

SHADOWRUN

PERSONAL DATA

| | | | | | |
|----------|------------|-----------------|-------------|------------|------|
| Alias | House Call | Name | Finn Kaiser | | |
| Metatype | Human | Magic/Resonance | Mundane | | |
| Sex | male | Height | 3 | Weight | 87 |
| Age | 32 | Heat | 0 | Reputation | 0 |
| Karma | 5 | Total Karma | 5 | Essence | 3.92 |

ATTRIBUTES

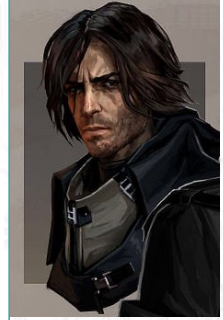
| | Rtg | Pool | | Rtg | Pool |
|-----------|-----|------|------------------------|-----|---------|
| Body | 4 | 4 | Minor Actions | 1 | 3 |
| Agility | 5 | 5 | Initiative | 9 | 9 +2D6 |
| Reaction | 4 | 5 | Initiative (Matrix VR) | 6 | 6 +2D6 |
| Strength | 3 | 3 | Initiative (Astral) | 10 | 10 +2D6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

EDGE / ¥

EDGE

NUYEN (¥)

PORTRAIT



QUALITIES

POSITIVE

Analytical Mind
Toxin Resistance

NEGATIVE

Compulsion 2
Repacks Med Gear Before Ru...
Bad Memories
Ghouls/HMHVV
Impaired 2
Charisma
Simsense Vertigo

CONDITION MONITOR

Stun Healing: BOD + WIL = 9

| | | | | | | | | | | |
|----------------------|----------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|
| <input type="text"/> | <input type="text"/> | <input type="text" value="-1"/> | <input type="text" value="-1"/> | <input type="text" value="-1"/> | <input type="text" value="-2"/> | <input type="text" value="-2"/> | <input type="text" value="-2"/> | <input type="text" value="-3"/> | <input type="text" value="-3"/> | <input type="text" value="-3"/> |
|----------------------|----------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|

Drain resist: WIL (5) + ____

Physical Healing: BOD + BOD = 8

| | | | | | | | | | |
|----------------------|----------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|
| <input type="text"/> | <input type="text"/> | <input type="text" value="-1"/> | <input type="text" value="-1"/> | <input type="text" value="-1"/> | <input type="text" value="-2"/> | <input type="text" value="-2"/> | <input type="text" value="-2"/> | <input type="text" value="-3"/> | <input type="text" value="-3"/> |
|----------------------|----------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|

Damage resist: BOD (4) + mod.(2) = 6

Dam. overfl. Healing: 8 - Mod. =

| | | | | |
|----------------------|----------------------|----------------------|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
|----------------------|----------------------|----------------------|----------------------|----------------------|

| | | |
|----------------------|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> | <input type="text"/> |
|----------------------|----------------------|----------------------|

SKILLS

| Skill | Attr. | Rtg | Pool | Notes | Skill | Attr. | Rtg | Pool | Notes | Language/Knowledge |
|------------------|-------|-----|------|-------|---------------|-------|-----|------|-------|---------------------------------|
| Trained | | | | | Engineering | LOG | 0 | 5 | | Lang: Language (Native) |
| Biotech | LOG | 6 | 12 | a | Firearms | AGI | 5 | 10 | b | (Seattle) Biomed Black Market |
| <i>First Aid</i> | LOG | | 14 | a | <i>Rifles</i> | AGI | | 12 | b | (Seattle) Local Street Docs |
| Untrained | | | | | Influence | CHA | 0 | 1 | | (Seattle) Street Gangs |
| Athletics | AGI | 3 | 8 | | Outdoors | INT | 0 | 3 | | (Seattle) Underground Geography |
| Close Combat | AGI | 2 | 7 | b | Perception | INT | 5 | 9 | | Ares Corp Military Procedure |
| Con | CHA | 0 | 1 | | Piloting | REA | 2 | 7 | | (Seattle) Johnsons |
| Electronics | LOG | 0 | 5 | | Stealth | AGI | 2 | 7 | | |

a) Analytical Mind, b) Bad Memories

WEAPONS

| Ranged weapon | Pool | Damage | Att.R. | Mode | Ammo |
|---------------------|------|--------|--------------|----------|-------|
| Ares Predator VI | 10 | 3P | 12/12/12/-/- | SA/BF | 15(c) |
| FN HAR | 12 | 5P | 5/13/14/10/5 | SA/BF/FA | 35(c) |
| Walther Palm Pistol | 10 | 2P | 12/7/-/-/- | SS/BF | 6(k) |

| Melee weapon | Pool | Damage | Att.R. |
|--------------|------|--------|------------|
| Unarmed | 7 | 4P | 10/-/-/-/- |

