

# SHADOWRUN

## PERSONAL DATA

|          |           |                 |             |            |      |
|----------|-----------|-----------------|-------------|------------|------|
| Alias    | Kitsune   | Name            | Hito Tadano |            |      |
| Metatype | Elf-Dryad | Magic/Resonance | Adept       |            |      |
| Sex      | male      | Height          | 0           | Weight     | 0    |
| Age      |           | Heat            | 0           | Reputation | 0    |
| Karma    | 0         | Total Karma     | 0           | Essence    | 6.00 |

## EDGE / ¥

EDGE

NUYEN (¥)

## PORTRAIT



## ATTRIBUTES

|           | Rtg | Pool |                        | Rtg | Pool    |
|-----------|-----|------|------------------------|-----|---------|
| Body      | 3   | 3    | Minor Actions          | 1   | 2       |
| Agility   | 4   | 4    | Initiative             | 8   | 8 +1D6  |
| Reaction  | 2   | 2    | Initiative (Matrix VR) | 9   | 9 +2D6  |
| Strength  | 1   | 1    | Initiative (Astral)    | 11  | 11 +2D6 |
| Willpower | 5   | 5    | Defense                | 0   | 8       |
| Logic     | 5   | 5    | Composure              | 0   | 14      |
| Intuition | 5   | 6    | Judge Intentions       | 0   | 11      |
| Charisma  | 9   | 9    | Memory                 | 0   | 11      |
| Edge      | 4   | 4    | Lift / Carry           | 0   | 8       |
| Magic     | 6   | 6    |                        |     |         |

## QUALITIES

### POSITIVE

Glamour  
Low-Light Vision  
Adept  
First Impression  
Candle in the dark  
Exceptional Attribute  
*Charisma*

### NEGATIVE

Symbiosis  
Honorbound  
*Bushido (Hachido)*  
Hooder 1  
Impaired 3  
*Strength*

## CONDITION MONITOR

Stun Healing: BOD + WIL = 8

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

Drain resist: WIL (5) + \_\_\_\_

Physical Healing: BOD + BOD = 6

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

Damage resist: BOD (3) + mod.(0) = 3

Dam. overfl. Healing: 6 - Mod. =

## SKILLS

| Skill            | Attr. | Rtg | Pool | Notes      | Skill            | Attr. | Rtg | Pool | Notes   | Language/Knowledge      |
|------------------|-------|-----|------|------------|------------------|-------|-----|------|---------|-------------------------|
| <b>Untrained</b> |       |     |      |            | <i>Tasers</i>    | AGI   |     | 11   |         | Lang: Cityspeak         |
| Athletics        | AGI   | 0   | 3    |            | Influence        | CHA   | 6   | 15   | a, b, d | Lang: English (Spec.)   |
| Close Combat     | AGI   | 0   | 3    |            | <i>Etiquette</i> | CHA   |     | 17   | a, b, d | Lang: Japanese (Native) |
| Con              | CHA   | 5   | 14   | a, b, c, d | Outdoors         | INT   | 0   | 5    |         | Lang: Sperethiel        |
| <i>Disguise</i>  | CHA   |     | 16   | a, b, c, d | Perception       | INT   | 4   | 10   | e       | Anime and Manga         |
| Electronics      | LOG   | 0   | 4    |            | <i>Visual</i>    | INT   |     | 12   | e       | Bushido                 |
| Engineering      | LOG   | 0   | 4    |            | Piloting         | REA   | 0   | 1    |         | Cooking                 |
| Firearms         | AGI   | 5   | 9    |            | Stealth          | AGI   | 0   | 3    |         | Japanese Culture        |
|                  |       |     |      |            |                  |       |     |      |         | Psychology              |
|                  |       |     |      |            |                  |       |     |      |         | Yakuza                  |

a) Glamour, b) First Impression, c) Cosmetic Control, d) Empathic Sense, e) Symbiosis

## WEAPONS

| Ranged weapon              | Pool | Damage | Att.R.  | Mode | Ammo |
|----------------------------|------|--------|---------|------|------|
| Colt Secret Agent          | 9    | 2P     | 9/7/-/- | SS   | 6(c) |
| Yamaha Pulsar II           | 11   | 4S(e)  | 9/9/-/- | SS   | 4(m) |
|                            |      |        |         |      |      |
|                            |      |        |         |      |      |
|                            |      |        |         |      |      |
| Melee weapon               | Pool | Damage | Att.R.  |      |      |
| Unarmed                    | 3    | 2S     | 3/-/-/- |      |      |
| Yamaha Pulsar II (as Club) | 3    | 4S(e)  | 7/-/-/- |      |      |

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

## ARMOR

DEFENSIVE RATING **6**

| Armor                      | Rating            | Social                    |
|----------------------------|-------------------|---------------------------|
| Body                       | 3                 | 9                         |
| NightShade/Moonsilver Line | 3                 | 6                         |
| Defensive Pools against    | Defensive Actions |                           |
| Attacks                    | 8                 | Block (Minor) +0          |
| Combat spells (Indirect)   | 7                 | Dodge (Minor) +0          |
| Combat spells (Direct)     | 11                | Hit the dirt (Minor) +2   |
| Toxin Damage               | 8                 | Full Defense (Major) +5   |
| Drain                      | 0                 | Boosted Defense (Major) 6 |

| AUGMENTATIONS  |       |         |      |
|--|-------|---------|------|
| Augmentation   | Level | Essence | Page |
|  |       |         |      |
|  |       |         |      |
|  |       |         |      |
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|  |       |         |      |
| <b>Act. Essence (6.0) = 6 - Hole (0.0) - Sum augmentations (0.0)</b> |       |         |      |

