

AUGMENTATIONS			
Augmentation	Level	Essence	Page
Datajack (Used)	-	0.11	CRB 283
Wired reflexes 1 (Used)	-	1.1	CRB 287
Act. Essence (4.8) = 6 - Hole (0.0) - Sum augmentations (1.2)			

GEAR		
Name	Amount	Page
Alcohol	1	CRB 124
Binoculars (Electronic), Rating 3 (1 Accessories)	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

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

LIFESTYLES			
Lifestyle	Type	Cost	Month
Port Cavalier Room	Low	4000¥	2

SINS	
Name	Quality
Mathew Sykorsky	3
Alex Pierce	2
David Pastý	Original

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

CURRENCY	
Nuyen (¥): 565	
Credstick Standard	Credstick Standard

VEHICLES / DRONES											
Vehicles	Type	Handl	Acc	Intvl	Speed	Pil	Body	Arm	Sens	Seat	
Drones	Count										

	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
Ramming	Attack Rating	Piloting + Sensor			Maneuvering + Sensor
	Defense Rating	Piloting + Armor			Maneuvering + Armor
	Att	Piloting + Reaction	Piloting + Intuition	Piloting + Intuition + Control rig rating + 1 Edge	Maneuvering + Pilot
	Defense				
Non-ramming	Attack Rating	As weapon			
	Defense Rating	Piloting + Armor			Maneuvering + Armor
	Att	Engineering + Logic		Engineering + Logic + Control rig rating + 1 Edge	Targeting + Sensor
	Defense	Piloting + Reaction	Piloting + Intuition	Piloting + Intuition + Control rig rating + 1 Edge	Evasion+ Pilot
Matrix DR	Networked	Firewall + Data Processing			
	Not networked	Sensor * 2			
Initiative	Initiative		Initiative VR		Pilot * 2 + 4D6
Perception	Perception + Intuition				Clearsight + Sensor
Stealth	Stealth + Agility		Stealth + Logic	Stealth + Logic + Control rig rating + 1 Edge	Stealth + Pilot

RIGGER CONSOLE

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	⇒ Willpower	6
Strength	⇒ Charisma	5
Agility	⇒ Logic	4
Reaction	⇒ Intuition	5

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

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	1	CRB 278
<i>Vision enhancement</i>		CRB 275	Long Haul	1	CRB 125
Contacts, Rating 3	1	CRB 274	Magnesium torch/flare	1	CRB 280
<i>Low-light vision</i>		CRB 275	Medkit, Rating 1	1	CRB 281
<i>Flare compensation</i>		CRB 275	Medkit supplies	1	CRB 281
<i>Image link</i>		CRB 275	Micro-transceiver	1	CRB 270
Containment Manacles	1	CRB 278	Miniwelder	1	CRB 278
CS/Tear gas	1	CRB 122	Miniwelder fuel	1	CRB 278
Directional microphone, Rating 3	1	CRB 275	Rappelling gloves	1	CRB 280
Earbuds, Rating 2	1	CRB 275	Tag eraser	1	CRB 270
<i>Audio enhancement</i>		CRB 276			
<i>Select sound filter, Rating 1</i>		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+1) Gunfighter belt					
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/-/-/-	BF (narrow)	5/16/7/3/-	7P	11
Heavyweight	-2/1/-/-	FA	3/14/5/1/-	5P	11
Smartgun: Add +2 to AR (if no laser sight)	2/2/2/2/2				
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.
Unarmed	Pool	9	Damage	2S	Att.R.
	Pool		Damage		Att.R.
	Pool		Damage		Att.R.

Lifestyles

PORT CAVALIER ROOM

Type	Low	Cost	4000¥
Month	2	SIN	Alex Pierce

Options

keine

Notes

David comes from Czech Republic. He has been in the active military reserves and went 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 actual smuggling is. Unmarked containers, monstrous bulk carriers, salvage operations, anti-piracy.
Now he arrives to Seattle with some spare time before his next contract.

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

Anticipation (CRB47)	
Double dice pool to split for attacks	
Blinding strike (FS92)	
Hits>AGI, target status Blind I	
Called Shot (Disarm) (CRB47)	
Attack does no damage, Disarms Opponent	
Called Shot (Vitals) (CRB47)	
Add 3 damage if attack hits	
Called Shot: Break Weapon (FS93)	
DV>Struct/2, reduce weapon AR	
Called Shot: Incapacitate (FS93)	
Hits>REA, target status Dazed	
Charge (FS93)	
Move 5m, convert hits to movement	
Cover Fire (FS93)	
BF produces +2 Cover, instead DV	

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	
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: pty. 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	
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	

Weapon Flash (FS96)	3
Quick draw any melee weapon	2
Weapon Spread (FS96)	2
2xMelee: Close range=2m during encounter	1
Wrest (CRB48)	2
During melee, evtl. disarm opponent	1
Yielding Force (FS96)	3
Athletics as defense, NH>AGI opp. prone	3

Position

Freerunning (FS93)	2
While moving horiz. also move vertical.	2
Monkey Climb (FS94)	2
+ 0.2 climb distance per hit	2

Matrix

Emergency Boost (CRB175)	4
Increase one matrix attrib. for 1 test	1
Hog (CRB175)	3
-2 Data Proc and -1 active prog. slot	2
Signal Scream (CRB175)	3
Ignore noise penalty for next action	2
Technobabble (CRB175)	3
Mancer: Use CHA inst. LOG for next action	2
Under the Radar (CRB175)	2
Next action does not increase OS	3

Social

Big Speech (CRB47)	4
Roll 2xInfluence, treat as teamwork check	4
Bring the Drama (CRB47)	2
Gain 200ny on a quick con, +20% on long	2

Driving

Aimbot (DC177)	1
If >=1 net hit, add sensor rat. hits	6
Attack Run (DC177)	2
Add rank piloting to gunnery test	4
Bootleg Turn (DC178)	1
Adjust range category by 1	2
Change Environment (DC178)	1
Choose Open, Restricted, Tight	5
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)	4
Opp. Outdoors:Chased target hits dead end	5
Drafting (DC179)	2
Move one category closer to chased target	2
Equalizer (DC179)	1
Ignore targets position advantage	2
Escape! (DC179)	1
Test: Escape all followers at extreme range	4

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

Creation

Variant
Standard

Priorities
BAECD

Karma to Nuyen
5

Extra Karma
0

REWARDS FOR FISHER