





## COMBAT ACTIONS

Initiative (minor)		Initiative (major)		Anytime (minor)		Anytime (major)	
Call a shot	CRB41	Attack	CRB42	Augmentation Overdrive	CRB282	Assist	CRB42
Mutiple attacks	CRB42	Ready Weapon	CRB43	Avoid incoming	CRB41	Backseat Driver	DC177
Quick draw	CRB42	Reload Weapon	CRB44	Block	CRB41	Full Defense	CRB43
Reload Smartgun	CRB42			Dodge	CRB41		
Take Aim	CRB42			Drop Object	CRB41		
Trip	CRB42			Intercept	CRB41		

## EDGE Boosts and Actions

<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 = 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 (5) 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

### Kenjutsu

FS 100

Iaijutsu, Parry, Precision Strikes (Blades), Tricking







**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
0	1	# of max. concurrent programs per device		
1 = Meta Link      2 = Renraku Sensei <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
Combat Sense 1	pass.	0.5	CRB 156
Critical Strike 1	pass.	1.0	CRB 156
Danger Sense	pass.	0.5	CRB 156
Elemental Weapon (Cold)	min.	0.5	Wyrd 80
Freefall 1	pass.	0.25	Wyrd 81
Great Leap 1	min.	0.25	Wyrd 81
Improved Physical Attribute (Agility) 1	pass.	1.0	CRB 157
Iron Will 1	pass.	0.25	Wyrd 81
Kinesics	pass.	0.25	CRB 157
Kinesics Mastery 1	pass.	0.25	Wyrd 81
Pain Resistance 1	pass.	0.25	CRB 157
Side Step 1	pass.	0.25	Wyrd 83
Sustenance	pass.	0.25	Wyrd 83
Traceless Walk	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 (4) + (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	4
Strength	⇒ Charisma	3
Agility	⇒ Logic	3
Reaction	⇒ Intuition	4

### 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
Autopicker	1	CRB 278	Keycard copier	1	CRB 278
Biomonitor	1	CRB 281	Laser microphone, Rating 6	1	CRB 276
Bug Scanner	1	CRB 269	<i>Audio enhancement</i>		CRB 276
Catalyst stick	1	CRB 281	<i>Spatial recognizer</i>		CRB 276
Climbing gear	1	CRB 279	<i>Select sound filter, Rating 3</i>		CRB 276
Contacts, Rating 3	1	CRB 274	Medkit, Rating 6	1	CRB 281
<i>Image link</i>		CRB 275	Medkit supplies	1	CRB 281
<i>Vision magnification</i>		CRB 275	Metal restraints	1	CRB 278
<i>Ultrasound link</i>		CRB 275	Microcamera	1	CRB 274
Datachip	10	CRB 269	Micro-transceiver	1	CRB 270
Data tap	1	CRB 269	Microwire	1	CRB 280
Directional microphone, Rating 6	1	CRB 275	Miniwelder	1	CRB 278
<i>Audio enhancement</i>		CRB 276	Miniwelder fuel	1	CRB 278
<i>Spatial recognizer</i>		CRB 276	Monofilament chainsaw	1	CRB 279
<i>Select sound filter, Rating 3</i>		CRB 276	Omnidirectional microphone, Rating 3	1	CRB 276
DocWagon Basic Contract (1 Month)	4	CRB 281	<i>Select sound filter, Rating 2</i>		CRB 276
Earbuds, Rating 3	1	CRB 275	<i>Audio enhancement</i>		CRB 276
<i>Select sound filter, Rating 1</i>		CRB 276	Rappelling gloves	1	CRB 280
<i>Audio enhancement</i>		CRB 276	Respirator, Rating 6	1	CRB 280
Endoscope	1	CRB 274	Security tag	5	CRB 269
Flashlight	1	CRB 279	Sensor Tag	5	CRB 269
Gas mask	1	CRB 279	Sequencer, Rating 4	1	CRB 279
Gecko tape gloves	1	CRB 280	Standard RFID Tag (10x)	10	CRB 269
Goggles, Rating 6	1	CRB 274	Stealth rope	1	CRB 281
<i>Image link</i>		CRB 275	Stealth tag	10	CRB 269
<i>Vision magnification</i>		CRB 275	Survival kit	1	CRB 280
<i>Vision enhancement</i>		CRB 275	Tag eraser	1	CRB 270
<i>Flare compensation</i>		CRB 275	White noise generator, Rating 3	1	CRB 270
<i>Thermographic vision</i>		CRB 275			
Grapple Gun	1	CRB 280			
Guitar (Simple)	1	NF 156			

AMMUNITION					
Name	Amount	Page	Name	Amount	Page


MELEE WEAPONS					
<b>Hebi Doku (Katana)</b>	<b>Pool</b>	16	<b>Damage</b>	5P	<b>Att.R.</b> 15/-/-/-
<b>Modifications</b>	Personalized Grip, Ruthenium Rifle Sheath				
<b>Stun baton</b>	<b>Pool</b>	14	<b>Damage</b>	6S(e)	<b>Att.R.</b> 9/-/-/-
<b>Tanto (Combat Knife)</b>	<b>Pool</b>	16	<b>Damage</b>	4P	<b>Att.R.</b> 11/2/-/-
<b>Unarmed</b>	<b>Pool</b>	14	<b>Damage</b>	3S	<b>Att.R.</b> 8/-/-/-
	<b>Pool</b>		<b>Damage</b>		<b>Att.R.</b>

