

PERSONAL	DATA					
Alias	Havok		Name	Mai	rcela Ocampo	
Metatype	Ork		Magic/Reso	nance	Mundane	
Sex	female		Height	0	Weight	0
Age			Heat	0	Reputation	0
Karma	1	Total Karma		1	Essence	3.75

EDGE / ¥

EDGE





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

POSITIVE Low-Light Vision Built Tough 1	NEGATIVE Maybe You Missed Something Incompetent
Built Tough 1	
The second secon	Incompetent
Catlike	Piloting
Double Jointed	Allergy (seasonal, mod.)
	Insect Stings
	Addiction 2
	Nic-Stick

CONDITION MONITOR		
Stun Healing: BOD + WIL = 6 1 1 1 2 2 2 3 Drain resist: WIL (2) +	Physical Healing: BOD + BOD = 8 1 1 1 -1 -2 2 2 3 3 3 4 Damage resist: BOD (4) + mod.(0) = 4	Dam. overfl. Healing: 8 - Mod. =

Skill	Attr.	Rtg	Pool	Notes	Skill	Attr.	Rtg	Pool Notes	Language/Knowledge
Untrained					Firearms	AGI	2	7	Lang: English (Native)
Athletics	AGI	1	6	a, b	Heavy Pistols	AGI		9	Lang: Spanish (Spec.)
Sprinting	AGI		8	a, b	Influence	CHA	0	4	Corporate Security Tactics
Close Combat	AGI	2	7		Outdoors	INT	0	2	Dance Clubs
Unarmed Combat	AGI		9		Perception	INT	3	6	Espionage Techniques
Con	CHA	4	9	С	Environment Urban	INT		8	Ork Cuisine
Impersonation	CHA		11	C	Piloting	REA	0	4	
Electronics	LOG	0	1		Stealth	AGI	6	11	
Engineering	LOG	3	5		Palming	AGI		13	
Lockpicking	AGI		10						

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
Ares Predator VI	9	3P	10/10/8/-/-	SA/BF	15(c)
Colt Cobra TZ100	7	3P	9/9/6/-/-	SA/FA	32(c)

Melee weapon	Pool	Damage	Att.R.	
Hardening	9	3P	6/-/-/-	
Shock Gloves	9	4S(e)	5/-/-/-	
Unarmed	9	2\$	9/-/-/-	

ARMOR		DEFENSIVE RATI	NG 7
Armor	I ié	Rating	Social
Body		4	5
Lined coat		3	-2
Defensive Pools against		Defensive Actions	
Attacks	8	Block (Minor)	+:
Combat spells (Indirect)	7	Dodge (Minor)	+
Combat spells (Direct)	5	Hit the dirt (Minor)	+:
Toxin Damage	6	Full Defense (Major)	+;
Drain	0	Boosted Defense (Major) -3

Augmentation	Level	Essence	Page
Cyberarm, obvious	- 1	1.0	CRB 288
Cybereyes, Rating 3	-	0.3	CRB 285
Image link, Camera, Rating 0, Low-li Flare compensation	ight vision, Thermo	ographic visio	on, Smartlink,
Cyber Lower Leg, obvious		0.45	CRB 288
Hardening	-	0.1	CRB 291
Simrig	201	0.2	CRB 268
Voice modulator	3	0.2	CRB 295

GEAR		
Name	Amount	Page
Autopicker	U = 11	CRB 278
Catalyst stick	1	CRB 281
Cellular glove molder, Rating 2	1	CRB 278
Climbing gear	1	CRB 279
Data tap	1	CRB 269
DocWagon Gold Contract (1 Year)		CRB 281
Earbuds, Rating 3	1	CRB 275
Gas mask	-0[E] 1-1	CRB 279
Gecko tape gloves	1	CRB 280
Glue solvent	40 27 18	CRB 279
Grapple Gun	1	CRB 280
Jammer (Area), Rating 5	1	CRB 270
Keycard copier	1	CRB 278
Maglock passkey, Rating 2	1	CRB 278
Medkit, Rating 3	4	CRB 281
Medkit supplies	4	CRB 281
Monofilament chainsaw	1	CRB 279
Sensor Tag	3	CRB 269
Sequencer, Rating 4	000	CRB 279
Stealth rope	1	CRB 281

Alias	Туре	Loy.	Infl.	Fav.
AvantGarde	InfoBroker	3	5	0
Drift	Driver/Chauffeur	5	2	0
KnuckleBones	Arms Dealer	4	4	0
Buckshot	Adept	5	2	0

