sight)	1/1/1/1/1				
Stock: Extended (AR -2/-/+1/+2/+1)	-/-/1/2/1				
Stock: Collapsed (AR +1/+1/-/-2/-2)	1/1/-/-/-				

VZ.61			
Damage	Attack Rating	Mode	Ammo
2P	12/11/9/-/-	SA/BF	35(c)
4 mags (3+	÷1)		

Custom style - Old school walnut handle, gloss black metal finish. Rare collectible.

It's a family inheritance.

Accessory: Concealable Quick Draw Holster, Ammo Pouch (regular) (4x), Spare clip (3x), Ammo Sling, Gas-vent system, Laser sight (base), Folding Stock

Modifications: Personalized Grip, Custom Style, Metahuman Adaptation

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
Ceska Black Scorpion	10/9/8/-/-	SS	12/11/9/-/-	2P	9
Laser sight (base)	1/1/1/1/1	SA	10/9/7/-/-	3P	9
Personalized Grip	1/1/-/-	BF (wide)	10/9/7/-/-	3P	4
		BF (narrow)	8/7/5/-/-	4P	9

AMMUNITION						
Name	Amount	Page	Name	Amount	Page	
Caltrops	1	FS 36	Rifles (10x) (Gel)	4	CRB 262	
Grenade, Gas	1	CRB 263	Rifles (10x) (Handloaded Ammo)	4	CRB 262	
Grenade, Stun	2	CRB 263	Rifles (10x) (Regular (Caseless))	8	CRB 262	
Holdout/L.Pistol/Mach. Pistol (10x) (Handloaded Ammo)	13	CRB 262				
Rifles (10x) (APDS)	4	CRB 262				

MELEE WEAPONS						
Survival Knife	Pool	7	Damage	3P	Att.R.	12/2/-/-
Unarmed	Pool	9	Damage	2\$	Att.R.	9/-/-/-
	Pool	VX-14	Damage		Att.R.	/// INC 135
	Pool		Damage		Att.R.	

ARMOR		
Armor	Rating	Social
Body	6	
Lined coat	3	-2
Gear Access (0), Programmable Camouflage Package (0), Fire Resistance (2)		
Actioneer business clothes	2*	2
Ballistic Mask	1	-2
Trodes (0), Smartlink (0), Vision enhancement (0)		
Defensive rating	10	
*) Rating not included in defensive rating	VI 401 / / 4	

Matrix Devices

COMMLINK					
Model	Renraku Sensei				
Level	3	Data processing	2	Firewall	0
Programs (concurr	ent 1)	0.0000000000000000000000000000000000000	600		THE STATE OF THE S
Accessory					
Satellite link, Subvo	ocal microphone, Mapsoft (Seattle Sprawl)				
Matrix status (10)					

Contacts

CON: SWORDFISH	4			
Alias	Туре	Loy.	Infl.	Fav.
Swordfish	Weapons Dealer	1	5	0
Description				

Very serious and well conected ork. I treat him with utmost respect and that keeps his ego happy and mine credstick too. He means straigth business and if some very interesting weaponry is found, he might be interested if the price is right.

CON: KAPLAN			
Alias	Туре	Loy. Infl.	Fav.
Kaplan	StreetDoc	2 4	0
Description			

Kaplan is an old religious dwarf street doc who I know through a friend of a friend. He is originally from Poland so we tend to speak together in our native tongues. He is a good family man, likes homemade food and vodka.

CON: ANDREW LIGHTHOUSE						
Alias	Туре	Loy.	Infl.	Fav.		
Andrew Lighthouse	InfoBroker	1	3	0		
Description						

Andrew is a digital contact located somewhere in Easter Europe. Best to send a message via a special forum and wait. He likes to sleep and I never know in which time zone this guy is. Never met him perosnally, just know his Lighthouse icon.

Туре	Loy.	Infl.	Fav.
Mrs.Johnsson	2	3	0
			Mrs.Johnsson 2 3 contracted Mærsk. She is still working there and I get some smug y from Sweden. She is the most cold hearthed logictics and operaties cash earned on the side.

CON: ŽGRIMA CON: FUR Alias Fav. Alias Type Infl. Type Loy. Loy. Žgrima Fur Fence 2 0 Cook 3

 \check{Z} grima is elven fencer from Portugal who moved here with his family when he was a kid. Met him while I went to the cusoms office to fix some papers last time I was I seattle. Some 2 years ago.

Description
Fur is a big hairy troll who works as a cook at favourite sumuggler street food hangout in industrial port called

Alias	Туре	Loy.	Infl.	Fav.
Sasha	Mafia Consigliere	1	3	0

Sasha is a human contact I worked with on one ship. He than stayed in Seattle and moved up in the food chain. Native Russian speaker, knows a bit about Vory activity in the Sprawl.

Fur is a big hairy troll who works as a cook at favourite sumuggler street food hangout in industrial port called Hungry Crossroads.	

SINs

Description

MATHEW SYKORSKY - QUALITY 3 Security Contractor Licenses Firearms License 3, Cyberware 3

DAVID PASTÝ - QUALITY ORIGINAL

ALEX PIERCE - QUALITY 2	
Port worker	그 그 맛 돼 다 ' (~)
Licenses	

Licenses 22 21:06, created with Genesis by Stefan & Anja Prelle, SR6-Version: 2.3.0

Infl.

3

Fav.

0

Lifestyles

PORT C	AVALIER ROOM		
Туре	Low	Cost	4000¥
Month	2	SIN	Alex Pierce
Options			BO
keine			

Notes

David comes from Czech Republic. He has been in the active military reserves and vent to commercial marine school as a cadet. He later worked on river boats and moved to ocean freight where he started to contract for Mærsk. There David learned the ropes of what the actuall smuggling is. Unmarked containers, mosntrous bulk carriers. salvage operations, anti-piracy.

Now he arrives to Seattle with some spare time before his next contract.

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)	1175
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)	4-1	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)	W	Protect the Principal (FS95)		Under the Radar (CRB175)	\Rightarrow
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 7		
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)	ŭ	Rolling Clouds (FS95)		Bring the Drama (CRB47)	100
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)	ď	Rooted (FS95)	_	Sum 2001ly on a quick con, 120% on long	1.4
Major Action to remove/reduce own status	5	Athletics: BOD+Hits when avoid knockdown	2	Driving	
Double Down III (DC177)	J	Shank (CRB48)		Aimbot (DC177)	
Add 3 wild dice	6		1		6
Add 5 Wild dice	O	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 gunners toot	114
		Net Hits>WIL, inflict Fatigued status	2	Add rank piloting to gunnery test	4
Anticipation (CRB47)		Tactical Roll (CRB48)	1	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)	
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

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

HUMAN-LOOKING

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

BLANDNESS

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

NETWORKER

You did not provide a description yet. (Key quality.networker.desc) see No Future, p.161

NEGATIVE

SINNER: DAVID PASTÝR

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

ADDICTION: NIKOTINE

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

HONORBOUND: SAILOR'S CODE. ALWAYS RESPOND TO SOS. RESPECT THE CHAIN OF COMMAND. KEEP YOUR WORD.

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

Augmentation

CYBERWARE

DATAJACK

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

WIRED REFLEXES 1

You did not provide a description yet. (Key item.wired_reflexes1.desc) see Core rules, p.287
 Variant
 Priorities
 Karma to Nuyen
 Extra Karma

 Standard
 BAECD
 5
 0

REWARDS FOR FISHER