

PERSONAL	DATA					
Alias	Jade		Name	Isaa	c Nakamura	
Metatype	Human		Magic/Reso	nance	Mundane	
Sex	male		Height	177	Weight	170
Age	26		Heat	0	Reputation	0
Karma	2	Total Karm	a	0	Essence	4.30

	The second					
PERSONAL	DATA					
Alias	Jade		Name	Isaad	Nakamura	
Metatype	Human		Magic/Reso	nance	Mundane	
Sex	male		Height	177	Weight	170
Age	26		Heat	0	Reputation	0
Karma	2	Total Karma		0	Eccanoa	1 20

EDGE / ¥	PORTRAIT
EDGE	
NUYEN (¥)	
	*

	Rtg	Pool		Rtg	Pool
Body	4	4	Minor Actions	1	2
Agility	4	4	Initiative	9	9 +1D6
Reaction	4	4	Initiative (Matrix VR)	10	10 +2D6
Strength	3	3	Initiative (Astral)	11	11 +2D6
Willpower	3	3	Defense	0	9
Logic	6	6	Composure	0	6
Intuition	5	5	Judge Intentions	0	8
Charisma	3	3	Memory	0	11
Edge	5	5	Lift / Carry	0	7

POSITIVE	NEGATIVE
Analytical Mind	Bad Rep
Surgical Strike	Sinner
Software Optimization	Isaac Nakamura
	Curiosity Killed The Cat? 2
	- 2 ' 10

CONDITION MONITOR		
Stun Healing: BOD + WIL = 7	Physical Healing: BOD + BOD = 8	Dam. overfl. Healing: 8 - Mod. =
-1 -1 -2 -2 -2 -3 -3	-1 -1 -2 -2 -2 -3 -3	
Drain resist: WIL (3) +	Damage resist: BOD (4) + mod.(0) = 4	

SKILLS									
Skill	Attr.	Rtg	Pool	Notes	Skill	Attr.	Rtg	Pool Notes	Language/Knowledge
Trained					Software	LOG		<b>11</b> a	Lang: Chinese (Exp.)
Biotech	LOG	3	9	а	Engineering	LOG	0	5	Lang: English (Native)
First Aid	LOG		11	а	Firearms	AGI	4	8	Lang: Japanese (Exp.)
Cracking	LOG	6	12	а	Light Pistols	AGI		10	Decking Gear
Hacking	LOG		14	а	Influence	CHA	0	2	Doc-Wagon Policies and Codes
Untrained					Outdoors	INT	0	4	Drugs Medical Knowledge
Athletics	AGI	0	3		Perception	INT	2	7	First Responder Medical Techniques
Close Combat	AGI	0	3		Environment Urban	INT		9	Medical Knowledge
Con	CHA	3	6		Piloting	REA	0	3	
Disguise	CHA		8		Stealth	AGI	0	3	
Electronics	LOG	3	9	а					

10	3P			
	38	7/10/7/-/-	SA/BF	8(cy)
Pool	D	amage	Att.F	₹.
3		2S	7/-/-/	-/-
	3	3		3 2S 7/-/-/

		ING	9
	Rating	Social	
	4	3	
	4	-3	
	1	-2	
	Defensive Actions		
9	Block (Minor)		+0
7	Dodge (Minor)		+0
8	Hit the dirt (Minor)		+2
7	Full Defense (Major)		+3
0	Boosted Defense (Major	)	-2
	7 8 7	4 4 1 Defensive Actions 9 Block (Minor) 7 Dodge (Minor) 8 Hit the dirt (Minor) 7 Full Defense (Major)	4 3 4 -3 1 -2  Defensive Actions 9 Block (Minor) 7 Dodge (Minor) 8 Hit the dirt (Minor) 7 Full Defense (Major)

Augmentation	Level	Essence	Page
Cyberears, Rating 1	- 1	0.1	CRB 286
Soundlink			
Cyberjack Rating 2		1.5	CRB 283
Fingertip compartment		0.1	CRB 287