Lifestyle	Туре	Cost	Month
Dingy Apartment	Low	2000¥	1

Name	Quality
sabel Cotillo	2
Sonya Navarro	3

Name	Progr	D	Fir	Attack	SI
Erika Elite	2	2	1	-	-

CURRENCY
Nuyen (¥): 2645
Credstick Silver

VEHICLES / DRONES Vehicles	Туре	Handl	Acc	Intvi	Speed	Pil	Body	Arm	Sens	Seat
Volkswagen Impuls 5	Cars	3/5	20	20	140	1	10	3	2	5
Drones	Count									X
	1910-						91		67	12

COMBAT ACTIONS							
Initiative (minor)	100	Initiative (major))		Anytime (minor)		Anytime (major)	100
Call a shot	CRB41	Attack	CRB42	Augmentation Over	drive 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	Keloda Weapon	ONDTT	Dodge	CRB41	Tuli Derense	ONDTO
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 (l)	CRB 47	Yielding Force (I)		FS 96
Tactical Roll (I)	CRB 48	Protect the Prince	cipal (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 (Disarn	n) (l)	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 (I)	FS 94	Called Shot: Break	Weapon (I)	FS 93
Imposing Stone (I)	FS 94	Pin (I)		FS 94	Called Shot: Incapa	citate (I)	FS 93

COMBAT OVERVIEW

Intimidating Presence (I)

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

FS 94

Playing Possum (I)

5. Bring the Pain

- a) Apply damage to condition monitor
- b) Apply secondary weapon effects

FS 94 MARTIAL ARTS

Origin: Erika Elite			
Attributes/Skills	Default	Current	150
Att (Attack)	0		
Sleaze (SI)	0		
Data Processing (D)	2		
Firewall (Fir)	1		
Matrix Perception			Electronics + INT
Matrix Combat			
Initiative AR	8 +1D6	940	
Initiative VR	5 +2D6		INT + D
Initiative VR Hot sim	5 +3D6		INT + D
Attack Rating	0		Attack + SI
Defense Rating	3		D + Fir

MATRIX OVERVIEW

1. Grab dice

Legal: Electronics + Logic = 1 Illegal: Cracking + Logic = 2

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.

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

COMPLEX FORMS								
Resonance: -3	Resist fadin	g: WIL(2) + LOG	G(2)	11/	М			
Complex for	m		D	ur.	Fading	Page		Notes
								- 100
						83	7	
				-			33	149
							B+01	

SUBMERSION	GRADE
Echo	Page
and a second second	
Proceeding John Bill	X PER.
Annual Annual S	

1	2	Program Basic programs	Description	Page	
		Alice (Kabelmatrix Emulator)	ISDN2 Emulator for cable matrix	Misc. (Peg) 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 Machine 2 additional program slots; gain one additional damage			
		Hackingprograms Armor	+2 to Defense Rating	CRB 184	
		Biofeedback Cause Stun/Physical with matrix attack			
		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	

	Test	Poo
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 power	Act	Cost	Page
		YIII	
	JOSE 1		
	100		

FOCI		
Name	Rtg Choice	Page
		BEUR

INITIATION	GRADE
Metamagic	Page
	X TELLS
- 6	
THE TAX AND THE	

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

3. Deal with drain

Drain: Spell Drain + Drain caused by adjustments

Resistance test: Willpower (2) + (0)

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	
- Co		里 活	Zest 1	- M

Ritual	Features	Th. Notes	Page
			A
		THE STATE OF THE S	EX

SPELLS				ATTACK RATING			BASE COMBAT SPELL DAMAGE							
Spell	Туре	Dur.	Range	Drain	Page	Notes	Spell		Туре	Dur.	Range	Drain	Page	Notes
								2				ZA.	ARK	
												PAC N	7/1/	
						- 8	-						HAL N	
										- 14				
						1154								
					96 M.					VIV.	8 1			
							14 <u>-11-11-11-11-1</u>							V (1)

