SHADOWRUN

EDGE / ¥

EDGE

NUYEN (¥)

PORTRAIT

PERSONAL DATA

Alias	Gausman	**Name**	Jeremy Lancton
Metatype	Human	**Magic/Resonance**	Mundane
Sex	male	**Height**	183	**Weight**	80
Age	22	**Heat**	0	**Reputation**	0
Karma	0	**Total Karma**	0	**Essence**	2.39

ATTRIBUTES

	Rtg	Pool		Rtg	Pool
Body	4	4	Minor Actions	1	2
Agility	3	3	Initiative	8	8 +1D6
Reaction	3	3	Initiative (Matrix VR)	12	12 +2D6
Strength	2	2	Initiative (Astral)	13	13 +2D6
Willpower	4	4	Defense	0	8
Logic	7	8	Composure	0	8
Intuition	5	5	Judge Intentions	0	9
Charisma	4	4	Memory	0	13
Edge	5	5	Lift / Carry	0	8

QUALITIES

POSITIVE	NEGATIVE
Aptitude	Addiction 1
Cracking	*Hotsim/BTL*
Analytical Mind	
Data Anomaly	
Brilliant Heuristics	
Exceptional Attribute	
Logic	

CONDITION MONITOR

Stun Healing: BOD + WIL = 8

		-1	-1	-1	-2	-2	-2	-3	-3

Physical Healing: BOD + BOD = 8

			-1	-1	-1	-2	-2	-2	-3	-3

Dam. overfl. Healing: 8 - Mod. =

Drain resist: WIL (4) + _____

Damage resist: BOD (4) + mod.(0) = 4

SKILLS

Skill	Attr.	Rtg	Pool	Notes	Skill	Attr.	Rtg	Pool	Notes
Trained					Engineering	LOG	0	7	
Cracking	LOG	7	15	a	Firearms	AGI	1	4	
Hacking	LOG		17	a	Influence	CHA	0	3	
Untrained					Outdoors	INT	0	4	
Athletics	AGI	0	2		Perception	INT	2	7	
Close Combat	AGI	0	2		Piloting	REA	0	2	
Con	CHA	4	8		Stealth	AGI	2	5	
Electronics	LOG	4	12	a					

a) Analytical Mind

Language/Knowledge

Lang: English (Spec.)
Lang: French (Native)
Espionage Techniques
Hacker Groups
Law Enforcement Corps
Puyallup Gangs
Security Systems

WEAPONS

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
Defiance Super Shock	4	6S(e)	10/6/-/-/-	SS	4(m)

Melee weapon	Pool	Damage	Att.R.
Unarmed	2	2S	5/-/-/-/-
Defiance Super Shock (as Club)	2	6S(e)	8/-/-/-/-

Close: 0-3 | Near: 4-50 | Medium: 51-250 | Far: 251-500 | Extreme: 501+

ARMOR

DEFENSIVE RATING 8

Armor	Rating	Social
Body	4	4
Armor jacket	4	-3

Defensive Pools against		Defensive Actions	
Attacks	8	Block (Minor)	+0
Combat spells (Indirect)	7	Dodge (Minor)	+0
Combat spells (Direct)	9	Hit the dirt (Minor)	+2
Toxin Damage	8	Full Defense (Major)	+4
Drain	0	Boosted Defense (Major)	-4

AUGMENTATIONS

Augmentation	Level	Essence	Page
Cerebral booster	1	0.2	CRB 293
Cyberears, Rating 4 (Used)	-	0.44	CRB 286
Soundlink			
Cybereyes, Rating 4 (Used)	-	0.44	CRB 285
Image link, Camera, Rating 0			
Cyberjack Rating 4 (Used)	-	2.53	CRB 283

Act. Essence (2.4) = 6 - Hole (0.0) - Sum augmentations (3.6)

GEAR

Name	Amount	Page
Respirator, Rating 6	1	CRB 280
Subvocal microphone	1	CRB 268
Tag eraser	1	CRB 270

CONTACTS

Alias	Type	Loy.	Infl.	Fav.
Acid Burn	Decker	3	3	0
Jimmy G.	Infobroker	3	4	0
Beelze	Anarchist Leader, Fixer	3	4	0
Gundrop	Smuggler	3	1	0