| GEAR   |        |         |
|--|--------|---------|
| Name   | Amount | Page    |
| Biomonitor   | 1      | CRB 281 |
| Contacts, Rating 3 (2 Accessories)                   | 1      | CRB 274 |
| Datachip   | 5      | CRB 269 |
| Directional microphone, Rating 6 (3 Accessories)     | 1      | CRB 275 |
| DocWagon Basic Contract (1 Month)                    | 4      | CRB 281 |
| Earbuds, Rating 3 (2 Accessories)                    | 1      | CRB 275 |
| Goggles, Rating 6 (4 Accessories)                    | 1      | CRB 274 |
| Micro-transceiver                                    | 1      | CRB 270 |
| Omnidirectional microphone, Rating 6 (3 Accessories) | 1      | CRB 276 |
| Standard RFID Tag (10x)                              | 3      | CRB 269 |
| Stealth tag  | 5      | CRB 269 |
| Tools - Kit (Con)                                    | 1      | CRB 273 |
|  |        |         |
|  |        |         |
|  |        |         |

| CONTACTS        |                   |      |       |      |
|-----------------|-------------------|------|-------|------|
| Alias           | Type              | Loy. | Infl. | Fav. |
| Isamu Otsuka    | Master Face       | 9    | 5     | 0    |
| Latoya Santiago | Barista           | 4    | 3     | 0    |
| Dan Furui       | Infobroker        | 4    | 6     | 0    |
| Achi Endo       | Fixer (Ex Ganger) | 4    | 5     | 0    |
| Ashley Peterson | Fan               | 9    | 1     | 0    |
| Chris Taylor    | Street Doc        | 2    | 2     | 0    |
|                 |                   |      |       |      |
|                 |                   |      |       |      |
|                 |                   |      |       |      |
|                 |                   |      |       |      |

| LIFESTYLES      |        |        |       |
|-----------------|--------|--------|-------|
| Lifestyle       | Type   | Cost   | Month |
| Bellevue Middle | Middle | 10000¥ | 2     |
|                 |        |        |       |
|                 |        |        |       |
|                 |        |        |       |

| SINS          |         |
|---------------|---------|
| Name          | Quality |
| Toru Hironaka | 3       |
|               |         |
|               |         |
|               |         |
|               |         |

| MATRIX DEVICES |       |   |     |        |    |
|----------------|-------|---|-----|--------|----|
| Name           | Progr | D | Fir | Attack | SI |
| Hermes Ikon    | 2     | 3 | -   | -      | -  |
| Meta Link      | 0     | 1 | -   | -      | -  |
|                |       |   |     |        |    |
|                |       |   |     |        |    |
|                |       |   |     |        |    |

| CURRENCY           |  |
|--------------------|--|
| Nuyen (¥): 2047    |  |
| Credstick Platinum |  |
|                    |  |
|                    |  |
|                    |  |

| VEHICLES / DRONES |       |       |     |       |       |     |      |     |      |      |  |
|-------------------|-------|-------|-----|-------|-------|-----|------|-----|------|------|--|
| Vehicles          | Type  | Handl | Acc | Intrl | Speed | Pil | Body | Arm | Sens | Seat |  |
|                   |       |       |     |       |       |     |      |     |      |      |  |
|                   |       |       |     |       |       |     |      |     |      |      |  |
| Drones            | Count |       |     |       |       |     |      |     |      |      |  |
|                   |       |       |     |       |       |     |      |     |      |      |  |
|                   |       |       |     |       |       |     |      |     |      |      |  |

## COMBAT ACTIONS

| Initiative (minor) |       | Initiative (major) |       | Anytime (minor)        |        | Anytime (major) |       |
|--------------------|-------|--------------------|-------|------------------------|--------|-----------------|-------|
| Call a shot        | CRB41 | Attack             | CRB42 | Augmentation Overdrive | CRB282 | Assist          | CRB42 |
| Multiple 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

|                           |        |                           |        |                               |        |
|---------------------------|--------|---------------------------|--------|-------------------------------|--------|
| <b>1 EDGE</b>             |        | 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  | <b>4 EDGE</b>                 |        |
| 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  | <b>3 EDGE</b>             |        | Throw Person (I)              | FS 96  |
| Wrest (I)                 | CRB 48 | Cover Fire (I)            | FS 93  | <b>5 EDGE</b>                 |        |
| <b>2 EDGE</b>             |        | 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 = 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 (3) 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

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## PERSONA

**Origin:** Hermes Ikon

### Attributes/Skills

| Attributes/Skills   | Default | Current           |
|---------------------|---------|-------------------|
| Att (Attack)        | 0       |                   |
| Sleaze (SI)         | 0       |                   |
| Data Processing (D) | 3       |                   |
| Firewall (Fir)      | 0       |                   |
| Matrix Perception   |         | Electronics + INT |

### Matrix Combat

|                       |        |  |             |
|-----------------------|--------|--|-------------|
| Initiative AR         | 8 +1D6 |  |             |
| Initiative VR         | 9 +2D6 |  | INT + D     |
| Initiative VR Hot sim | 9 +3D6 |  | INT + D     |
| Attack Rating         | 0      |  | Attack + SI |
| Defense Rating        | 3      |  | D + Fir     |