ARMOR			
Armor	Rating	Social	
Body	5		
Armor jacket	4	-3	
Drag Handle (0), Fire Resistance (1), Chemical Protection (1), Cold Resistance (2), Electricity Resistance (2)			
<b>Defensive rating</b>	9		

\*) Rating not included in defensive rating  
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### Vehicles / Drones

**YAMAHA GROWLER**

<b>Handling</b>	<b>Acc</b>	<b>Interval</b>	<b>Speed</b>	<b>Seat</b>	
3	15	20	180	2	
<b>Pil</b>	<b>Sens</b>	<b>Body</b>	<b>Arm</b>	<b>DR</b> (D/A/R/J)	
1	1	6	4	5/3/-/-	

**Accessories/Notes**

<b>Skills</b>	D	A	R	J
Evade	6	1	-	-
Perception	8	1	-	-
Pilot	6	1	-	-
Stealth	-	1	-	-

**Ramming** 3P AR2 0 - - P6 0 - -

**No weapons mounted**

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

**Software** **Rtg**

**Matrix Devices**

**COMMLINK**

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

**COMMLINK**

<b>Model</b>	Renraku Sensei
<b>Level</b>	3
<b>Programs (concurrent 1)</b>	<b>Data processing</b> 2 <b>Firewall</b> 0
<b>Accessory</b>	AR gloves, Trodes, Subvocal microphone, SIM module
<b>Matrix status ( 10)</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

**Contacts**

**CON: LATOYA SANTIAGO**

<b>Alias</b>	<b>Type</b>	<b>Loy.</b>	<b>Infl.</b>	<b>Fav.</b>
Latoya Santiago	Barista (Street)	3	3	0
<b>Description</b>				
Owner of Coffe Talk. She loves to hear her clients stories. She seems to have an almost empathic feeling what drink her client wants				

**CON: SUKI CANDY**

<b>Alias</b>	<b>Type</b>	<b>Loy.</b>	<b>Infl.</b>	<b>Fav.</b>
Suki Candy	Adicted Hooker (Street)	3	3	0
<b>Description</b>				

**CON: SAMI MALETTE**

<b>Alias</b>	<b>Type</b>	<b>Loy.</b>	<b>Infl.</b>	<b>Fav.</b>
Sami Malette	News Reporter (Media)	3	3	0
<b>Description</b>				

**SINs**

**NANAMI SEKI - QUALITY 4**

<b>Licenses</b>
Adept abilities 4, Concealed Carry License 4, Driver 4

**Lifestyles**

**UNNAMED LOW**

<b>Type</b>	Low	<b>Cost</b>	4000¥
<b>Month</b>	2	<b>SIN</b>	Nanami Seki
<b>Options</b>			
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Notes

Striking Skin = Reflexive Eyes



## 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)	3
Rush job on moving vehicle	
<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

### COMBAT SENSE 1

You did not provide a description yet.  
(Key adeptpower.combat\_sense.desc )  
see Core rules, p.156

### CRITICAL STRIKE 1

You did not provide a description yet.  
(Key adeptpower.critical\_strike.desc )  
see Core rules, p.156

### DANGER SENSE

You did not provide a description yet.  
(Key adeptpower.danger\_sense.desc )  
see Core rules, p.156

### ELEMENTAL WEAPON (COLD)

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

### FREEFALL 1

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

### GREAT LEAP 1

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

### IMPROVED PHYSICAL ATTRIBUTE (AGILITY) 1

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

### IRON WILL 1

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

### 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

### PAIN RESISTANCE 1

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

### SIDE STEP 1

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

### SUSTENANCE

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

### TRACELESS WALK

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

### 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

### CELERITY

You did not provide a description yet.  
(Key quality.celerity.desc )  
see Sixth World Companion, p.123

### HUMAN-LOOKING

You did not provide a description yet.  
(Key quality.human-looking.desc )  
see Core rules, p.72

### AFFINITY FOR TRANSIT: BALANCE TAIL

You did not provide a description yet.  
(Key quality.affinity\_for\_transit.desc )  
see Double Clutch, p.167

## NEGATIVE

### HONORBOUND: BUSHIDO HACHIDO CHIDO

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

### IMPAIRED: CHARISMA

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

### STRIKING SKIN PIGMENTATION

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

## Martial arts techniques

### IAIJUTSU

#### Type: Weapon

You did not provide a description yet.  
(Key technique.iaijutsu.desc )  
see Firing Squad, p.104

### PARRY

#### Type: Weapon

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

### PRECISION STRIKES (BLADES)

#### Type: Weapon

You did not provide a description yet.  
(Key technique.precision\_strike\_blades.desc )  
see Firing Squad, p.105

### TRICKING

#### Type: General

You did not provide a description yet.  
(Key technique.tricking.desc )  
see Firing Squad, p.106

## Qualities

### POSITIVE