LIFESTYLES

Lifestyle	Type	Cost	Month
Puyallup Apartment	Low	2000¥	1

SINS

Name	Quality
Luke Durand	4
Dade Murphy	2

MATRIX DEVICES

Name	Progr	D	Fir	Attack	Sl
Cyberjack Rating 4	0	7	6	-	-
Shiawase Cyber-6	10	-	-	8	7
Baby Monitor, Fork, Spineshield, Signal Scrubber, Stealth, Tapeworm					
Renraku Sensei	1	2	-	-	-

CURRENCY

Nuyen (¥): 940

VEHICLES / DRONES

Vehicles	Type	Handl	Acc	Intvl	Speed	Pil	Body	Arm	Sens	Seat

Drones	Count	Type	Handl	Acc	Intvl	Speed	Pil	Body	Arm	Sens	Seat
MCT Gnat	1	Air Drones	3	4	10	30	2	0	0	1	

COMBAT ACTIONS

Initiative (minor)		Initiative (major))		Anytime (minor)		Anytime (major)	
Call a shot	CRB41	Attack	CRB42	Augmentation Overdrive	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 EDGE					
Shank (I)	CRB 48	Karmic Escape (I)	FS 94	Right Back At Ya! (I)	FS 95
Tactical Roll (I)	CRB 48	Knockout Blow (I)	CRB 47	Yielding Force (I)	FS 96
Taunt (I)	FS 95	Protect the Principal (I)	FS 95	**4 EDGE**	
Threatening Edge (I)	FS 95	Rolling Clouds (I)	FS 95	Anticipation (I)	CRB 47
Throat Strike (I)	FS 96	Rooted (I)	FS 95	Blinding strike (I)	FS 92
Tuck and Roll (I)	FS 96	Sucker Punch (I)	FS 95	Charge (I)	FS 93
Tumble (I)	CRB 48	Thunder Palm (I)	FS 96	Knuckle Breaker (I)	FS 94
Weapon Spread (I)	FS 96	Weapon Flash (I)	FS 96	Riposte (I)	FS 95
Wrest (I)	CRB 48	**3 EDGE**		Throw Person (I)	FS 96
2 EDGE		Cover Fire (I)	FS 93	**5 EDGE**	
Fake Out (I)	FS 93	Entanglement (I)	FS 93	Called Shot (Disarm) (I)	CRB 47
Fire from Cover (I)	CRB 47	Hamstring (I)	FS 93	Called Shot (Vitals) (I)	CRB 47
Imposing Stone (I)	FS 94	Leaf on the Wind (I)	FS 94	Called Shot: Break Weapon (I)	FS 93
Intimidating Presence (I)	FS 94	Pin (I)	FS 94	Called Shot: Incapacitate (I)	FS 93
		Playing Possum (I)	FS 94		

COMBAT OVERVIEW

1. Grab Dice

Attacker: Weapon pool plus modifiers

Defender:: Intuition + Reaction = 8

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

MARTIAL ARTS

PERSONA

Origin: Cyberjack Rating 4 + Shiawase Cyber-6

Attributes/Skills	Default	Current	
Att (Attack)	8		
Sleaze (Sl)	7		
Data Processing (D)	7		
Firewall (Fir)	6		
Matrix Perception	9		Electronics + INT

Matrix Combat

Initiative AR	8 +1D6		
Initiative VR	12 +2D6		INT + D
Initiative VR Hot sim	12 +3D6		INT + D
Attack Rating	15		Attack + Sl
Defense Rating	13		D + Fir