### Matrix Condition Monitor

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

## COMPLEX FORMS

**Resonance: 0 Resist fading: WIL(5) + LOG(5)**

| Complex form | Dur. | Fading | Page | Notes |
|--------------|------|--------|------|-------|
|              |      |        |      |       |
|              |      |        |      |       |
|              |      |        |      |       |
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|              |      |        |      |       |
|              |      |        |      |       |

## SUBMERSION

GRADE

Echo

Page

|  |  |
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|  |  |

## MATRIX OVERVIEW

### 1. Grab dice

Legal: Electronics + Logic = 4

Illegal: Cracking + Logic = 5

### 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

|                            |         |                            |         |
|----------------------------|---------|----------------------------|---------|
| <b>Minor Actions</b>       |         | 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 |
| <b>Major Actions</b>       |         | 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

**PROGRAMS**

| 1   | 2                        | Program                                  | Description  | Page           |
|---|--------------------------|--|--|----------------|
| <b>Basic programs</b>   |                          |  |  |                |
| <input type="checkbox"/>  | <input type="checkbox"/> | Alice (Kabelmatrix Emulator)             | ISDN2 Emulator for cable matrix                        | Misc. (Peg) 17 |
| <input type="checkbox"/>  | <input type="checkbox"/> | Autosoft Host                            | program.autosoft_host.short                            | HACK 57        |
| <input type="checkbox"/>  | <input type="checkbox"/> | Baby Monitor                             | Know OS without action                                 | CRB 184        |
| <input type="checkbox"/>  | <input type="checkbox"/> | Browse                                   | 1 Edge for Matrix Searches                             | CRB 184        |
| <input type="checkbox"/>  | <input type="checkbox"/> | Configurator                             | Swap deck config instead attributes                    | CRB 184        |
| <input type="checkbox"/>  | <input type="checkbox"/> | Edit                                     | Gain 1 Edge on Edit File Action                        | CRB 184        |
| <input type="checkbox"/>  | <input type="checkbox"/> | Emulator                                 | program.emulator.short                                 | HACK 57        |
| <input type="checkbox"/>  | <input type="checkbox"/> | Encryption                               | +2 dice when Encrypt File Action                       | CRB 184        |
| <input type="checkbox"/>  | <input type="checkbox"/> | Signal Scrubber                          | Reduce noise by 2                                      | CRB 184        |
| <input type="checkbox"/>  | <input type="checkbox"/> | Toolbox                                  | +1 to Data Processing                                  | CRB 184        |
| <input type="checkbox"/>  | <input type="checkbox"/> | Virtual Machine                          | 2 additional program slots; gain one additional damage | CRB 184        |
| <b>Hackingprograms</b>  |                          |  |  |                |
| <input type="checkbox"/>  | <input type="checkbox"/> | Armor                                    | +2 to Defense Rating                                   | CRB 184        |
| <input type="checkbox"/>  | <input type="checkbox"/> | Biofeedback                              | Cause Stun/Physical with matrix attack                 | CRB 184        |
| <input type="checkbox"/>  | <input type="checkbox"/> | Biofeedback Filter                       | Allow Dev.Rat./Body to soak damage                     | CRB 184        |
| <input type="checkbox"/>  | <input type="checkbox"/> | Blackout                                 | Cause Stun with matrix attack                          | CRB 184        |
| <input type="checkbox"/>  | <input type="checkbox"/> | Blaster-Charger                          | program.blaster-charger.short                          | HACK 57        |
| <input type="checkbox"/>  | <input type="checkbox"/> | Bomb Kit                                 | program.bomb_kit.short                                 | HACK 58        |
| <input type="checkbox"/>  | <input type="checkbox"/> | Decryption                               | +2 dice on Crack File action                           | CRB 184        |
| <input type="checkbox"/>  | <input type="checkbox"/> | Defense Pods                             | program.defense_pods.short                             | HACK 58        |
| <input type="checkbox"/>  | <input type="checkbox"/> | Defuse                                   | Allow Dev.Rat./Body to soak dmg. from d.bomb           | CRB 184        |
| <input type="checkbox"/>  | <input type="checkbox"/> | Directional Shield                       | program.directional_shield.short                       | HACK 58        |
| <input type="checkbox"/>  | <input type="checkbox"/> | Double Agent                             | program.double_agent.short                             | HACK 58        |
| <input type="checkbox"/>  | <input type="checkbox"/> | Drone Master                             | program.drone_master.short                             | HACK 58        |
| <input type="checkbox"/>  | <input type="checkbox"/> | Exploit                                  | Reduce Defens.Rat. of hack target by 2                 | CRB 184        |
| <input type="checkbox"/>  | <input type="checkbox"/> | Fork                                     | Hit 2 targets without splitting pool                   | CRB 184        |
| <input type="checkbox"/>  | <input type="checkbox"/> | Lockdown                                 | Cause link lock on matrix damage                       | CRB 184        |
| <input type="checkbox"/>  | <input type="checkbox"/> | Overclock                                | Add 2 dice to matrix action                            | CRB 184        |
| <input type="checkbox"/>  | <input type="checkbox"/> | Quartermaster                            | program.quartermaster.short                            | HACK 59        |
| <input type="checkbox"/>  | <input type="checkbox"/> | Rocket Launcher                          | program.rocket_launcher.short                          | HACK 59        |
| <input type="checkbox"/>  | <input type="checkbox"/> | Secret Agent                             | program.secret_agent.short                             | HACK 59        |
| <input type="checkbox"/>  | <input type="checkbox"/> | Smoke Bomb                               | program.smoke_bomb.short                               | HACK 59        |
| <input type="checkbox"/>  | <input type="checkbox"/> | Special Agent                            | program.special_agent.short                            | HACK 59        |
| <input type="checkbox"/>  | <input type="checkbox"/> | Spin Doctor                              | program.spin_doctor.short                              | HACK 59        |
| <input type="checkbox"/>  | <input type="checkbox"/> | Spineshield                              | program.spineshield.short                              | HACK 59        |
| <input type="checkbox"/>  | <input type="checkbox"/> | Stealth                                  | Gain 1 Edge on Hide action                             | CRB 185        |
| <input type="checkbox"/>  | <input type="checkbox"/> | Tapeworm                                 | program.tapeworm.short                                 | HACK 59        |
| <input type="checkbox"/>  | <input type="checkbox"/> | Trace                                    | Gain 1 Edge on Trace Icon action                       | CRB 185        |
| 2   | 0                        | # of max. concurrent programs per device |  |                |
| 1 = Hermes Icon      2 = Meta Link <input type="checkbox"/> = not installed <input checked="" type="checkbox"/> = mark if activated |                          |  |  |                |