GEAR		
Name	Amount	Page
Biomonitor	1	CRB 281
Data tap	-1	CRB 269
Flashlight	1	CRB 279
Long Haul	1	CRB 125
Medkit, Rating 3	1	CRB 281
Medkit supplies	2	CRB 281
Micro-transceiver	· 選 Min	CRB 270

CONTACTS				
Alias	Туре	Loy.	Infl.	Fav.
Jimmy Kniles	Doc-Wagon First Responder	3	3	0
Traxxer	ID Manufacturer	2	2	0
Hazzy	Street Doc	3	3	0
Tech	Deckmeister	1	1	0

Lifestyle	Туре	Cost	Month
The Stacks	Low	2000¥	1

Name	Quality
Ken Zhao	5
Isaac Nakamura	Original
The second second	(-) (EV)

MATRIX DEVICES					
Name	Progr	D	Fir	Attack	SI
Cyberjack Rating 2	0	5	4	-	-
Shiawase Cyber-6	10		-	8	7

Baby Monitor, Emulator, Signal Scrubber, Browse, Configurator, Decryption, Edit, Encryption, Toolbox, Stealth, Tapeworm, Trace, Virtual Machine, Exploit, Fork, Bomb Kit, Defense Pods, Directional Shield, Rocket Launcher, Smoke Bomb, Spineshield

CURRENCY				
Nuyen (¥): 700	_ =			73/
		ALL T		112
			iz:	GD.

Vehicles	Туре	Handl	Acc	Intvi	Speed	Pil	Body	Arm	Sens	Seat
Drones	Count	- 60								1

COMBAT ACTIONS							
Initiative (minor) Call a shot	CRB41	Initiative (major)) Attack	CRB42	Anytime (minor) Augmentation Overdri	ve CRB282	Anytime (major) 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 Action	ns						栗
1 EDGE		Karmic Escape (	1)	FS 94	Right Back At Ya! (I)		FS 95
Shank (I)	CRB 48	Knockout Blow (	1)	CRB 47	Yielding Force (I)		FS 96
Tactical Roll (I)	CRB 48	Protect the Princ	eipal (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) (	(1)	CRB 47
Fire from Cover (I)	CRB 47	Leaf on the Wind	l (I)	FS 94	Called Shot: Break W	eapon (I)	FS 93
Imposing Stone (I)	FS 94	Pin (I)		FS 94	Called Shot: Incapac	itate (I)	FS 93

# COMBAT OVERVIEW

Intimidating Presence (I)

#### 1. Grab Dice

Attacker: Weapon pool plus modifiers Defender:: Intuition + Reaction = 9

FS 94

Playing Possum (I)

### 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

# FS 94 MARTIAL ARTS

Attributes/Skills	Default	Current	
Att (Attack)	8		
Sleaze (SI)	7		
Data Processing (D)	5		
Firewall (Fir)	4		
Matrix Perception	8		Electronics + INT
Matrix Combat			
nitiative AR	9 +1D6		
nitiative VR	10 +2D6		INT + D
nitiative VR Hot sim	10 +3D6		INT + D
Attack Rating	15	4.2	Attack + SI
Defense Rating	9		D + Fir

# MATRIX OVERVIEW

1. Grab dice

Legal: Electronics + Logic = 9 Illegal: Cracking + Logic = 12

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		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	<b>Special Actions</b>	
Data Spike (i)	CRB 181	Matrix Search	CRB 183
Decompile Sprite (i)	CRB 192	Probe (i)	CRB 183
Disarm Data Bomb	CRB 181	<b>Edge Actions (Cost)</b>	
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
(i) Illegal Actions			

Resonance: -2	Resist fading: WIL(3) + LOG(6)			
Complex for	m	Dur.	Fading Page	Notes
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	ON			GRADE Page
SUBMERSI Echo	ON	Į.		
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2	Program Basic programs	Description	Page
	Alice (Kabelmatrix Emulator)	ISDN2 Emulator for cable matrix	Misc. (Peg)
	Autosoft Host	program.autosoft_host.short	HACK 57
Î	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
9.2	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
Ļ	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
4.5	Tapeworm	program.tapeworm.short	HACK 59
10	Trace	Gain 1 Edge on Trace Icon action	CRB 185
10	# of max. concurren	t programs per device	83

