SHADOWRUN

EDGE

NUYEN (¥)

PORTRAIT

PERSONAL DATA

Alias	Killroy	**Name**		Killroy was here
Metatype	Dwarf	**Magic/Resonance**		Mundane
Sex	male	**Height**	4	**Weight** 0
Age	32	**Heat**		0 **Reputation** 0
Karma	0	**Total Karma**	0	**Essence** 1.44

ATTRIBUTES

	Rtg	Pool		Rtg	Pool
Body	4	4	Minor Actions	1	2
Agility	2	2	Initiative	9	9 +1D6
Reaction	4	4	Initiative (Matrix VR)	13	13 +2D6
Strength	1	1	Initiative (Astral)	14	14 +2D6
Willpower	6	6	Defense	0	9
Logic	6	9	Composure	0	8
Intuition	5	5	Judge Intentions	0	11
Charisma	2	2	Memory	0	14
Edge	4	4	Lift / Carry	0	10

QUALITIES

POSITIVE	NEGATIVE
Toxin Resistance	Addiction 2
Thermographic Vision	*Nic-Sticks*
Analytical Mind	Impaired 3
Hardening	*Strength*

CONDITION MONITOR

Stun Healing: BOD + WIL = 10

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

Drain resist: WIL (6) + ____

Physical Healing: BOD + BOD = 8

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

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

Dam. overfl. Healing: 8 - Mod. =

SKILLS

Skill	Attr.	Rtg	Pool	Notes
Trained				
Biotech	LOG	1	10	a
First Aid	LOG		12	a
Cracking	LOG	5	14	a, b
Hacking	LOG		16	a, b
Untrained				
Athletics	AGI	0	1	
Close Combat	AGI	0	1	
Con	CHA	0	1	
Electronics	LOG	5	14	a
Computer	LOG		16	a

Skill	Attr.	Rtg	Pool	Notes
Engineering	LOG	3	12	a, b
Firearms	AGI	1	3	c
Heavy Pistols	AGI		5	c
Influence	CHA	0	1	
Outdoors	INT	1	6	
Navigation	INT		8	
Perception	INT	1	6	b
Environment Urban	INT		8	b
Piloting	REA	3	7	b
Ground Craft	REA		9	b
Stealth	AGI	1	3	b

Language/Knowledge

Lang: City Speak
Lang: Language (Native)
Matrix Bars
Matrix Host protocals
Matrix Security
Mechanical Engineering
Small unit tactics

a) Analytical Mind, b) Control Rig, c) Flashlight, Thermographic

WEAPONS

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
Ruger Super Warhawk	5	4P	9/12/8/-/-	SA	6(cy)

Melee weapon	Pool	Damage	Att.R.
Unarmed	1	2S	5/-/-/-/-

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

ARMOR

DEFENSIVE RATING 8

Armor	Rating	Social
Body	4	2
Armor jacket	4	-3
Drag Handle (0), Electrochromic Feature (0)		

Defensive Pools against		Defensive Actions	
Attacks	9	Block (Minor)	+0
Combat spells (Indirect)	10	Dodge (Minor)	+0
Combat spells (Direct)	11	Hit the dirt (Minor)	+2
Toxin Damage	10	Full Defense (Major)	+6
Drain	0	Boosted Defense (Major)	-5

AUGMENTATIONS

Augmentation	Level	Essence	Page
Cerebral booster	3	0.6	CRB 293
Control Rig (Used)	1	1.1	CRB 283
Cyberjack Rating 5 (Used)	-	2.86	CRB 283

Act. Essence (1.4) = 6 - Hole (0.0) - Sum augmentations (4.6)

GEAR

Name	Amount	Page
AR gloves	1	CRB 268
Biometric reader	1	CRB 268
Data tap	5	CRB 269
Earbuds, Rating 3 (1 Accessories)	1	CRB 275
Glasses, Rating 4 (3 Accessories)	1	CRB 274
Handheld sensor housing, Rating 3 (1 Accessories)	1	CRB 276
Jammer (Area), Rating 6	1	CRB 270
Medkit, Rating 6	1	CRB 281
Medkit supplies	5	CRB 281
Stealth tag	10	CRB 269
Stim patch, Rating 6	3	CRB 282
Subvocal microphone	1	CRB 268
Survival kit	1	CRB 280
Tag eraser	1	CRB 270
Tools - Kit (Electronics)	1	CRB 273
Tools - Kit (Engineering)	1	CRB 273

CONTACTS

Alias	Type	Loy.	Infl.	Fav.
Dutches Kat	Info Broker	2	2	0
Tod 'The Tod' Bingle	Fixer	1	2	0
Big Ed	Electronics store Broker	1	1	0
Slow Ride	Rigger	2	1	0