| ASTRAL COMBAT (PROJECTING)  |                                  |
|-----------------------------|----------------------------------|
| Test                        | Pool                             |
| <b>Ratings / Initiative</b> |                                  |
| <b>Attack Rating</b>        | Magic + Tradition attribute      |
| <b>Defense Rating</b>       | Intuition + innate armor + mod.  |
| <b>Initiative</b>           | Logic + Intuition +2D6           |
| <b>Dice Pools</b>           |                                  |
| <b>Unarmed combat</b>       | Astral + Willpower               |
| <b>Weapon foci</b>          | Close Combat + Willpower         |
| <b>Spellcasting</b>         | Sorcery + Magic                  |
| <b>Defense</b>              | Intuition + Logic                |
| <b>Damage Resistance</b>    | Willpower                        |
| <b>Damage Values</b>        |                                  |
| <b>Unarmed</b>              | Tradition attribute/2 (round up) |
| <b>Weapon focus</b>         | As weapon                        |

| ADEPT POWERS                            |       |      |         |
|---|-------|------|---------|
| Adept power                             | Act   | Cost | Page    |
| Cool Resolve 1                          | pass. | 0.25 | Wyrd 78 |
| Cosmetic Control 2                      | maj.  | 2.0  | Wyrd 78 |
| Empathic Sense                          | min.  | 0.5  | Wyrd 80 |
| Enthralling Performance (Illustration)  | min.  | 0.5  | Wyrd 80 |
| Improved Mental Attribute (Intuition) 1 | pass. | 1.0  | Wyrd 81 |
| Improved Sense (Vision)                 | pass. | 0.25 | CRB 157 |
| Kinesics                                | pass. | 0.25 | CRB 157 |
| Kinesics Mastery 1                      | pass. | 0.25 | Wyrd 81 |
| Linguistics                             | pass. | 0.25 | Wyrd 81 |
| Sustenance                              | pass. | 0.25 | Wyrd 83 |
| Vocal Control                           | pass. | 0.5  | CRB 158 |

| FOCI |     |        |      |
|------|-----|--------|------|
| Name | Rtg | Choice | Page |
|      |     |        |      |
|      |     |        |      |
|      |     |        |      |
|      |     |        |      |
|      |     |        |      |

| INITIATION |      | GRADE |
|------------|------|-------|
| Metamagic  | Page |       |
|            |      |       |
|            |      |       |
|            |      |       |
|            |      |       |
|            |      |       |

| SPELL CASTING   |
|---|
| <b>1. Adjust Spell</b>  |
| <b>a) Amp Up (Combat Spells)</b>  |
| For each additional point base damage drain will increased by 2                               |
| <b>b) Increase Area</b>   |
| For each increase of radius by 2 metres the drain will be increased by 1                      |
| <b>c) Shift Area</b>  |
| Sustained spell area can be moved within range. Requires a minor action. No additional drain. |
| <b>2. Roll Spellcasting Test</b>  |
| Sorcery + Magic = (6)   |
| <b>3. Deal with drain</b>   |
| Drain: Spell Drain + Drain caused by adjustments  |
| Resistance test: Willpower (5) + (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    |
|--------------------------|-------------------------|----------------------------|----------------------|---|----------------------|
| <b>Pilot/drive/crash</b> | Piloting + Reaction     |                            | Piloting + Intuition | Piloting + Intuition + Control rig rating - Control rig rating to thresholds + 1 Edge | Maneuvering + Pilot  |
| <b>Ramming</b>           | <b>Attack Rating</b>    | Piloting + Sensor          |                      |   | Maneuvering + Sensor |
|                          | <b>Defense Rating</b>   | Piloting + Armor           |                      |   | Maneuvering + Armor  |
|                          | <b>Att</b>              | Piloting + Reaction        | Piloting + Intuition | Piloting + Intuition + Control rig rating + 1 Edge                                    | Maneuvering + Pilot  |
|                          | <b>Defense</b>          |                            |                      |   |                      |
| <b>Non-ramming</b>       | <b>Attack Rating</b>    | As weapon                  |                      |   |                      |
|                          | <b>Defense Rating</b>   | Piloting + Armor           |                      |   | Maneuvering + Armor  |
|                          | <b>Att</b>              | Engineering + Logic        |                      | Engineering + Logic + Control rig rating + 1 Edge                                     | Targeting + Sensor   |
|                          | <b>Defense</b>          | Piloting + Reaction        | Piloting + Intuition | Piloting + Intuition + Control rig rating + 1 Edge                                    | Evasion+ Pilot       |
| <b>Matrix DR</b>         | <b>Networked</b>        | Firewall + Data Processing |                      |   |                      |
|                          | <b>Not networked</b>    | Sensor * 2                 |                      |   |                      |
| <b>Initiative</b>        | Initiative              |                            | Initiative VR        |   | Pilot * 2 + 4D6      |
| <b>Perception</b>        | Perception + Intuition  |                            |                      |   | Clearsight + Sensor  |
| <b>Stealth</b>           | 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)     |                 |                    |             |
| <b>Act</b>        | <b>Software</b> | <b>Description</b> | <b>Page</b> |
|                   |                 |                    |             |
|                   |                 |                    |             |
|                   |                 |                    |             |