	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
		80
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FOCI			
Name	Rtg	Choice	Page

INITIATION	GRADE
Metamagic	Page
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one of party May Print	

# **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 (3) + (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.

Amount	Page
	10
	62
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Ritual	Features	Th. Notes	Page
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			- 3

SPELLS							ATTA	ATTACK RATING		BASE	COMBAT	SPELL DAMA	GE
Spell	Туре	Dur.	Range	Drain	Page	Notes	Spell	Тур	Dur.	Range	Drain	Page	Notes
											-24	ARE.	
												=1/1/2	
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		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	Maneuvering + Sensor
Da	<b>Defense Rating</b>			Piloting	+ Armor	Maneuvering + Armor
Ramming	Att	Dilatin	Danatian	Piloting +	Dilatina i Intuitian i Osataslain astina i 1 Edua	Managuraina i Dilat
	Defense	Piloting	g + Reaction	Intuition	Piloting + Intuition + Control rig rating + 1 Edge	Maneuvering + Pilot
	Attack Rating		A 74.7		As weapon	
	<b>Defense Rating</b>			Piloting	+ Armor	Maneuvering + Armor
Non-ramming	Att		Engineering + Lo	gic	Engineering + Logic + Control rig rating + 1 Edge	Targeting + Sensor
	Defense	Piloting	g + Reaction	Piloting + Intuition	Piloting + Intuition + Control rig rating + 1 Edge	Evasion+ Pilot
Matrix DD	Networked			100	Firewall + Data Processing	
Matrix DR	Not networked				Sensor * 2	Ch.O.
nitiative		In	itiative		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 Attribut	e
Body	$\Rightarrow$	Willpower	3
Strength	$\Rightarrow$	Charisma	3
Agility	$\Rightarrow$	Logic	6
Reaction	$\Rightarrow$	Intuition	5

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		

SIGNATURES MANEUV	ERS			
		69 1 16 mm	Juli 1	92

Name	Amount	Page	Name	Amount Page
Biomonitor	1	CRB 281		
Data tap	1	CRB 269		
Flashlight	1	CRB 279		
Long Haul	1	CRB 125	and the second	
Medkit, Rating 3	1	CRB 281		
Medkit supplies	2	CRB 281		
Micro-transceiver	1	CRB 270		

# Ranged weapons

Damage	Attack Rating	Mode	Ammo	
3P	7/10/7/-/-	SA/BF	8(cy)	

Accessory: Speed loader, Hidden arm slide, Extended Clip, Rating 2, Spare clip 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. You get an extra Minor Action in a turn where you change the action selection.

Attack Rating Modifiers	AR	Modes	AR	Dam	Pool
Ruger Redhawk	7/10/7/-/-	SS	7/10/7/-/-	3P	10
		SA	5/8/5/-/-	4P	10
		BF (wide)	5/8/5/-/-	4P	5
		BF (narrow)	3/6/3/-/-	5P	10

Name	Amount	Page	Name		Amount	Page
Holdout/L.Pistol/Mach. Pistol (10x) (Explosive)	10	CRB 262				

MELEE WEAPONS					
Unarmed	Pool 3	Damage	28	Att.R.	7/-/-/-
	Pool	Damage	A 1 5-41	Att.R.	
	Pool	Damage		Att.R.	
	Pool	Damage		Att.R.	

ARMOR		
Armor	Rating	Social
Body	4	
Armor jacket	4	-3
Ballistic Mask	1	-2
Defensive rating	9	78 JK - Jille 13
*) Rating not included in defensive rating		

# **Matrix Devices**

# CYBERDECK

Model	Shiawase Cyber-6					
Level	5	Attack	8	Sleaze 7		
Actual config		Attack		Sleaze		
		Data processing		Firewall		
Programs (concurrent	t 10)					
Baby Monitor		Emulator		Signal Scrubber		
Browse		Configurator		Decryption		
Edit		Encryption	Encryption			
Stealth		Tapeworm		Trace		
Virtual Machine		Exploit		Fork		
Bomb Kit		Defense Pods		Directional Shield		
Rocket Launcher		Smoke Bomb		Spineshield		
Accessory						
Subvocal microphone Mannequin, P-ICE: Wa	e, AR gloves, SIM module, hot, SIM mo atchdog, Personal Assistant, Rating 6,	dule, Trodes, Electronic paper, Satellite link, Biom SimShare	etric reader, File Vault, eF	arkour, Code Buddy, MeFeed!,		
Matrix status (11)						

