SHADOWRUN

EDGE / ¥

EDGE

NUYEN (¥)

PORTRAIT

PERSONAL DATA

Alias	Hail Storm	**Name**	Killian Storme
Metatype	Ork	**Magic/Resonance**	Magician
Sex	male	**Height**	6	**Weight**	200
Age	29	**Heat**	0	**Reputation**	0
Karma	0	**Total Karma**	0	**Essence**	6.00

ATTRIBUTES

	Rtg	Pool		Rtg	Pool
Body	4	4	Minor Actions	1	2
Agility	2	2	Initiative	5	5 +1D6
Reaction	2	2	Initiative (Matrix VR)	4	4 +2D6
Strength	2	2	Initiative (Astral)	5	5 +2D6
Willpower	5	5	Defense	0	5
Logic	2	2	Composure	0	10
Intuition	3	3	Judge Intentions	0	8
Charisma	5	5	Memory	0	5
Edge	3	3	Lift / Carry	0	9
Magic	6	6			

QUALITIES

POSITIVE	NEGATIVE
Low-Light Vision	Aztechnology Death Warrent
Built Tough 1	Impaired 2
Magician	*Logic*
Focused Concentration 2	
Astral Chameleon	
Mentor Spirit	
Bear	

CONDITION MONITOR

Stun Healing: BOD + WIL = 9

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

Physical Healing: BOD + BOD = 8

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

Dam. overfl. Healing: 8 - Mod. =

Drain resist: WIL (5) + CHA (5)

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

SKILLS

Skill	Attr.	Rtg	Pool	Notes
Trained				
Astral	INT	3	6	
Conjuring	MAG	4	10	
Summoning	MAG		12	
Sorcery	MAG	6	12	
Spellcasting	MAG		14	
Untrained				
Athletics	AGI	0	1	
Close Combat	AGI	0	1	

Skill	Attr.	Rtg	Pool	Notes
Con	CHA	0	4	
Electronics	LOG	0	1	
Engineering	LOG	0	1	
Firearms	AGI	0	1	
Influence	CHA	0	4	
Outdoors	INT	0	2	
Perception	INT	2	5	
Piloting	REA	0	1	
Stealth	AGI	3	5	

Language/Knowledge

Lang: English (Native)
Aztechnology
Magical Security
Magical Societies

WEAPONS

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
Ares Predator VI	1	3P	12/12/10/-/-	SA/BF	15(c)

Melee weapon	Pool	Damage	Att.R.	
Unarmed	1	2S	4/-/-/-/-	

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

ARMOR

DEFENSIVE RATING 8

Armor	Rating	Social
Body	4	5
Armor jacket	4	-3
Holster (0)		

Defensive Pools against		Defensive Actions	
Attacks	5	Block (Minor)	+0
Combat spells (Indirect)	7	Dodge (Minor)	+0
Combat spells (Direct)	8	Hit the dirt (Minor)	+2
Toxin Damage	9	Full Defense (Major)	+5
Drain	10	Boosted Defense (Major)	12

AUGMENTATIONS

Augmentation	Level	Essence	Page

Act. Essence (6.0) = 6 - Hole (0.0) - Sum augmentations (0.0)

GEAR

Name	Amount	Page
Glasses, Rating 3 (2 Accessories)	1	CRB 274

CONTACTS

Alias	Type	Loy.	Infl.	Fav.
Grax	Fixer	5	5	0
Karn Dett	Talismonger	5	5	0
Jeff Gargol	Driver	5	5	0

LIFESTYLES

Lifestyle	Type	Cost	Month
Ork Underground Apartment	Low	2000¥	1

SINS

Name	Quality
Larce Opali	**4**

MATRIX DEVICES

Name	Progr	D	Fir	Attack	Sl
Sony Emperor	1	1	1	-	-

CURRENCY

Nuyen (¥): 445

VEHICLES / DRONES

Vehicles	Type	Handl	Acc	Intvl	Speed	Pil	Body	Arm	Sens	Seat
Ford Americar	Cars	4/5	9	20	160	1	11	4	2	4