### CONTROL RIGS

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

### EDGE ACTIONS

|                            |        |                        |        |
|----------------------------|--------|------------------------|--------|
| <b>Minor Actions</b>       |        | Evade Pursuit I (4)    | DC 179 |
| Command Drone              | CRB 41 | In the Zone (4)        | DC 178 |
| <b>Edge Actions (Cost)</b> |        | 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 | <b>Boost</b>           |        |
| 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    |
| Biomonitor                           | 1      | CRB 281 | <i>Image link</i>                    |        | CRB 275 |
| Contacts, Rating 3                   | 1      | CRB 274 | <i>Smartlink</i>                     |        | CRB 275 |
| <i>Smartlink</i>                     |        | CRB 275 | <i>Vision enhancement</i>            |        | CRB 275 |
| <i>Image link</i>                    |        | CRB 275 | <i>Vision magnification</i>          |        | CRB 275 |
| Datachip                             | 5      | CRB 269 | Micro-transceiver                    | 1      | CRB 270 |
| Directional microphone, Rating 6     | 1      | CRB 275 | Omnidirectional microphone, Rating 6 | 1      | CRB 276 |
| <i>Audio enhancement</i>             |        | CRB 276 | <i>Audio enhancement</i>             |        | CRB 276 |
| <i>Select sound filter, Rating 3</i> |        | CRB 276 | <i>Select sound filter, Rating 2</i> |        | CRB 276 |
| <i>Spatial recognizer</i>            |        | CRB 276 | <i>Spatial recognizer</i>            |        | CRB 276 |
| DocWagon Basic Contract (1 Month)    | 4      | CRB 281 | Standard RFID Tag (10x)              | 3      | CRB 269 |
| Earbuds, Rating 3                    | 1      | CRB 275 | Stealth tag                          | 5      | CRB 269 |
| <i>Audio enhancement</i>             |        | CRB 276 | Tools - Kit (Con)                    | 1      | CRB 273 |
| <i>Select sound filter, Rating 2</i> |        | CRB 276 |                                      |        |         |
| Goggles, Rating 6                    | 1      | CRB 274 |                                      |        |         |

## Ranged weapons

| COLT SECRET AGENT  |               |       |           |     |      |
|--|---------------|-------|-----------|-----|------|
| Damage   | Attack Rating | Mode  | Ammo      |     |      |
| 2P   | 9/7/-/-/-     | SS    | 6(c)      |     |      |
| <b>Accessory:</b>  |               |       |           |     |      |
| <b>Modifications:</b>  |               |       |           |     |      |
| 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 Secret Agent  | 9/7/-/-/-     | SS    | 9/7/-/-/- | 2P  | 9    |
| Vision magnification   | -/-/2/2/2     |       |           |     |      |

| YAMAHA PULSAR II  |               |       |           |       |      |
|---|---------------|-------|-----------|-------|------|
| Damage  | Attack Rating | Mode  | Ammo      |       |      |
| 4S(e)   | 9/9/-/-/-     | SS    | 4(m)      |       |      |
| <b>Accessory:</b> Yamaha Pulsar II (as Club)  |               |       |           |       |      |
| <b>Modifications:</b>   |               |       |           |       |      |
| 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. A successful hit informs you of the status of the target's basic health in terms of Condition Monitors (general statements, rather than exact number of boxes left). |               |       |           |       |      |
| Attack Rating Modifiers   | AR            | Modes | AR        | Dam   | Pool |
| Yamaha Pulsar II  | 9/9/-/-/-     | SS    | 9/9/-/-/- | 4S(e) | 11   |
| Vision magnification  | -/-/2/2/2     |       |           |       |      |

| AMMUNITION   |        |         |      |        |      |
|--|--------|---------|------|--------|------|
| Name   | Amount | Page    | Name | Amount | Page |
| Holdout/L.Pistol/Mach. Pistol (10x) (Regular (Caseless)) | 10     | CRB 262 |      |        |      |
| Taser (10x) (Regular)                                    | 10     | CRB 262 |      |        |      |
|  |        |         |      |        |      |
|  |        |         |      |        |      |

| MELEE WEAPONS              |      |  |        |  |           |
|----------------------------|------|--|--------|--|-----------|
| Unarmed                    | Pool |  | Damage |  | Att.R.    |
|                            | 3    |  | 2S     |  | 3/-/-/-/- |
| Yamaha Pulsar II (as Club) | Pool |  | Damage |  | Att.R.    |
|                            | 3    |  | 4S(e)  |  | 7/-/-/-/- |
|                            |      |  |        |  |           |
|                            |      |  |        |  |           |

| ARMOR                                      |          |        |
|--|----------|--------|
| Armor                                      | Rating   | Social |
| Body                                       | 3        |        |
| NightShade/Moonsilver Line                 | 3        | 6      |
| Trenchcoat                                 | 0*       | 0      |
| VI Ace of Spades                           | 3*       | 3      |
|  |          |        |
|  |          |        |
| <b>Defensive rating</b>                    | <b>6</b> |        |
| *) Rating not included in defensive rating |          |        |