LIFESTYLES

Lifestyle	Type	Cost	Month
Downtown Appartment	Middle	5000¥	1

SINS

Name	Quality
Roy Smith	**5**

MATRIX DEVICES

Name	Progr	D	Fir	Attack	Sl
Cyberjack Rating 5	0	8	7	-	-
Shiawase Cyber-6	10	-	-	8	7

Exploit, Armor, Blackout, Browse, Biofeedback, Biofeedback Filter, Configurator, Decryption, Defuse, Edit, Encryption, Fork, Lockdown, Overclock, Signal Scrubber, Stealth, Trace, Virtual Machine

Erika Elite	2	2	1	-	-

Baby Monitor, Signal Scrubber

Meta Link	0	1	-	-	-
Meta Link	0	1	-	-	-

CURRENCY

Nuyen (¥): 30

Credstick Silver

VEHICLES / DRONES

Vehicles	Type	Handl	Acc	Intvl	Speed	Pil	Body	Arm	Sens	Seat
Ford Interceptor	Cars	2/3	29	38	240	3	12	8	4	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 = 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 (4) to reduce the damage.

Last chance to use Edge

5. Bring the Pain

a) Apply damage to condition monitor

b) Apply secondary weapon effects

MARTIAL ARTS

PERSONA

Origin: Cyberjack Rating 5 + Shiawase Cyber-6

Attributes/Skills	Default	Current	
Att (Attack)	8		
Sleaze (Sl)	7		
Data Processing (D)	8		
Firewall (Fir)	7		
Matrix Perception	10		Electronics + INT

Matrix Combat

	Default	Current	
Initiative AR	9 +1D6		
Initiative VR	13 +2D6		INT + D
Initiative VR Hot sim	13 +3D6		INT + D
Attack Rating	15		Attack + Sl
Defense Rating	15		D + Fir

Matrix Condition Monitor

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

MATRIX OVERVIEW

1. Grab dice

Legal: Electronics + Logic = 14

Illegal: Cracking + Logic = 14

2. Distribute Edge (Combat, Hacking)

Compare Attack Rating to Defense Rating

    Persona's Attack + Sleaze

    Target's Data Processing + Firewall

If one hit is at least 4 higher than the other bonus edge is gained.

3. Roll Dice

4. Determine Effect

Determine the effect of the action and the Overwatch Score with your Game Master.

EDGE ACTIONS

Minor Actions

Change Device Mode	CRB 41	Hash Check (i)		CRB 182
Change Icon	CRB 180	Hide (i)		CRB 182
Enter Host	CRB 181	Jack out		CRB 182
Reconf. Matrix Attrib.	CRB 183	Jam Signals (i)		CRB 182
Send Message	CRB 183	Jump into Rigged Device		CRB 182
Switch Interface Mode (i)	CRB 184	Matrix Perception		CRB 182

Major Actions

		Reboot Device		CRB 183
Backdoor Entry (i)	CRB 180	Register Sprite (i)		CRB 191
Brute Force (i)	CRB 180	Rigger Jump In		CRB 44
Check OS (i)	CRB 180	Set Data Bomb (i)		CRB 183
Compile Sprite (i)	CRB 191	Snoop (i)		CRB 184
Control Device	CRB 180	Spoof Command (i)		CRB 184
Crack File (i)	CRB 180	Tarpit (i)		CRB 184
Crash Program (i)	CRB 181	Trace Icon (i)		CRB 184
Data Spike (i)	CRB 181	**Special Actions**		
Decompile Sprite (i)	CRB 192	Matrix Search		CRB 183
Disarm Data Bomb	CRB 181	Probe (i)		CRB 183
Edit File	CRB 181	**Edge Actions (Cost)**		
Encrypt File	CRB 181	Emergency Boost (1) (i)		CRB 175
Erase Matrix Signature (i)	CRB 181	Hog (2) (i)		CRB 175
Format Device	CRB 181	Signal Scream (2) (i)		CRB 175
Full Matrix Defense	CRB 182	Technobabble (2) (i)		CRB 175
		Under the Radar (3) (i)		CRB 175

(i) Illegal Actions

COMPLEX FORMS

Resonance: -5   **Resist fading:** WIL(6) + LOG(9)

Complex form	Dur.	Fading	Page	Notes

SUBMERSION

GRADE

Echo	Page

PROGRAMS

1	2	Program	Description	Page
		Basic programs		
		Alice (Kabelmatrix Emulator)	ISDN2 Emulator for cable matrix	Misc. (DE) 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 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
		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

0   10 # of max. concurrent programs per device

1 = Cyberjack Rating 5   2 = Shiawase Cyber-6   ■ = not installed   ■ = mark if activated