		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							
D	Defense Rating		Piloting + Armor							
Ramming		Piloting + Reaction		Piloting +	Dilatina i Intuition i Control via estima i 1 Edua	Managering & Dilat				
	Defense	Flioting + Reaction		Intuition	Piloting + Intuition + Control rig rating + 1 Edge	Maneuvering + Pilot				
Attack I	Attack Rating		As weapon							
	Defense Rating		Piloting + Armor							
Non-ramming	Att	Engineering + Logic			Engineering + Logic + Control rig rating + 1 Edge	Targeting + Sensor				
	Defense	Pilotin	g + Reaction	Piloting + Intuition + Control rig rating +		Evasion+ Pilot				
Matrix DD	Networked		Firewall + Data Processing							
Matrix DR	Not networked				Sensor * 2	V.Bru				
Initiative		In	itiative	THE SA	Initiative VR	Pilot * 2 + 4D6				
Perception				Perception	ı + Intuition	Clearsight + Sensor				
Stealth		Steal	th + Agility	Stealth + Logic	Stealth + Logic + Control rig rating + 1 Edge	Stealth + Pilot				

Data Processing Device Rating	Firewall Slaved devices	
Evade (Pil)	Cracking (Sens)	
Perception (Sens)	Pilot (Pil)	
Stealth (Pil)		
Act Software	Description	Page

CONTROL RIGS			
Regular Attribute		Jumped-In Attribute	2
Body	\Rightarrow	Willpower	2
Strength	\Rightarrow	Charisma	5
Agility	\Rightarrow	Logic	2
Reaction	\Rightarrow	Intuition	3

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		

ANEUVERS		

GEAR					
Name	Amount	Page	Name	Amount	Page
Autopicker	1	CRB 278	Medkit, Rating 3	11	CRB 281
Catalyst stick	1	CRB 281	Medkit supplies	4	CRB 281
Cellular glove molder, Rating 2	1	CRB 278	Monofilament chainsaw	1	CRB 279
Climbing gear	1	CRB 279	Sensor Tag	3	CRB 269
Data tap	1	CRB 269	Sequencer, Rating 4	1	CRB 279
DocWagon Gold Contract (1 Year)	1	CRB 281	Stealth rope		CRB 281
Earbuds, Rating 3	1	CRB 275	Tools - Kit (Con)	1	CRB 273
Gas mask	1	CRB 279	Tools - Kit (Electronics)	-0 (E) 1 di	CRB 273
Gecko tape gloves	1	CRB 280	Tools - Kit (Engineering)	1	CRB 273
Glue solvent	1	CRB 279	Tools - Kit (Stealth)	13	CRB 273
Grapple Gun	1	CRB 280	Trauma patch	1	CRB 282
Jammer (Area), Rating 5	1	CRB 270	Trid projector	1	CRB 268
Keycard copier	1	CRB 278			
Maglock passkey, Rating 2	1	CRB 278			

Ranged weapons

ARES PREDATOR VI							
Damage	Attack Rating	Mode	Ammo				
3P	10/10/8/-/-	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	10/10/8/-/-	3P	9
Smartgun: Add +2 to AR (if no laser sight)	2/2/2/2/2	SA	8/8/6/-/-	4P	9
Smartgun: Add +1 to AR (if has laser sight)	1/1/1/1/1	BF (wide)	8/8/6/-/-	4P	4
		BF (narrow)	6/6/4/-/-	5P	9

			\TZ1	

Damage	Attack Rating	Mode	Ammo
3P	9/9/6/-/-	SA/FA	32(c)

Accessory: Folding Stock

Modifications:

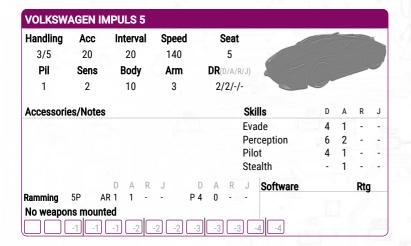
WIFI: Digital ammunition counter and an ARO that tells you the ammo type loaded. If equipped with DNI, you gain a bonus Minor Action any turn when you eject a clip (for weapons that have them) or change fire modes.

Attack Rating Modifiers	AR	Modes	AR	Dam	Pool
Colt Cobra TZ100	9/9/6/-/-	SS	9/9/6/-/-	3P	7
		SA	7/7/4/-/-	4P	7
		FA	3/3/-/-	3P	7

Name	Amount	Page	Name	Amount Page
Heavy Pistol/SMG (10x) (Explosive (Caseless))	2	CRB 262		
Heavy Pistol/SMG (10x) (Flechette (Caseless))	2	CRB 262		
Heavy Pistol/SMG (10x) (Regular (Caseless))	4	CRB 262		
Heavy Pistol/SMG (10x) (Stick-n-Shock (Caseless))	2	CRB 262		