## Matrix Devices

| COMMLINK   |              |
|--|--------------|
| 02.11.22 23:18, created with Genesis by Stefan & Anja Prella, SR6-Version: 2.4.0 | Page 9 of 14 |

|                                |   |                          |                          |                          |                          |
|--------------------------------|---|--------------------------|--------------------------|--------------------------|--------------------------|
| <b>Model</b>                   | Hermes Ikon   |                          |                          |                          |                          |
| <b>Level</b>                   | 5   | <b>Data processing</b>   | 3                        | <b>Firewall</b>          | 0                        |
| <b>Programs (concurrent 2)</b> |   |                          |                          |                          |                          |
| <b>Accessory</b>               | Todes, AR gloves, Trid projector, Subvocal microphone, Biometric reader, Electronic paper |                          |                          |                          |                          |
| <b>Matrix status (11)</b>      | <input type="checkbox"/>  | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

|                                |                          |                          |                          |                          |                          |
|--------------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| <b>COMMLINK</b>                |                          |                          |                          |                          |                          |
| <b>Model</b>                   | Meta Link                |                          |                          |                          |                          |
| <b>Level</b>                   | 1                        | <b>Data processing</b>   | 1                        | <b>Firewall</b>          | 0                        |
| <b>Programs (concurrent 0)</b> |                          |                          |                          |                          |                          |
| <b>Matrix status (9)</b>       | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

## Contacts

|   |             |             |              |             |
|---|-------------|-------------|--------------|-------------|
| <b>CON: ISAMU OTSUKA</b>  |             |             |              |             |
| <b>Alias</b>  | <b>Type</b> | <b>Loy.</b> | <b>Infl.</b> | <b>Fav.</b> |
| Isamu Otsuka  | Master Face | 9           | 5            | 0           |
| <b>Description</b>  |             |             |              |             |
| A master Face from Hachido Josho-Chu Godo and Kitsune master. His metatype is Dalakitnon, have 45 years and keep chaging the location after everyone split up. Being a face he know the way with words and thus can give a harsh advice in a gentle way |             |             |              |             |

|  |             |             |              |             |
|--|-------------|-------------|--------------|-------------|
| <b>CON: LATOYA SANTIAGO</b>  |             |             |              |             |
| <b>Alias</b>   | <b>Type</b> | <b>Loy.</b> | <b>Infl.</b> | <b>Fav.</b> |
| Latoya Santiago  | Barista     | 4           | 3            | 0           |
| <b>Description</b>   |             |             |              |             |
| A barista from Coffe Talk, localized in Bellevue. She is very attentive I like to hear stories |             |             |              |             |

|  |             |             |              |             |
|--|-------------|-------------|--------------|-------------|
| <b>CON: DAN FURUI</b>  |             |             |              |             |
| <b>Alias</b>   | <b>Type</b> | <b>Loy.</b> | <b>Infl.</b> | <b>Fav.</b> |
| Dan Furui  | Infobroker  | 4           | 6            | 0           |
| <b>Description</b>   |             |             |              |             |
| Children of an Amazonian and a Japanese, Furui came to Seattle when was a teen |             |             |              |             |

|  |                   |             |              |             |
|--|-------------------|-------------|--------------|-------------|
| <b>CON: ACHI ENDO</b>  |                   |             |              |             |
| <b>Alias</b>   | <b>Type</b>       | <b>Loy.</b> | <b>Infl.</b> | <b>Fav.</b> |
| Achi Endo  | Fixer (Ex Ganger) | 4           | 5            | 0           |
| <b>Description</b>   |                   |             |              |             |
| Achi Endo was a ganger, this is something that he let people know sometimes. It's seems he was infamous but dropped it and don't like to enter in details. |                   |             |              |             |

|  |             |             |              |             |
|--|-------------|-------------|--------------|-------------|
| <b>CON: ASHLEY PETERSON</b>  |             |             |              |             |
| <b>Alias</b>   | <b>Type</b> | <b>Loy.</b> | <b>Infl.</b> | <b>Fav.</b> |
| Ashley Peterson  | Fan         | 9           | 1            | 0           |
| <b>Description</b>   |             |             |              |             |
| An almost obsessive fan of Kitsune works. (Kitsune have an mangaka persona, not exactly famous but have a fan, somehow). She is not really relevant but it's really loyal. Something that can be useful sometimes. |             |             |              |             |

|                                   |             |             |              |             |
|-----------------------------------|-------------|-------------|--------------|-------------|
| <b>CON: CHRIS TAYLOR</b>          |             |             |              |             |
| <b>Alias</b>                      | <b>Type</b> | <b>Loy.</b> | <b>Infl.</b> | <b>Fav.</b> |
| Chris Taylor                      | Street Doc  | 2           | 2            | 0           |
| <b>Description</b>                |             |             |              |             |
| A dwarf street doc. And that's it |             |             |              |             |

## SINs

|  |  |
|--|--|
| <b>TORU HIRONAKA - QUALITY 3</b>   |  |
| <b>Licenses</b>  |  |
| Firearms License 3, Adept abilities 3, Concealed Carry License 3, Smartgun/Smartlink 3 |  |