ASTRAL COMBAT (PROJECTING)

	Test	Pool
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 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

3. Deal with drain

Drain: Spell Drain + Drain caused by adjustments

Resistance test: Willpower (6) + (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

RITUALS

Ritual	Features	Th.	Notes	Page

SPELLS   ATTACK RATING [ ]   BASE COMBAT SPELL DAMAGE [ ]

Spell	Type	Dur.	Range	Drain	Page	Notes	Spell	Type	Dur.	Range	Drain	Page	Notes

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)

		Direct physical control	Control device in AR	Control device in VR	Jumped in	Independent drone
Pilot/drive/crash			Piloting + Reaction	Piloting + Intuition	Piloting + Intuition + Control rig rating - Control rig rating to thresholds + 1 Edge	Maneuvering + Pilot
Ramming	Attack Rating			Piloting + Sensor		Maneuvering + Sensor
	Defense Rating			Piloting + Armor		Maneuvering + Armor
	Att		Piloting + Reaction	Piloting + Intuition	Piloting + Intuition + Control rig rating + 1 Edge	Maneuvering + Pilot
	Defense					
Non-ramming	Attack Rating			As weapon		
	Defense Rating			Piloting + Armor		Maneuvering + Armor
	Att		Engineering + Logic		Engineering + Logic + Control rig rating + 1 Edge	Targeting + Sensor
	Defense		Piloting + Reaction	Piloting + Intuition	Piloting + Intuition + Control rig rating + 1 Edge	Evasion + Pilot
Matrix DR	Networked			Firewall + Data Processing		
	Not networked			Sensor * 2		
Initiative			Initiative	Initiative VR		Pilot * 2 + 4D6
Perception				Perception + Intuition		Clearsight + Sensor
Stealth			Stealth + Agility	Stealth + Logic	Stealth + Logic + Control rig rating + 1 Edge	Stealth + Pilot

RIGGER CONSOLE

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

Act	Software	Description	Page

CONTROL RIGS

Regular Attribute		Jumped-In Attribute	
Body	⟹	Willpower	6
Strength	⟹	Charisma	2
Agility	⟹	Logic	9
Reaction	⟹	Intuition	5

EDGE ACTIONS

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		

(i) Illegal Actions

SIGNATURES MANEUVERS

GEAR

Name	Amount	Page	Name	Amount	Page
AR gloves	1	CRB 268	Medkit, Rating 6	1	CRB 281
Biometric reader	1	CRB 268	Medkit supplies	5	CRB 281
Data tap	5	CRB 269	Stealth tag	10	CRB 269
Earbuds, Rating 3	1	CRB 275	Stim patch, Rating 6	3	CRB 282
Audio enhancement		CRB 276	Subvocal microphone	1	CRB 268
Glasses, Rating 4	1	CRB 274	Survival kit	1	CRB 280
Image link		CRB 275	Tag eraser	1	CRB 270
Flare compensation		CRB 275	Tools - Kit (Electronics)	1	CRB 273
Vision enhancement		CRB 275	Tools - Kit (Engineering)	1	CRB 273
Handheld sensor housing, Rating 3	1	CRB 276			
Sensor array, Rating 3		CRB 276			
Jammer (Area), Rating 6	1	CRB 270			

Ranged weapons

RUGER SUPER WARHAWK

Damage	Attack Rating	Mode	Ammo	
4P	9/12/8/-/-	SA	6(cy)	

Its stupid big

Accessory: Laser Sight (Low Power), Concealable Quick Draw Holster, Speed loader (2x), Ammo Pouch (regular), Flashlight, Thermographic

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
Ruger Super Warhawk	8/11/8/-/-		SS	9/12/8/-/-	4P	5
Laser Sight (Low Power)	1/1/-/-/-		SA	7/10/6/-/-	5P	5

AMMUNITION

Name	Amount	Page	Name	Amount	Page
Heavy Pistol/SMG (10x) (Explosive)	5	CRB 262			
Mini-Grenade, High Explosive	10	CRB 263			
Rifles (10x) (Explosive)	20	CRB 262			

MELEE WEAPONS

Unarmed	Pool	1	Damage	2S	Att.R.	5/-/-/-/-
	Pool		Damage		Att.R.	
	Pool		Damage		Att.R.	
	Pool		Damage		Att.R.	

ARMOR

Armor	Rating	Social
Body	4	
Armor jacket	4	-3
Drag Handle (0), Electrochromic Feature (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 INTERCEPTOR

Handling	Acc	Interval	Speed	Seat
2/3	29	38	240	4
Pil	**Sens**	**Body**	**Arm**	**DR** (D/A/R/J)
3	4	12	8	11/7/-/12

Accessories/Notes

Smart Tires, Rigger Cocoon, Smuggling Compartment, Rating 2, Smuggling Compartment - Shielding, Rating 4, Spoof Kit, x Guide Override, Rigger interface, Push Bar

The Rigger Cocoon is in the smuggling compartment, which is in the Trunk.