Drones	Count

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 = 5

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

ASTRAL COMBAT (PROJECTING)

	Test	Pool
Ratings / Initiative		
Attack Rating	Magic + Tradition attribute	11
Defense Rating	Intuition + innate armor + mod.	3 + ?
Initiative	Logic + Intuition +2D6	5 +2D6
Dice Pools		
Unarmed combat|	Astral + Willpower	8
Weapon foci	Close Combat + Willpower	4
Spellcasting	Sorcery + Magic	14
Defense	Intuition + Logic	5
Damage Resistance	Willpower	5
Damage Values		
Unarmed	Tradition attribute/2 (round up)	3
Weapon focus	As weapon	

also relevant

Focused Concentration

ADEPT POWERS

Adept power	Act	Cost	Page

FOCI

Name	Rtg	Choice	Page

INITIATION

GRADE

Metamagic	Page

SPELL CASTING

1. Adjust Spell

a) Amp Up (Combat Spells)

For each additional point base damage drain will increased 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 = (14)

3. Deal with drain

Drain: Spell Drain + Drain caused by adjustments

Resistance test: Willpower (5) + Charisma (5)

If result is greater or equal drain value no drain damage is taken.

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

MAGIC GEAR

Name	Amount	Page
Magical Lodge Materials, Rating 4	1	CRB 294

RITUALS

Ritual	Features	Th.	Notes	Page

SPELLS

ATTACK RATING **11**   BASE COMBAT SPELL DAMAGE **3**

Spell	Type	Dur.	Range	Drain	Page	Notes	Spell	Type	Dur.	Range	Drain	Page	Notes
COMBAT SPELLS							Mask	M	S	T	3	CRB 138	
Ice Spear	P	I	LOS	5	CRB 133								
Lightning Ball	P	I	LOS (A)	6	CRB 133								
HEAL SPELLS													
Heal	P	P	T	3	CRB 136	a							
Increase Attribute	P	S	T	3	CRB 137	a							
ILLUSION SPELLS													
Double Image	M	S	T	3	Wyrd 36								
Hot Potato	M	I	LOS	3	Wyrd 38								
Improved Invisibility	P	S	T	4	CRB 138								

a) Bear

Type: P = Physical, M = Mana **Duration:** I = Instantaneous, S = Sustained, P = Permanent, L = Limited, Spec = Special **Range:** LOS = Line of sight, LOS (A) = Line of sight (Area), T = Touch, S = Self, S (A) = Self (Area)

GEAR

Name	Amount	Page	Name	Amount	Page
Glasses, Rating 3	1	CRB 274			
Image link		CRB 275			
Smartlink		CRB 275			

Ranged weapons

ARES PREDATOR VI

Damage	Attack Rating	Mode	Ammo	
3P	12/12/10/-/-	SA/BF	15(c)	

Accessory:

Modifications: Smartgun system (internal)

WIFI: Digital ammunition counter and an ARO that tells you the ammo type loaded. If equipped with DNI, you gain a bonus Minor Action any turn when you eject a clip (for weapons that have them) or change fire modes.

Attack Rating Modifiers	AR		Modes	AR	Dam	Pool
Ares Predator VI	10/10/8/-/-		SS	12/12/10/-/-	3P	1
Smartgun: Add +2 to AR (if no laser sight)	2/2/2/2/2		SA	10/10/8/-/-	4P	1
Smartgun: Add +1 to AR (if has laser sight)	1/1/1/1/1		BF (wide)	10/10/8/-/-	4P	0
			BF (narrow)	8/8/6/-/-	5P	1

AMMUNITION

Name	Amount	Page	Name	Amount	Page
Heavy Pistol/SMG (10x) (APDS (Caseless))	3	CRB 262			

MELEE WEAPONS

Unarmed	Pool	1	Damage	2S	Att.R.	4/-/-/-/-
	Pool		Damage		Att.R.	
	Pool		Damage		Att.R.	
	Pool		Damage		Att.R.	