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

ARMOR

DEFENSIVE RATING **12**

| Armor | Rating | Social | |
|--|--------|--------------------------|----|
| Body | 4 | 2 | |
| Armor jacket | 4 | -3 | |
| Concealable ammo pouch (0), Concealable ammo pouch (0), Electricity Resistance (2) | | | |
| Ballistic Mask | 1 | -2 | |
| Bone lacing | 1 | 0 | |
| SecureTech Invisi-Shield Armor | 2 | 0 | |
| Chemical Protection (3) | | | |
| Defensive Pools against | | Defensive Actions | |
| Attacks | 9 | Block (Minor) | +2 |
| Combat spells (Indirect) | 10 | Dodge (Minor) | +3 |
| Combat spells (Direct) | 9 | Hit the dirt (Minor) | +2 |
| Toxin Damage | 9 | Full Defense (Major) | +5 |
| Drain | 0 | Boosted Defense (Major) | -3 |

COMBAT ACTIONS

| Initiative (minor) | | Initiative (major) | | Anytime (minor) | | Anytime (major) | |
|--------------------|-------|--------------------|-------|------------------------|--------|-----------------|-------|
| Call a shot | CRB41 | Attack | CRB42 | Augmentation Overdrive | CRB282 | Assist | CRB42 |
| Mutiple 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 | | 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 |
| Intimidating Presence (I) | FS 94 | Playing Possum (I) | FS 94 | | |

COMBAT OVERVIEW

1. Grab Dice

Attacker: Weapon pool plus modifiers

Defender:: Intuition + Reaction = 9

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

MARTIAL ARTS

Close Quarters Combat

FS 98

Releasing Talons

| GEAR | | | | | |
|----------------------|--------|---------|------------------------|--------|---------|
| Name | Amount | Page | Name | Amount | Page |
| Antidote patch | 3 | CRB 282 | Respirator, Rating 4 | 1 | CRB 280 |
| Binoculars (Optical) | 1 | CRB 274 | Stim patch, Rating 3 | 2 | CRB 282 |
| Biomonitor | 4 | CRB 281 | Tools - Shop (Biotech) | 1 | CRB 273 |
| Endoscope | 1 | CRB 274 | Trauma patch | 2 | CRB 282 |
| First Aid Kit | 1 | CRB 273 | Trodes | 1 | CRB 268 |
| Headjammer, Rating 3 | 1 | CRB 269 | | | |
| Lockpick kit | 1 | CRB 278 | | | |
| Medkit, Rating 5 | 1 | CRB 281 | | | |
| Micro-transceiver | 1 | CRB 270 | | | |
| Plastic straps (10) | 1 | CRB 278 | | | |

Ranged weapons

| ARES PREDATOR VI | | | | | |
|---|---------------|-------------|--------------|-----|------|
| Damage | Attack Rating | Mode | Ammo | | |
| 3P | 12/12/12/-/- | SA/BF | 15(c) | | |
| Accessory: Gas-vent system, Spare clip for variable ammunition system (3x), Quick-draw holster | | | | | |
| 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 | 12/12/12/-/- | 3P | 10 |
| Vision magnification | -/-/2/2/2 | SA | 10/10/10/-/- | 4P | 10 |
| Smartgun: Add +2 to AR (if no laser sight) | 2/2/2/2/2 | BF (wide) | 10/10/10/-/- | 4P | 5 |
| Smartgun: Add +1 to AR (if has laser sight) | 1/1/1/1/1 | BF (narrow) | 8/8/8/-/- | 5P | 10 |