### **Contacts**

CON: JIMMY KNILES				
Alias	Туре	Loy.	Infl.	Fav.
Jimmy Kniles	Doc-Wagon First Responder	3	3	0
Description				
Jimmy was in my squad when drek	hit the fan. They rounded me up and took me	away, I didn'	t say anyt	hing and

Jimmy was in my squad when drek hit the fan. They rounded me up and took me away, I didn't say anything and he knew what had to be done so I took the fall. Still a nice contact to have though if you may need info on a client that happens to use the Doc-Wagon Super-Platinum Service\*TM!

CON: TRAXXER				
Alias	Туре	Loy.	Infl.	Fav.
Traxxer	ID Manufacturer	2	2	0
Description				

Traxxer was one of the first I hit up after I got out of that box and escaped from the Doc-Wagon Mercs. I helped his skinny ass back in Redmond after he ran into some Halloweeners who wanted to test a new 'potion' on some sap, then they picked Traxxer... He had a Basic Service plan and most guys don't run these unless they really need to pile up some nyen, we leave it to the bottom feeders who get hooked on the product and work these drek jobs. Some reason though I just saw it and something jumped at me to go so I went and showed up after 8 minutes of response time, freaked out the freaks, and stopped the burn on hit shoulder they started. I learned of his trade and took some info in case the day came I needed him, guess I do now.

Туре	Loy.	Infl.	Fav.
Street Doc	3	3	0
	Street Doc	Street Doc 3	Street Doc 3 3

Hazzy is like the Uncle I never met nor ever had. He came over from Istanbul after the assassination of Mullah Sayid Jazzir and doesn't talk much else about it. Quite friendly and always fixes my drek when the Doc-Wagon Co. finally gave us new hardware. Usually it comes bloated with crap firmware that just slows you down and clutters your head. He runs it through a scanner and can clean up my implants too, I exclusively buy cyberware or run it by him before putting new ones in.

CON: TECH				
Alias	Туре	Loy.	Infl.	Fav.
Tech	Deckmeister	1	1	0
Description				

I don't really \*know\* Tech, only by reputation but he's a solid seller of fireware, software, and anything else deckers would want to upgrade their drek.

# SINs

KEN ZHAO - QUALITY 5	
Ken Zhao, Born 2052, Seattle, WA.	
Licenses	
Cyberware 3. Firearms License 3. Cyberdeck 5	

ISAAC NAKAM	URA - QUAL	ITY ORI	SINAL		
					4
Licenses				MILE	
	2 2 2 7			10 100	241

# Lifestyles

THE STACKS							
Туре	Low	Cost	2000¥				
Month	1	SIN	Ken Zhao				
other place	ces. They stack up t	hese old shipping cont	d around the Redmond area and ainers and bulk them out a bit to all and annoying neighbors.				
Options							

KNOWLEDGE AND LANGUAGES				
Knowledge skills	Medical Knowledge	Languages	Chinese	
Doc-Wagon Policies and Codes	Decking Gear	English		
First Responder Medical Techniques	Drugs Medical Knowledge	Japanese		