Matrix Condition Monitor

		-1		-1	-1	-2		-2	-2	-3		-3	-3

MATRIX OVERVIEW

1. Grab dice

   Legal: Electronics + Logic = 12

   Illegal: Cracking + Logic = 15

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			
Change Device Mode	CRB 41	Hash Check (i)	CRB 182
Change Icon	CRB 180	Hide (i)	CRB 182
Enter Host	CRB 181	Jack out	CRB 182
Reconf. Matrix Attrib.	CRB 183	Jam Signals (i)	CRB 182
Send Message	CRB 183	Jump into Rigged Device	CRB 182
Switch Interface Mode (i)	CRB 184	Matrix Perception	CRB 182
Major Actions		Reboot Device	CRB 183
Backdoor Entry (i)	CRB 180	Register Sprite (i)	CRB 191
Brute Force (i)	CRB 180	Rigger Jump In	CRB 44
Check OS (i)	CRB 180	Set Data Bomb (i)	CRB 183
Compile Sprite (i)	CRB 191	Snoop (i)	CRB 184
Control Device	CRB 180	Spoof Command (i)	CRB 184
Crack File (i)	CRB 180	Tarpit (i)	CRB 184
Crash Program (i)	CRB 181	Trace Icon (i)	CRB 184
Data Spike (i)	CRB 181	**Special Actions**	
Decompile Sprite (i)	CRB 192	Matrix Search	CRB 183
Disarm Data Bomb	CRB 181	Probe (i)	CRB 183
Edit File	CRB 181	**Edge Actions (Cost)**	
Encrypt File	CRB 181	Emergency Boost (1) (i)	CRB 175
Erase Matrix Signature (i)	CRB 181	Hog (2) (i)	CRB 175
Format Device	CRB 181	Signal Scream (2) (i)	CRB 175
Full Matrix Defense	CRB 182	Technobabble (2) (i)	CRB 175
		Under the Radar (3) (i)	CRB 175

(i) Illegal Actions

COMPLEX FORMS

Resonance: -4   Resist fading: WIL(4) + LOG(8)

Complex form	Dur.	Fading	Page	Notes

SUBMERSION

GRADE

Echo	Page

PROGRAMS

1	2	Program	Description	Page
		Basic programs		
☐	☐	Alice (Kabelmatrix Emulator)	ISDN2 Emulator for cable matrix	Misc. (Peg) 17
☐		Autosoft Host	program.autosoft_host.short	HACK 57
☐		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
☐		Emulator	program.emulator.short	HACK 57
☐		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
☐		Blaster-Charger	program.blaster-charger.short	HACK 57
☐		Bomb Kit	program.bomb_kit.short	HACK 58
☐		Decryption	+2 dice on Crack File action	CRB 184
☐	☐	Defense Pods	program.defense_pods.short	HACK 58
☐	☐	Defuse	Allow Dev.Rat./Body to soak dmg. from d.bomb	CRB 184
☐		Directional Shield	program.directional_shield.short	HACK 58
☐	☐	Double Agent	program.double_agent.short	HACK 58
☐		Drone Master	program.drone_master.short	HACK 58
☐		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
☐		Quartermaster	program.quartermaster.short	HACK 59
☐		Rocket Launcher	program.rocket_launcher.short	HACK 59
☐	☐	Secret Agent	program.secret_agent.short	HACK 59
☐	☐	Smoke Bomb	program.smoke_bomb.short	HACK 59
☐	☐	Special Agent	program.special_agent.short	HACK 59
☐	☐	Spin Doctor	program.spin_doctor.short	HACK 59
☐		Spineshield	program.spineshield.short	HACK 59
☐		Stealth	Gain 1 Edge on Hide action	CRB 185
☐		Tapeworm	program.tapeworm.short	HACK 59
☐	☐	Trace	Gain 1 Edge on Trace Icon action	CRB 185

0	10	# of max. concurrent programs per device

1 = Cyberjack Rating 4   2 = Shiawase Cyber-6   ☐ = not installed   = mark if activated

		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	4
Strength	⟹	Charisma	4
Agility	⟹	Logic	8
Reaction	⟹	Intuition	5

EDGE ACTIONS

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

(i) Illegal Actions

SIGNATURES MANEUVERS

GEAR

Name	Amount	Page		Name	Amount	Page
Respirator, Rating 6	1	CRB 280				
Subvocal microphone	1	CRB 268				
Tag eraser	1	CRB 270				

Ranged weapons

DEFIANCE SUPER SHOCK

Damage	Attack Rating	Mode	Ammo	
6S(e)	10/6/-/-/-	SS	4(m)	

Accessory: Defiance Super Shock (as Club)
Modifications:
WIFI: A successful hit informs you of the status of the target's basic health in terms of Condition Monitors (general statements, rather than exact number of boxes left).