## Lifestyles

|                        |        |             |               |
|------------------------|--------|-------------|---------------|
| <b>BELLEVUE MIDDLE</b> |        |             |               |
| <b>Type</b>            | Middle | <b>Cost</b> | 10000¥        |
| <b>Month</b>           | 2      | <b>SIN</b>  | Toru Hironaka |
| <b>Options</b>         |        |             |               |
| keine                  |        |             |               |

|                                |            |                  |            |
|--------------------------------|------------|------------------|------------|
| <b>KNOWLEDGE AND LANGUAGES</b> |            |                  |            |
| <b>Knowledge skills</b>        | Bushido    | <b>Cooking</b>   | English    |
| Anime and Manga                | Psychology | <b>Languages</b> | Cityspeak  |
| Japanese Culture               | Yakuza     | Japanese         | Sperethiel |

## Notes

## Edge Boost

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

## Combat

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

|  |   |
|--|---|
| <b>Entanglement</b> (FS93)                   |   |
| Melee: Hits>AGI, target status Hobbled       |   |
| <b>Fake Out</b> (FS93)                       | 1 |
| Lower target DR for next round               |   |
| <b>Fire from Cover</b> (CRB47)               | 1 |
| Attack from cover /wo minor action           |   |
| <b>Hamstring</b> (FS93)                      | 2 |
| Hits>AGI, target status Hobbled              |   |
| <b>Imposing Stone</b> (FS94)                 | 2 |
| Hits>AGI, target stops, otherw. slowed       |   |
| <b>Intimidating Presence</b> (FS94)          | 2 |
| Infl+STR/WIL+STR: Reduce target AR           |   |
| <b>Karmic Escape</b> (FS94)                  | 2 |
| Minor Act, Avoid status, but more damage     |   |
| <b>Knockout Blow</b> (CRB47)                 | 3 |
| Damage>WIL fill target stun cond. monitor    |   |
| <b>Knuckle Breaker</b> (FS94)                | 3 |
| -4 dice pool, success disables limbs         |   |
| <b>Leaf on the Wind</b> (FS94)               | 4 |
| Use hits to get cover while sprinting        |   |
| <b>Pin</b> (FS94)                            | 4 |
| Hits>DR, target Status Immobilized           |   |
| <b>Playing Possum</b> (FS94)                 | 4 |
| Infl. check, dice pool +net hits next attack |   |
| <b>Protect the Principal</b> (FS95)          | 4 |
| Ally only 1 Min.Act. away, take DMG instead  |   |
| <b>Right Back At Ya!</b> (FS95)              | 4 |
| Knock grenade away, Athletics check (2)      |   |
| <b>Riposte</b> (FS95)                        | 5 |
| Melee: ptly. conv. rcvd. DV into target DMG  |   |
| <b>Rolling Clouds</b> (FS95)                 | 5 |
| Athletics slows down fall if environ. allows |   |
| <b>Rooted</b> (FS95)                         | 5 |
| Athletics: BOD+Hits when avoid knockdown     |   |
| <b>Shank</b> (CRB48)                         | 6 |
| Called shot with only -2 penalty.            |   |
| <b>Sucker Punch</b> (FS95)                   |   |
| Net Hits>WIL, inflict Fatigued status        |   |
| <b>Tactical Roll</b> (CRB48)                 | 4 |
| Ignore prone penalty for attacks for 2 rds   |   |
| <b>Taunt</b> (FS95)                          | 4 |
| Influence: Net Hits incr. ally's DR          |   |
| <b>Threatening Edge</b> (FS95)               | 5 |
| Repl. own DR with weapon AR for encount.     |   |
| <b>Throat Strike</b> (FS96)                  | 5 |
| Melee: Net Hits>AGI, inflict Muted status    |   |
| <b>Throw Person</b> (FS96)                   | 5 |
| Melee to throw grappled opponent prone       |   |
| <b>Thunder Palm</b> (FS96)                   | 5 |
| Net Hits>WIL, inflict Deafened status        |   |
| <b>Tuck and Roll</b> (FS96)                  | 4 |
| When rcv. Prone status, move 1m away         |   |
| <b>Tumble</b> (CRB48)                        | 3 |
| If Damage > Body then target prone           |   |

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

## Position

|   |   |
|---|---|
| <b>Freerunning</b> (FS93)                 | 2 |
| While moving horiz. also move vertical.   | 2 |
| <b>Monkey Climb</b> (FS94)                | 2 |
| + 0.2 climb distance per hit              | 2 |
| <b>Matrix</b>                             | 2 |
| <b>Emergency Boost</b> (CRB175)           | 4 |
| Increase one matrix attrib. for 1 test    | 1 |
| <b>Hog</b> (CRB175)                       | 3 |
| -2 Data Proc and -1 active prog. slot     | 2 |
| <b>Signal Scream</b> (CRB175)             | 3 |
| Ignore noise penalty for next action      | 2 |
| <b>Technobabble</b> (CRB175)              | 3 |
| Mancer: Use CHA inst. LOG for next action | 2 |
| <b>Under the Radar</b> (CRB175)           | 2 |
| Next action does not increase OS          | 3 |