ARMOR

Armor	Rating	Social
Body	4	
Armor jacket	4	-3
Holster (0)		
Defensive rating	8	

*) Rating not included in defensive rating

Vehicles / Drones

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

FORD AMERICAR

Handling	Acc	Interval	Speed	Seat
4/5	9	20	160	4
Pil	**Sens**	**Body**	**Arm**	**DR** (D/A/R/J)
1	2	11	4	3/3/-/-

Accessories/Notes

Skills	D	A	R	J
Evade	1	-	-	-
Perception	5	1	-	-
Pilot	1	-	-	-
Stealth	-	-	-	-

	D	A	R	J		D	A	R	J
Ramming 6P	AR 1	1	-	-		P 1	0	-	-

No weapons mounted

Software	Rtg

| | | -1 | -1 | -1 | -2 | -2 | -2 | -3 | -3 | -3 | -4 | -4 | -4 |

Matrix Devices

COMMLINK

Model	Sony Emperor				
Level	2	Data processing	1	Firewall	1

Programs (concurrent 1)

Accessory

AR gloves

Matrix status (9) ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

SINs

LARCE OPALI - QUALITY 4

Licenses

Conjuring 4, Spellcasting License 4, Concealed Carry License 4

Lifestyles

ORK UNDERGROUND APARTMENT

Type	Low	Cost	2000¥
Month	1	SIN	Larce Opali

Options

keine

Notes

Edge Boost

Action	Cost
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

Action	Cost
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

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

Matrix

Action	Cost
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

Action	Cost
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

Action	Cost
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

Spells

COMBAT

ICE SPEAR

Type:	P	**Range:**	LOS
Duration:	I	**Drain:**	5
Damage:	P Spec		

You did not provide a description yet.
(Key spell.ice_spear.desc)
see Core rules, p.133

LIGHTNING BALL

Type:	P	**Range:**	LOS (A)
Duration:	I	**Drain:**	6
Damage:	P Spec		

You did not provide a description yet.
(Key spell.lightning_ball.desc)
see Core rules, p.133

ILLUSION

DOUBLE IMAGE

Type:	M	**Range:**	T
Duration:	S	**Drain:**	3

You did not provide a description yet.
(Key spell.double_image.desc)
see Street Wyrd, p.36

HOT POTATO

Type:	M	**Range:**	LOS
Duration:	I	**Drain:**	3

You did not provide a description yet.
(Key spell.hot_potato.desc)
see Street Wyrd, p.38

IMPROVED INVISIBILITY

Type:	P	**Range:**	T
Duration:	S	**Drain:**	4

You did not provide a description yet.
(Key spell.improved_invisibility.desc)
see Core rules, p.138

MASK

Type:	M	**Range:**	T
Duration:	S	**Drain:**	3

You did not provide a description yet.
(Key spell.mask.desc)
see Core rules, p.138

HEAL

HEAL

Type:	P	**Range:**	T
Duration:	P	**Drain:**	3

You did not provide a description yet.
(Key spell.heal.desc)
see Core rules, p.136

INCREASE ATTRIBUTE

Type:	P	**Range:**	T
Duration:	S	**Drain:**	3

You did not provide a description yet.
(Key spell.increase_attribute.desc)
see Core rules, p.137

Qualities

POSITIVE

LOW-LIGHT VISION

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

BUILT TOUGH

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

MAGICIAN

You did not provide a description yet.
(Key quality.magician.desc)
see Core rules, p.66

FOCUSED CONCENTRATION

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

ASTRAL CHAMELEON

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

MENTOR SPIRIT: BEAR

You did not provide a description yet.
(Key mentorspirit.bear.desc)
see Core rules, p.163

NEGATIVE

AZTECHNOLOGY DEATH WARRENT

You did not provide a description yet.
(Key quality.aztechnologiy_death_warrant.desc)
see Power Plays, p.56

IMPAIRED: LOGIC

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

Creation

Variant	Priorities	Karma to Nuyen	Extra Karma
Standard	DBACE	15	0

REWARDS FOR HAIL STORM