| FN HAR | | | | | |
|---|---------------|-------------|--------------|-----|------|
| Damage | Attack Rating | Mode | Ammo | | |
| 5P | 5/13/14/10/5 | SA/BF/FA | 35(c) | | |
| Accessory: Gas-vent system, Shock pads, Spare clip (2x), Laser sight (base) | | | | | |
| 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 |
| FN HAR | 3/11/10/6/1 | SS | 5/13/14/10/5 | 5P | 12 |
| Laser sight (base) | 1/1/1/1/1 | SA | 3/11/12/8/3 | 6P | 12 |
| Vision magnification | -/-/2/2/2 | BF (wide) | 3/11/12/8/3 | 6P | 6 |
| Shock Pad: Avoid -1 AR in SA/BF/FA | 1/1/1/1/1 | BF (narrow) | 1/9/10/6/1 | 7P | 12 |
| Smartgun: Add +2 to AR (if no laser sight) | 2/2/2/2/2 | FA | -/7/8/4/- | 5P | 12 |
| Smartgun: Add +1 to AR (if has laser sight) | 1/1/1/1/1 | | | | |

| WALTHER PALM PISTOL | | | | | |
|---|---------------|-------------|------------|-----|------|
| Damage | Attack Rating | Mode | Ammo | | |
| 2P | 12/7/-/-/- | SS/BF | 6(k) | | |
| Accessory: Hidden arm slide | | | | | |
| 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 |
| Walther Palm Pistol | 12/7/-/-/- | SS | 12/7/-/-/- | 2P | 10 |
| Vision magnification | -/-/2/2/2 | BF (wide) | 10/5/-/-/- | 3P | 5 |
| | | BF (narrow) | 8/3/-/-/- | 4P | 10 |

| AMMUNITION | | | | | |
|----------------------------------|--------|---------|------|--------|------|
| Name | Amount | Page | Name | Amount | Page |
| Heavy Pistol/SMG (10x) (APDS) | 3 | CRB 262 | | | |
| Heavy Pistol/SMG (10x) (Regular) | 3 | CRB 262 | | | |
| Rifles (10x) (Regular) | 6 | CRB 262 | | | |
| Rifles (10x) (Stick-n-Shock) | 3 | CRB 262 | | | |

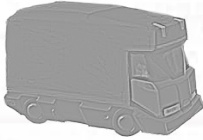
| MELEE WEAPONS | | | | | |
|---------------|------|---|--------|----|--------|
| Unarmed | Pool | 7 | Damage | 4P | Att.R. |
| | Pool | | Damage | | Att.R. |
| | Pool | | Damage | | Att.R. |
| | Pool | | Damage | | Att.R. |

| ARMOR | | |
|--|-----------|--------|
| Armor | Rating | Social |
| Body | 4 | |
| Armor jacket | 4 | -3 |
| Concealable ammo pouch (0), Concealable ammo pouch (0), Electricity Resistance (2) | | |
| Ballistic Mask | 1 | -2 |
| Bone lacing | 1 | 0 |
| SecureTech Invisi-Shield Armor | 2 | 0 |
| Chemical Protection (3) | | |
| | | |
| | | |
| Defensive rating | 12 | |
| *) Rating not included in defensive rating | | |

Vehicles / Drones

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

| GMC BULLDOG STEP-VAN | | | | |
|----------------------|------|----------|-------|-----------------------|
| Handling | Acc | Interval | Speed | Seat |
| 5/7 | 10 | 10 | 140 | 10 |
| Pil | Sens | Body | Arm | DR _{D/A/R/J} |
| 2 | 3 | 16 | 12 | 14/11/-/- |



| Accessories/Notes | Skills | D | A | R | J |
|---------------------------------|------------|---|---|---|---|
| Smuggling Compartment, Rating 3 | Evade | 7 | 2 | - | - |
| Biomed Shop is inside | Perception | 9 | 3 | - | - |
| | Pilot | 7 | 2 | - | - |
| | Stealth | - | 2 | - | - |

| Ramming | 8P | AR | 5 | 2 | - | - | P | 7 | 1 | - | - | Software | Rtg |
|---------|----|----|---|---|---|---|---|---|---|---|---|----------|-----|
| | | | | | | | | | | | | | |

No weapons mounted

[-1] [-1] [-1] [-2] [-2] [-2] [-3] [-3] [-3] [-4] [-4] [-4] [-5] [-5]

Matrix Devices

| COMMLINK | | | | |
|---------------------|---|------------------------|---|-------------------------|
| Model | Erika Elite | Level | 4 | Programs (concurrent 2) |
| | | Data processing | 2 | Firewall |
| | | | | 1 |
| Accessory | Datasoft (Datasoft (Metahuman Medical Texts)), Datasoft (Datasoft (Human Medical Texts)), Datasoft (Datasoft (Combat Trauma Medical Texts)), Datasoft (Datasoft (Cyberware Trauma Medical Texts)) | | | |
| Matrix status (10) | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | | | |

Contacts

| CON: ALICIA CADE | | | | |
|------------------|--|------|-------|------|
| Alias | Type | Loy. | Infl. | Fav. |
| Alicia Cade | Ares Veteran Affairs | 2 | 2 | 0 |
| Description | Friend and former co-worker from Finn's Ares days, helped him get out of dodge when he was declared KIA. Can provide low-level info and gossip about Ares corporate goings on heard through the grapevine. | | | |

| CON: STITCHES | | | | |
|---------------|---|------|-------|------|
| Alias | Type | Loy. | Infl. | Fav. |
| Stitches | Black Market Fixer | 1 | 2 | 0 |
| Description | A local medical black market intermediary. He and Finn trust each other about as far as they can throw them, but money all spends the same. Specializes in obtaining medical equipment. | | | |

| CON: DR. PAUL WEIGEL | | | | |
|----------------------|---|------|-------|------|
| Alias | Type | Loy. | Infl. | Fav. |
| Dr. Paul Weigel | Medical Doctor | 2 | 2 | 0 |
| Description | Attending physician at Trinity Hospital, located in one of the seedier parts of downtown Seattle. Is aware of Finn's efforts to help out medically in those parts. Able to provide info on medical trends/notable happenings in area/at hospital, sometimes minor medical supplies. | | | |

SINs

STEVEN HARBATKIN - QUALITY 5

Clean alias for legal activities

Licenses

VINCENT TURNER - QUALITY 4

Alias for less-than-legal activities

Licenses

Cyberware 4, Firearms License 4, Concealed Carry License 4, Smartgun/Smartlink 4, Driver 4

Lifestyles

APARTMENT

| | | | |
|----------------|-----|-------------|------------------|
| Type | Low | Cost | 2000¥ |
| Month | 1 | SIN | Steven Harbatkin |
| Options | | | |
| keine | | | |

Notes

- Born October 13, 2049 into poverty in what is now the Northside Chicago Corridor, outside the present-day CZ
- What little his family had was destroyed by the Bug City events of '55
- Wanted to be a doctor, but with no SIN or money, he joined Ares' corporate military as a combat medic in 2067 at 18 to earn an education & a SIN
- Got standard issue cyberware and served for 4 years, mostly patrolling the Chicago Corridors & seeing little action outside of the occasional gang scuffle
- In 2071 his team was rolled into a larger Ares operation to penetrate the CZ, strict OpSec kept Finn's squad in the dark
- Things went sideways when his whole squad was wiped out by an ambush force of Ghouls and Vampires. The entire op was scrapped and Finn was declared KIA.
- Finn got help from a friend in Ares corporate to get out of Chicago, and made his way toward Seattle to start over. He wasn't able to save anyone on his team and carries that guilt (and a healthy aversion to HMMVV carriers) to this day.
- These days he mostly provides medical care in the greater Seattle sprawl to the have-nots, accepting whatever they can manage to spare as payment to get by.

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 | 2 |
| 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

Type: Grappling, Striking

You did not provide a description yet.
(Key technique.releasing_talons.desc)
see Firing Squad, p.105

POSITIVE

ANALYTICAL MIND

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

TOXIN RESISTANCE

You did not provide a description yet.
(Key quality.toxin_resistance.desc)
see Core rules, p.73

NEGATIVE

COMPULSION: REPACKS MED GEAR BEFORE RUNS

You did not provide a description yet.
(Key quality.compulsion.desc)
see Firing Squad, p.129

BAD MEMORIES: GHOULS/HMHV

You did not provide a description yet.
(Key quality.bad_memories.desc)
see Firing Squad, p.129

IMPAIRED: CHARISMA

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

SIMSENSE VERTIGO

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

Augmentation

CYBERWARE

BONE LACING, ALUMINIUM

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

CYBEREARS, RATING 2

You did not provide a description yet.
(Key item.cyberears2.desc)
see Core rules, p.286

CYBEREYES, RATING 3

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

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

Martial arts techniques

RELEASING TALONS

Variant
Standard

Priorities
DAEBC

Karma to Nuyen
22

Extra Karma
0

REWARDS FOR HOUSE CALL