Skills

	D	A	R	J
Evade	9	2	-	11
Perception	6	3	-	7
Pilot	9	2	-	11
Stealth	-	2	-	12

		D	A	R	J		D	A	R	J	Software	Rtg
Ramming	6P	AR 9	3	-	10	P 9	2	-	11		

Ares Alpha

4P	4/10/9/7/2	SA/BF/FA	Pool: 12 3 0 13

Ares Alpha

4P	4/10/9/7/2	SA/BF/FA	Pool: 12 3 0 13

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

Matrix Devices

CYBERDECK

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

Programs (concurrent 10)

Exploit	Armor		Blackout	
Browse	Biofeedback		Biofeedback Filter	
Configurator	Decryption		Defuse	
Edit	Encryption		Fork	
Lockdown	Overclock		Signal Scrubber	
Stealth	Trace		Virtual Machine	

Accessory

Mapsoft (Seatle), Shopsoft (Electronics), Satellite link

Matrix status (11) ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

COMMLINK

Model	Erika Elite				
Level	4	**Data processing**	2	**Firewall**	1

Programs (concurrent 2)

Baby Monitor	Signal Scrubber

Accessory

SIM module, hot

Matrix status (10) ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

COMMLINK

Model	Meta Link				
Level	1	**Data processing**	1	**Firewall**	0

Programs (concurrent 0)

Matrix status (9) ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

COMMLINK

Model	Meta Link				
Level	1	**Data processing**	1	**Firewall**	0

Programs (concurrent 0)

Matrix status (9) ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Contacts

CON: DUTCHES KAT

Alias	Type	Loy.	Infl.	Fav.
Dutches Kat	Info Broker	2	2	0
Description				
A Friend made on the Matrix. Dutches is always on the look out for dirt and conspiricy theories.				

CON: TOD 'THE TOD' BINGLE

Alias	Type	Loy.	Infl.	Fav.
Tod 'The Tod' Bingle	Fixer	1	2	0
Description				
A dwarf Fixer just starting to get his feet in the game. Killroy never figured how 'The Tod' got his contact info but business is business and being new in town he took what he could get.				

CON: BIG ED

Alias	Type	Loy.	Infl.	Fav.
Big Ed	Electronics store Broker	1	1	0
Description				
Big Ed is a Troll who owns his own electronics/ pawn store in a less nice place downtown. Always looking for a way to make Nuyen while growing his brand within his neighborhood.				

CON: SLOW RIDE

Alias	Type	Loy.	Infl.	Fav.
Slow Ride	Rigger	2	1	0
Description				
Met during the 'Detroit Incident' and survived to tell about it. While Slow Ride's move to Seattle was to start over, Killroy moved as there was nothing left keeping him there.				

SINs

ROY SMITH - QUALITY 5

Roy Smith - Cyber Security Consoltant.

Killroy was Here

Licenses

Concealed Carry License 5, Cyberdeck 5, Cyberjack 5, Firearms License 5, Driver 5, Skilled Trade 5

Lifestyles

DOWNTOWN APPARTMENT

Type	Middle	Cost	5000¥
Month	1	SIN	Roy Smith
Building full of tech heads and transhumanists.			
Options			
keine			

Notes

Killroy was Here

Edge Boost

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

Combat

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

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

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

Position

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

Matrix

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

Social

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

Driving

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

EDGE-BOOSTS / EDGE-ACTIONS

Driving

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Other

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

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

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

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

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

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

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

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

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

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

Software

BASIC PROGRAMS

BROWSE
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

EDIT
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

SIGNAL SCRUBBER
You did not provide a description yet.
(Key item.signal_scrubber.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

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

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

HACKINGPROGRAMS

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

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

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

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

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

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

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

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

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

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

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

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

Qualities

POSITIVE

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

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

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

HARDENING
You did not provide a description yet.
(Key quality.hardening.desc)
see Core rules, p.72

NEGATIVE

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

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

Augmentation

CYBERWARE

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

CYBERJACK RATING 5
You did not provide a description yet.
(Key item.cyberjack5.desc)
see Core rules, p.283

BIOWARE

CEREBRAL BOOSTER
You did not provide a description yet.
(Key item.cerebral_booster.desc)
see Core rules, p.293

Creation

Variant	Priorities	Karma to Nuyen	Extra Karma
Standard	CBEDA	5	0

REWARDS FOR KILLROY