Attack Rating Modifiers	AR		Modes	AR	Dam	Pool
Defiance Super Shock	10/6/-/-/-		SS	10/6/-/-/-	6S(e)	4

AMMUNITION

Name	Amount	Page		Name	Amount	Page

MELEE WEAPONS

Name		Pool		Damage		Att.R.	
Unarmed	Pool	2	Damage	2S	Att.R.	5/-/-/-/-
Defiance Super Shock (as Club)	Pool	2	Damage	6S(e)	Att.R.	8/-/-/-/-
	Pool		Damage		Att.R.	
	Pool		Damage		Att.R.	

ARMOR

Armor	Rating	Social
Body	4	
Armor jacket	4	-3
Defensive rating	8	

*) Rating not included in defensive rating

Vehicles / Drones

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

MCT GNAT

Handling	Acc	Interval	Speed
3	4	10	30

Pil	Sens	Body	Arm	DR (D/A/R/J)
2	1	0	0	-1/-1/-/-

Accessories/Notes	Skills	A	R	J
Rigger interface, Realistic Features 4, Rating 0	Evade	2	-	-
	Perception	1	-	-
	Pilot	2	-	-
	Stealth	2	-	-

		D	A	R	J		D	A	R	J	Software	Rtg
Ramming	0P	AR	-	0	-	-	P	-	1	-	-	

No weapons mounted

		-1	-1	-1	-2	-2	-2

Matrix Devices

CYBERDECK

Model		Shiawase Cyber-6			
Level	5	Attack	8	Sleaze	7
Actual config		Attack		Sleaze	
		Data processing		Firewall	

Programs (concurrent 10)

Baby Monitor	Fork	Spineshield
Signal Scrubber	Stealth	Tapeworm

Accessory

SIM module, hot

Matrix status (11)

COMMLINK

Model		Renraku Sensei			
Level	3	Data processing	2	Firewall	0

Programs (concurrent 1)

Accessory

Personal Assistant, Rating 3, Mannequin

Matrix status (10)

Contacts

CON: ACID BURN

Alias	Type	Loy.	Infl.	Fav.
Acid Burn	Decker	3	3	0

Description

Meta: Human
Affiliation: 'Sneakernet' Cybergang
A hacker with a dark sense of humor, although he is friendly enough.
He buys and sells matrix related hardware and software as well as other services of interest for Deckers.

CON: JIMMY G.

Alias	Type	Loy.	Infl.	Fav.
Jimmy G.	Infobroker	3	4	0

Description

Meta: Human
Affiliation: Shadowrunning community
Jimmy Goose, althogh he prefers Jimmy G. is an infobroker buying and selling paydata of most sorts. He has a knack for finding information that people want. He gets really touchy if people try to pry into his personal life, whether he has something or someone to hide, it's unknown.

CON: BEELZE

Alias	Type	Loy.	Infl.	Fav.
Beelze	Anarchist Leader, Fixer	3	4	0

Description

Metatype: Ork
Affiliation: Seattle Anarchists, Blackstar
An anarchist leader who organizes anti-corp anarchist activities, he's also got contacts with the anarchist group 'Blackstar' and will sometimes hire additional talent to support their activities.

CON: GUNDROP

Alias	Type	Loy.	Infl.	Fav.
Gundrop	Smuggler	3	1	0

Description

Meta: Dwarf
Affiliation: Unknown
A bland and hard to remember dwarf, who smuggles items into or out of anywhere within the city for a price.

SINs

LUKE DURAND - QUALITY 4

Licenses

Cyberjack 4

DADE MURPHY - QUALITY 2

Licenses

Cyberjack 2

Lifestyles

PUYALLUP APARTMENT

Type	Low	Cost	2000¥
Month	1	SIN	Luke Durand

Small 1 bedroom appartment in Puyallup.