# **Notes**

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EDGE-BOOSTS / EDGE-ACTIONS		Entered (FOCO)	Taylor.	W El. I. (500)	
Edge Boost		Entanglement (FS93)	0	Weapon Flash (FS96)	
		Melee: Hits>AGI, target status Hobbled	3	Quick draw any melee weapon	2
Add 3 to your Initiative Score (CRB46)	4	Fake Out (FS93)	•	Weapon Spread (FS96)	
+3 to Initiative	1	Lower target DR for next round	2	2xMelee: Close range=2m during encounter	
Reroll one die (CRB46)	1	Fire from Cover (CRB47)	0	Wrest (CRB48)	W)
Reroll one die	1	Attack from cover /wo minor action	2	During melee, evtl. disarm opponent	
+1 to a single die roll (CRB46)	0	Hamstring (FS93)	2	Yielding Force (FS96)	
+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)	2	Imposing Stone (FS94)	2	Position	
Add 1 wild die	2	Hits>AGI, target stops, otherw. slowed			
Give ally 1 Edge (CRB46)	2	Intimidating Presence (FS94)	9	Freerunning (FS93)	
Give ally 1 Edge		Infl+STR/WIL+STR: Reduce target AR	2	While moving horiz. also move vertical.	1
Negate 1 Edge of a foe (CRB46)	•	Karmic Escape (FS94)	9	Monkey Climb (FS94)	- 2
Negate 1 Edge of a foe	2	Minor Act, Avoid status, but more damage	2	+ 0.2 climb distance per hit	0
Buy one automatic hit (CRB47)	3	Knockout Blow (CRB47)	2	Matrix	
Buy one automatic hit	3	Damage>WIL fill target stun cond. monitor			
Heal one box of Stun damage (CRB47)	3	Knuckle Breaker (FS94)	4	Emergency Boost (CRB175)	
Heal 1 Stun damage	3	-4 dice pool, success disables limbs	4	Increase one matrix attrib. for 1 test	
Add Edge to your dice pool (CRB47)		Leaf on the Wind (FS94)	2	Hog (CRB175)	1
+Edge to pool and explode	4	Use hits to get cover while sprinting	3	-2 Data Proc and -1 active prog. slot	
Double Down II (DC177)	4	Pin (FS94)	9	Signal Scream (CRB175)	do
Add 2 wild dice	4	Hits>DR, target Status Immobilized	3	Ignore noise penalty for next action	
Heal 1 point of Physical damage (CRB47)	4	Playing Possum (FS94)	2	Technobabble (CRB175)	
Heal 1 Physical damage	4	Infl. check, dice pool +net hits next attack	3	Mancer: Use CHA inst. LOG for next action	-
Saw It in a Trid Once (FS96)		Protect the Principal (FS95)	0	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	
Reroll all failed dice (CRB47)	- 4	Right Back At Ya! (FS95)	2	Social	
Reroll all failed dice	4	Knock grenade away, Athletics check (2)	3		
Count 2s as glitches for the target (CRB47)	_	Riposte (FS95)	5.5	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)	-	Rooted (FS95)		Driving	
Major Action to remove/reduce own status	5	Athletics: BOD+Hits when avoid knockdown	2		
Double Down III (DC177)	,	Shank (CRB48)	4	Aimbot (DC177)	
Add 3 wild dice	6	Called shot with only -2 penalty.	- 1	If >=1 net hit, add sensor rat. hits	•
Combat		Sucker Punch (FS95)		Attack Run (DC177)	1.14
		Net Hits>WIL, inflict Fatigued status	2	Add rank piloting to gunnery test	4
Anticipation (CRB47)	4	Tactical Roll (CRB48)	1	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	SE
Blinding strike (FS92)		Taunt (FS95)		Change Environment (DC178)	100
Hits>AGI, target status Blind I	4	Influence: Net Hits incr. ally's DR	1	Choose Open, Restricted, Tight	- 3
Called Shot (Disarm) (CRB47)		Threatening Edge (FS95)	4	Chicken (DC178)	1
Attack does no damage, Disarms Opponent	5	Repl. own DR with weapon AR for encount.	1	Chase: Driver with lower net hits crashes	(
Called Shot (Vitals) (CRB47)	_	Throat Strike (FS96)	4	Crossfire (DC177)	
Add 3 damage if attack hits	5	Melee: Net Hits>AGI, inflict Muted status	1	Defense: Net hits damage on other vehicle	(
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	,
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	-1.
Charge (FS93)	J-K	Tuck and Roll (FS96)		Equalizer (DC179)	1
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)	

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

# Software

#### **BASIC PROGRAMS**

#### **BABY MONITOR**

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

#### **EMULATOR**

You did not provide a description yet. (Key item.emulator.desc ) see Hack and Slash, p.57