## Social

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

## Driving

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



**Driving**

|   |  |
|---|--|
| <b>Evade Pursuit I</b> (DC179)              |  |
| Increase range to followers by 1            |  |
| <b>Evade Pursuit II</b> (DC179)             |  |
| Increase range to followers by 2            |  |
| <b>Evasive Action</b> (DC177)               |  |
| Add Pilot rank to veh. defense test         |  |
| <b>Focus</b> (DC179)                        |  |
| Vehicle Handling -1 for one test            |  |
| <b>Greaser</b> (DC178)                      |  |
| Oil slick: Target may not spend Edge        |  |
| <b>Hit the Brakes!</b> (DC179)              |  |
| All followers one category closer           |  |
| <b>In the Zone</b> (DC178)                  |  |
| Ignore handling penalties for 1 test        |  |
| <b>Pickup</b> (DC178)                       |  |
| Pickup target while driving                 |  |
| <b>Point Defense</b> (DC178)                |  |
| Attack incoming missile w. ranged weapon    |  |
| <b>Redline</b> (DC179)                      |  |
| +2 range categories for 4P dmg - or prevent |  |

|   |   |
|---|---|
| <b>Smokescreen I</b> (DC178)                  |   |
| Gain 1 level or Cover status                  |   |
| <b>Smokescreen II</b> (DC178)                 | 4 |
| Gain 2 level or Cover status                  |   |
| <b>Smokescreen III</b> (DC178)                | 7 |
| Gain 3 level or Cover status                  |   |
| <b>Smokescreen IV</b> (DC178)                 | 4 |
| Gain 4 level or Cover status                  |   |
| <b>Subtle Pilot</b> (DC179)                   | 2 |
| +pilot rank on stealth test                   |   |
| <b>The Exit</b> (DC178)                       | 2 |
| When piloting, exit vehicle safely            |   |
| <b>The Rigger's Advantage</b> (DC178)         | 2 |
| Add control rig rating to hits                |   |
| <b>Tokyo Drift</b> (DC179)                    | 4 |
| Chased: Drift action prevents opp. get closer |   |
| <b>Up the Ante I</b> (DC179)                  | 4 |
| Tight: Add 1 handling for everyone            |   |
| <b>Up the Ante II</b> (DC179)                 | 5 |
| Tight: Add 2 handling for everyone            |   |
| <b>Up the Ante III</b> (DC179)                | 4 |
| Tight: Add 3 handling for everyone            |   |

**1 Other**

|  |   |
|--|---|
| <b>Assembled with Love and Bondo</b> (DC170) | 2 |
| Mod last net hits hours, then broken         |   |
| <b>Black Thumb</b> (DC170)                   | 2 |
| Rush job on moving vehilce                   |   |
| <b>Change Environment</b> (DC178)            | 4 |
| Choose Open, Restricted, Tight               |   |
| <b>Equalizer</b> (DC179)                     | 3 |
| Ignore targets position advantage            |   |
| <b>Escape!</b> (DC179)                       | 6 |
| Test: Escape all followers at medium range   |   |
| <b>Focus</b> (DC179)                         | 3 |
| Athletics threshold-1 for one test           |   |
| <b>Sudden Insight</b> (CRB48)                | 2 |
| No penalty for skill without rank            |   |
| <b>Up the Ante I</b> (DC179)                 | 2 |
| Tight: Add 1 threshold for everyone          |   |
| <b>Up the Ante II</b> (DC179)                | 4 |
| Tight: Add 2 threshold for everyone          |   |
| <b>Up the Ante III</b> (DC179)               | 6 |
| Tight: Add 3 threshold for everyone          |   |



## Adept powers

### COOL RESOLVE 1

You did not provide a description yet.  
(Key adeptpower.cool\_resolve.desc )  
see Street Wyrd, p.78

### COSMETIC CONTROL 2

You did not provide a description yet.  
(Key adeptpower.cosmetic\_control.desc )  
see Street Wyrd, p.78

### EMPATHIC SENSE

You did not provide a description yet.  
(Key adeptpower.empathic\_sense.desc )  
see Street Wyrd, p.80

### ENTHRALLING PERFORMANCE (ILLUSTRATION)

You did not provide a description yet.  
(Key adeptpower.enthralling\_performance.desc )  
see Street Wyrd, p.80

### IMPROVED MENTAL ATTRIBUTE (INTUITION) 1

You did not provide a description yet.  
(Key adeptpower.improved\_mental\_attribute.desc )  
see Street Wyrd, p.81

### IMPROVED SENSE (VISION)

You did not provide a description yet.  
(Key adeptpower.improved\_sense.desc )  
see Core rules, p.157

### KINESICS

You did not provide a description yet.  
(Key adeptpower.kinesics.desc )  
see Core rules, p.157

### KINESICS MASTERY 1

You did not provide a description yet.  
(Key adeptpower.kinesics\_mastery.desc )  
see Street Wyrd, p.81

### LINGUISTICS

You did not provide a description yet.  
(Key adeptpower.linguistics.desc )  
see Street Wyrd, p.81

### SUSTENANCE

You did not provide a description yet.  
(Key adeptpower.sustenance.desc )  
see Street Wyrd, p.83

### VOCAL CONTROL

You did not provide a description yet.  
(Key adeptpower.vocal\_control.desc )  
see Core rules, p.158

### FIRST IMPRESSION

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

### CANDLE IN THE DARK

You did not provide a description yet.  
(Key quality.candle\_in\_the\_dark.desc )  
see No Future, p.161

### EXCEPTIONAL ATTRIBUTE: CHARISMA

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

## NEGATIVE

### SYMBIOSIS

You did not provide a description yet.  
(Key quality.symbiosis.desc )  
see Sixth World Companion, p.128

### HONORBOUND: BUSHIDO (HACHIDO)

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

### HOODER

You did not provide a description yet.  
(Key quality.hooder.desc )  
see Sixth World Companion, p.137

### IMPAIRED: STRENGTH

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

## Qualities

### POSITIVE

#### GLAMOUR

You did not provide a description yet.  
(Key quality.glamour.desc )  
see Sixth World Companion, p.120

#### LOW-LIGHT VISION

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

#### ADEPT

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