Options

keine

KNOWLEDGE AND LANGUAGES

Knowledge skills	Law Enforcement Corps	Languages	
Espionage Techniques	Puyallup Gangs	French	
Hacker Groups	Security Systems	English	

Notes

Edge Boost

Add 3 to your Initiative Score *(CRB46)*	
+3 to Initiative	1
Reroll one die *(CRB46)*	
Reroll one die	1
+1 to a single die roll *(CRB46)*	
+1 to a single die roll	2
Double Down I *(DC177)*	
Add 1 wild die	2
Give ally 1 Edge *(CRB46)*	
Give ally 1 Edge	2
Negate 1 Edge of a foe *(CRB46)*	
Negate 1 Edge of a foe	2
Buy one automatic hit *(CRB47)*	
Buy one automatic hit	3
Heal one box of Stun damage *(CRB47)*	
Heal 1 Stun damage	3
Add Edge to your dice pool *(CRB47)*	
+Edge to pool and explode	4
Double Down II *(DC177)*	
Add 2 wild dice	4
Heal 1 point of Physical damage *(CRB47)*	
Heal 1 Physical damage	4
I Saw It in a Trid Once *(FS96)*	
Use unlearned martial arts technique	4
Reroll all failed dice *(CRB47)*	
Reroll all failed dice	4
Count 2s as glitches for the target *(CRB47)*	
2s are glitches for the target	5
Create special effect *(CRB47)*	
Discuss with your GM	5
Recover *(FS96)*	
Major Action to remove/reduce own status	5
Double Down III *(DC177)*	
Add 3 wild dice	6

Combat

Anticipation *(CRB47)*	
Double dice pool to split for attacks	4
Blinding strike *(FS92)*	
Hits>AGI, target status Blind I	4
Called Shot (Disarm) *(CRB47)*	
Attack does no damage, Disarms Opponent	5
Called Shot (Vitals) *(CRB47)*	
Add 3 damage if attack hits	5
Called Shot: Break Weapon *(FS93)*	
DV>Struct/2, reduce weapon AR	5
Called Shot: Incapacitate *(FS93)*	
Hits>REA, target status Dazed	5
Charge *(FS93)*	
Move 5m, convert hits to movement	4
Cover Fire *(FS93)*	
BF produces +2 Cover, instead DV	3

Entanglement *(FS93)*	
Melee: Hits>AGI, target status Hobbled	3
Fake Out *(FS93)*	
Lower target DR for next round	2
Fire from Cover *(CRB47)*	
Attack from cover /wo minor action	2
Hamstring *(FS93)*	
Hits>AGI, target status Hobbled	3
Imposing Stone *(FS94)*	
Hits>AGI, target stops, otherw. slowed	2
Intimidating Presence *(FS94)*	
Infl+STR/WIL+STR: Reduce target AR	2
Karmic Escape *(FS94)*	
Minor Act, Avoid status, but more damage	2
Knockout Blow *(CRB47)*	
Damage>WIL fill target stun cond. monitor	2
Knuckle Breaker *(FS94)*	
-4 dice pool, success disables limbs	4
Leaf on the Wind *(FS94)*	
Use hits to get cover while sprinting	3
Pin *(FS94)*	
Hits>DR, target Status Immobilized	3
Playing Possum *(FS94)*	
Infl. check, dice pool +net hits next attack	3
Protect the Principal *(FS95)*	
Ally only 1 Min.Act. away, take DMG instead	2
Right Back At Ya! *(FS95)*	
Knock grenade away, Athletics check (2)	3
Riposte *(FS95)*	
Melee: ptly. conv. rcvd. DV into target DMG	4
Rolling Clouds *(FS95)*	
Athletics slows down fall if environ. allows	2
Rooted *(FS95)*	
Athletics: BOD+Hits when avoid knockdown	2
Shank *(CRB48)*	
Called shot with only -2 penalty.	1
Sucker Punch *(FS95)*	
Net Hits>WIL, inflict Fatigued status	2
Tactical Roll *(CRB48)*	
Ignore prone penalty for attacks for 2 rds	1
Taunt *(FS95)*	
Influence: Net Hits incr. ally's DR	1
Threatening Edge *(FS95)*	
Repl. own DR with weapon AR for encount.	1
Throat Strike *(FS96)*	
Melee: Net Hits>AGI, inflict Muted status	1
Throw Person *(FS96)*	
Melee to throw grappled opponent prone	4
Thunder Palm *(FS96)*	
Net Hits>WIL, inflict Deafened status	2
Tuck and Roll *(FS96)*	
When rcv. Prone status, move 1m away	1
Tumble *(CRB48)*	
If Damage > Body then target prone	1