MELEE WEAPONS						
Hardening	Pool	9	Damage	3P	Att.R.	6/-/-/-
Shock Gloves	Pool	9	Damage	4S(e)	Att.R.	5/-/-/-
WIFI	You gain a b charge per l	oonus Minor Actionalf hour of wirele	on on a turn when you activate ess-enabled time.	e a charge. The shock glo	oves recharge by inc	luction, regaining one
Unarmed	Pool	9	Damage	2\$	Att.R.	9/-/-/-
	Pool		Damage		Att.R.	1777 A

ARMOR		
Armor	Rating	Social
Body	4	
Lined coat	3	-2
Chameleon suit	2*	-3
Clothing (High)	0*	0
Clothing (Middle)	0*	0
Urban Explorer jumpsuit	3*	-2
Defensive rating	7 //	
*) Rating not included in defensive rating		



Matrix Devices

COMMLINK				
Model	Erika Elite			SULE
Level	4	Data processing	2 Firewall	1
Programs (concur	rent 2)			
Matrix status (10)	5			

Contacts

Alias	Туре	Loy.	Infl.	Fav
AvantGarde	InfoBroker	3	5	0
Description				

Alias	Туре	Loy. I	nfl. Fav.
Drift	Driver/Chauffeur	5	2 0
Description			

Alias	Туре	Loy. Infl. Fav
KnuckleBones	Arms Dealer	4 4 0
Description		

CON: BUCKSHOT						
Alias	Туре	Loy.	Infl.	Fav.		
Buckshot	Adept	5	2	0		
Description						
On-again and Off-again 'frie Troll Adept woman with a s Usually hits jobs loud and n namesake.	nd'. pecialization in Shotguns. nessy which conflicts with how Havok li	kes to complete jobs, contr	ary to he			

SINs

ISABEL COTILLO - QUALITY 2	
	T. WYOLK
Licenses	
Concealed Carry License 2, Firearms License 2	

SONYA NAVARRO - QUALITY 3							
SHE TO YES			/				
Licenses							
Firearms License 3, Fire	arms License 3, Smartgun/	Smartlink 3					

Lifestyles

DINGY APARTMENT					
Туре	Low	Cost	2000¥	- (
Month	1	SIN	Isabel Cotillo	Ĥ	
Options			TT-V% M		
keine					

KNOWLEDGE AND LANGU	AGES		
Knowledge skills	Corporate Security Tactics	Languages	
Dance Clubs	Espionage Techniques	English	
Ork Cuisine		Spanish	그, , , , , , , , , , , , , , , , , , ,

Notes

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)	TI D
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	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)		Protect the Principal (FS95)		Under the Radar (CRB175)	
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 3		
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)		Rolling Clouds (FS95)		Bring the Drama (CRB47)	
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)	J	Rooted (FS95)	_	Gain 2001ly on a quick con, 120% on long	1 1
Major Action to remove/reduce own status	5	Athletics: BOD+Hits when avoid knockdown	2	Driving	
	J			Aimbet (DC177)	
Double Down III (DC177)	6	Shank (CRB48)	1	Aimbot (DC177)	-
Add 3 wild dice	6	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 gunner toot	
		Net Hits>WIL, inflict Fatigued status	2	Add rank piloting to gunnery test	4
Anticipation (CRB47)	-	Tactical Roll (CRB48)	4	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)	- 27
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

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

CATLIKE

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

DOUBLE JOINTED

You did not provide a description yet. (Key quality.double_jointed.desc) see Core rules, p.71 You did not provide a description yet. (Key item.simrig.desc) see Core rules, p.268

VOICE MODULATOR

You did not provide a description yet. (Key item.voice_modulator.desc) see Core rules, p.295

NEGATIVE

MAYBE YOU MISSED SOMETHING

You did not provide a description yet. (Key quality.maybe_you_missed_something.desc) see Firing Squad, p.130

INCOMPETENT: PILOTING

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

ALLERGY (SEASONAL, MODERATE): INSECT STINGS

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

ADDICTION: NIC-STICK

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

Augmentation

CYBERWARE

CYBERARM, OBVIOUS

You did not provide a description yet. (Key item.cyberarm_obvious.desc) see Core rules, p.288

CYBEREYES, RATING 3

You did not provide a description yet. (Key item.cybereye3.desc) see Core rules, p.285

CYBER LOWER LEG, OBVIOUS

You did not provide a description yet. (Key item.cyberlowerleg_obvious.desc) see Core rules, p.288

HARDENING

You did not provide a description yet. (Key item.hardening_augment.desc) see Core rules, p.291

SIMRIG