#### SIGNAL SCRUBBER

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

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

#### CONFIGURATOR

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

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

#### **ENCRYPTION**

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

#### **TOOLBOX**

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

### VIRTUAL MACHINE

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

#### **HACKINGPROGRAMS**

#### DECRYPTION

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

### **STEALTH**

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

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

#### TRACE

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

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

#### **FORK**

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

#### **BOMB KIT**

You did not provide a description yet. (Key item.bomb\_kit.desc) see Hack and Slash, p.58

#### **DEFENSE PODS**

You did not provide a description yet. (Key item.defense\_pods.desc) see Hack and Slash, p.58

#### **DIRECTIONAL SHIELD**

You did not provide a description yet. (Key item.directional\_shield.desc ) see Hack and Slash, p.58

#### **ROCKET LAUNCHER**

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

#### **SMOKE BOMB**

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

#### SPINESHIELD

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

# **Qualities**

# **POSITIVE**

# ANALYTICAL MIND

You are a master problem solver. You can analyze information to help deduce solutions, while separating useful bits from the distractions and noise.

Cost: 3 Karma

Game Effect: You gain a bonus Edge when you make any Logic-based test.

# SURGICAL STRIKE

Surgical Strike

You have a talent for subtly hacking into hosts. Cost: 11 Karma

Game Effect: The Overwatch Score increase from having illegal user or admin access to a host occurs once per minute instead of once per combat round.?

#### SOFTWARE OPTIMIZATION

Software Optimization

You know how to get the most of your hardwareby running more software!

Cost: 10 Karma

Game Effect: You may run one extra program on any device you own. Gain a point of Edge whenever you use that program.

#### **NEGATIVE**

# **BAD REP**

Bad Rep

Word on the street does not speak favorably of you. Maybe you lost a team or got kicked from a team for breaking during interrogation. Whatever it is, your reputation precedes you, and never in the way you want it to. Bonus: 8 Karma

Game Effect: You cannot spend Edge on Social tests. If you engage in a Teamwork test to assist a Social test, no one can spend Edge, and the

opposing individual gains a point of Edge.

#### SINNER: ISAAC NAKAMURA

SINner

Unlike a lot of runners, who have either no SIN or a criminal SIN, you have a legitimate SIN that links back to biometric data. You have enough attachment to it, whether for your own or family purposes, that you cant just burn it.

Bonus: 8 Karma Game Effect: You pay taxes to the issuer of your SIN, either a megacorporation or a nation. This cost comes as a 10 percent increase in the cost of the lifestyle associated with this SIN. Due to data within the Global SIN Registry, you are easier to track or identify, giving opponents a point of Edge every time they attempt a Trace Icon action against you.

#### **CURIOSITY KILLED THE CAT?**

Curiosity Killed the Cat When a file is protected, you become fixated on gaining access to it.
Bonus: 5 Karma/Level (Max Level 3)
Game Effect: If you discover a file that is encrypted or protected by a data bomb, you may not gain or spend Edge on any tests except those made to crack the encryption, defuse the data bomb, and access the file. If you leave the file alone, after each hour passes you may make a Composure test with a threshold of 2 + the level of this quality. If you succeed, you may let it go, in which case you may gain and spend Edge normally. After each failed test, you gain a bonus die on future Composure tests to overcome your curiosity, with no limit to how many bonus dice can be gained in this way other than time and lots of bad dice luck. But why not just see whats behind that file protection?

# **Augmentation**

#### **CYBERWARE**

### **CYBEREARS, RATING 1**

You did not provide a description yet. (Key item.cyberears1.desc ) see Core rules, p.286

#### **CYBERJACK RATING 2**

You did not provide a description yet. (Key item.cyberjack2.desc) see Core rules, p.283

#### FINGERTIP COMPARTMENT

You did not provide a description yet. (Key item.fingertip\_compartment.desc ) see Core rules, p.287 
 Creation

 Variant
 Priorities
 Karma to Nuyen
 Extra Karma

 Standard
 DAECB
 0
 0

REWARDS FOR JADE