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

Position

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

Matrix

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

Social

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

Driving

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

EDGE-BOOSTS / EDGE-ACTIONS

Driving

Evade Pursuit I (DC179)
  Increase range to followers by 1 — **4**

Evade Pursuit II (DC179)
  Increase range to followers by 2 — **7**

Evasive Action (DC177)
  Add Pilot rank to veh. defense test — **4**

Focus (DC179)
  Vehicle Handling -1 for one test — **2**

Greaser (DC178)
  Oil slick: Target may not spend Edge — **2**

Hit the Brakes! (DC179)
  All followers one category closer — **2**

In the Zone (DC178)
  Ignore handling penalties for 1 test — **4**

Pickup (DC178)
  Pickup target while driving — **4**

Point Defense (DC178)
  Attack incoming missile w. ranged weapon — **5**

Redline (DC179)
  +2 range categories for 4P dmg - or prevent — **4**

Smokescreen I (DC178)
  Gain 1 level or Cover status — **1**

Smokescreen II (DC178)
  Gain 2 level or Cover status — **2**

Smokescreen III (DC178)
  Gain 3 level or Cover status — **3**

Smokescreen IV (DC178)
  Gain 4 level or Cover status — **4**

Subtle Pilot (DC179)
  +pilot rank on stealth test — **3**

The Exit (DC178)
  When piloting, exit vehicle safely — **6**

The Rigger's Advantage (DC178)
  Add control rig rating to hits — **3**

Tokyo Drift (DC179)
  Chased: Drift action prevents opp. get closer — **2**

Up the Ante I (DC179)
  Tight: Add 1 handling for everyone — **2**

Up the Ante II (DC179)
  Tight: Add 2 handling for everyone — **4**

Up the Ante III (DC179)
  Tight: Add 3 handling for everyone — **6**

Other

Assembled with Love and Bondo (DC170)
  Mod last net hits hours, then broken — **2**

Black Thumb (DC170)
  Rush job on moving vehilce — **2**

Change Environment (DC178)
  Choose Open, Restricted, Tight — **5**

Equalizer (DC179)
  Ignore targets position advantage — **2**

Escape! (DC179)
  Test: Escape all followers at medium range — **4**

Focus (DC179)
  Athletics threshold-1 for one test — **2**

Sudden Insight (CRB48)
  No penality for skill without rank — **1**

Up the Ante I (DC179)
  Tight: Add 1 threshold for everyone — **2**

Up the Ante II (DC179)
  Tight: Add 2 threshold for everyone — **4**

Up the Ante III (DC179)
  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

SIGNAL SCRUBBER

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

HACKINGPROGRAMS

FORK

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

SPINESHIELD

You did not provide a description yet.
(Key item.spineshield.desc)
see Hack and Slash, p.59

STEALTH

You did not provide a description yet.
(Key item.stealth.desc)
see Core rules, p.185

TAPEWORM

You did not provide a description yet.
(Key item.tapeworm.desc)
see Hack and Slash, p.59

Qualities

POSITIVE

APTITUDE: CRACKING

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

ANALYTICAL MIND

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

DATA ANOMALY

You did not provide a description yet.
(Key quality.data_anomaly.desc)
see Hack and Slash, p.80

BRILLIANT HEURISTICS

You did not provide a description yet.
(Key quality.brilliant_heuristics.desc)
see Hack and Slash, p.80

EXCEPTIONAL ATTRIBUTE: LOGIC

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

NEGATIVE

ADDICTION: HOTSIM/BTL

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

Augmentation

CYBERWARE

CYBEREARS, RATING 4

You did not provide a description yet.
(Key item.cyberears4.desc)
see Core rules, p.286

CYBEREYES, RATING 4

You did not provide a description yet.
(Key item.cybereye4.desc)
see Core rules, p.285

CYBERJACK RATING 4

You did not provide a description yet.
(Key item.cyberjack4.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	5	0

REWARDS FOR GAUSMAN