

SHADOWRUN

PERSONAL DATA

Alias	Longshot MysAd	Name			
Metatype	Elf	Magic/Resonance	Mystic Adept		
Sex	male	Height	0	Weight	0
Age		Heat	0	Reputation	0
Karma	0	Total Karma	54	Essence	6.00

ATTRIBUTES

	Rtg	Pool		Rtg	Pool
Body	3	3	Minor Actions	1	4
Agility	3	3	Initiative	8	8 +3D6
Reaction	2	4	Initiative (Matrix VR)	5	5 +2D6
Strength	1	1	Initiative (Astral)	6	6 +2D6
Willpower	5	5	Defense	0	9
Logic	2	2	Composure	0	13
Intuition	4	4	Judge Intentions	0	9
Charisma	8	8	Memory	0	6
Edge	4	4	Lift / Carry	0	8
Magic	6	6			

EDGE / ¥

EDGE

NUYEN (¥)

PORTRAIT



QUALITIES

POSITIVE

Low-Light Vision
Mystic Adept
Attribute Mastery
Charisma
Focused Concentration 2

NEGATIVE

Magician's Way
Incompetent
Firearms
Honorbound
White Hat
Hunted 2
Impaired 1
Strength

CONDITION MONITOR

Stun Healing: BOD + WIL = 8

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Drain resist: WIL (5) + CHA (8)

Physical Healing: BOD + BOD = 6

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

Dam. overfl. Healing: 6 - Mod. =

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SKILLS

Skill	Attr.	Rtg	Pool	Notes	Skill	Attr.	Rtg	Pool	Notes	Language/Knowledge
Trained					Con	CHA	0	7		Lang: Language (Native)
Astral	INT	1	5		Electronics	LOG	0	1		Lang: Sperediel
Biotech	LOG	1	3		Engineering	LOG	0	1		Arcana
Conjuring	MAG	5	11		Firearms	AGI	0	2		Law Enforcement Corps[Seattle]
Sorcery	MAG	6	13		Influence	CHA	2	10	a	Military Organizations [History]
<i>Spellcasting</i>	MAG		15		Outdoors	INT	0	3		Seattle Knowledge[Area]
Untrained					Perception	INT	0	3		Seattle Street[Sprawl]
Athletics	AGI	2	5		Piloting	REA	0	3		Small Unit Tactics
Close Combat	AGI	0	2		Stealth	AGI	1	4		Spirit Types

a) Attribute Mastery

WEAPONS

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
Throwing Knife	5	2P	10/9/3/-	-	
Melee weapon	Pool	Damage	Att.R.		
Unarmed	2	2S	5/-/-/-		
Close: 0-3 Near: 4-50 Medium: 51-250 Far: 251-500 Extreme: 501+					

ARMOR

DEFENSIVE RATING **8**

Armor	Rating	Social
Body	3	8
VI Ace of Clubs	3	3
Chemical Protection (3), Fire Resistance (2), Electricity Resistance (2)		
Ballistic Hood	1	0
Securetech Armor Augmentation System	1	-1
Defensive Pools against	Defensive Actions	
Attacks	9	Block (Minor) +0
Combat spells (Indirect)	9	Dodge (Minor) +2
Combat spells (Direct)	9	Hit the dirt (Minor) +2
Toxin Damage	8	Full Defense (Major) +5
Drain	13	Boosted Defense (Major) 13

AUGMENTATIONS			
Augmentation	Level	Essence	Page
Act. Essence (6.0) = 6 - Hole (0.0) - Sum augmentations (0.0)			

GEAR		
Name	Amount	Page
AR gloves	1	CRB 268
Contacts, Rating 3 (3 Accessories)	1	CRB 274
Gas mask	1	CRB 279
Medkit, Rating 4	1	CRB 281
Plastic straps (10)	1	CRB 278
Respirator, Rating 6	1	CRB 280
Subvocal microphone	1	CRB 268
Survival kit	1	CRB 280

CONTACTS				
Alias	Type	Loy.	Infl.	Fav.
Brynn "Red" Taggart	Street	2	4	0
Vincent Grisome	Academic, Magic	3	5	0
G04tsucker	Criminal	2	4	0
Scotch	Street, Magic	1	3	0

LIFESTYLES			
Lifestyle	Type	Cost	Month
Low Income Housing	Low	2000¥	1

SINS	
Name	Quality
Cole Cash	5

MATRIX DEVICES					
Name	Progr	D	Fir	Attack	SI
Sony Emperor	1	1	1	-	-

CURRENCY	
Nuyen (¥): 40	

VEHICLES / DRONES											
Vehicles		Type	Handl	Acc	Intvl	Speed	Pil	Body	Arm	Sens	Seat
Jeep Trailblazer		Pickup Trucks	3/2	18	20	180	2	14	6	2	4
Drones		Count									
Horizon Flying Eye w/Flashpak		1	Air Drones	3	15	15	40	2	1	0	2

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
Tactical Roll (I)	CRB 48	Knockout Blow (I)	CRB 47
Taunt (I)	FS 95	Protect the Principal (I)	FS 95
Threatening Edge (I)	FS 95	Rolling Clouds (I)	FS 95
Throat Strike (I)	FS 96	Rooted (I)	FS 95
Tuck and Roll (I)	FS 96	Sucker Punch (I)	FS 95
Tumble (I)	CRB 48	Thunder Palm (I)	FS 96
Weapon Spread (I)	FS 96	Weapon Flash (I)	FS 96
Wrest (I)	CRB 48	3 EDGE	
2 EDGE		Cover Fire (I)	FS 93
Fake Out (I)	FS 93	Entanglement (I)	FS 93
Fire from Cover (I)	CRB 47	Hamstring (I)	FS 93
Imposing Stone (I)	FS 94	Leaf on the Wind (I)	FS 94
Intimidating Presence (I)	FS 94	Pin (I)	FS 94
		Playing Possum (I)	FS 94
		Right Back At Ya! (I)	FS 95
		Yielding Force (I)	FS 96
		4 EDGE	
		Anticipation (I)	CRB 47
		Blinding strike (I)	FS 92
		Charge (I)	FS 93
		Knuckle Breaker (I)	FS 94
		Riposte (I)	FS 95
		Throw Person (I)	FS 96
		5 EDGE	
		Called Shot (Disarm) (I)	CRB 47
		Called Shot (Vitals) (I)	CRB 47
		Called Shot: Break Weapon (I)	FS 93
		Called Shot: Incapacitate (I)	FS 93

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

PERSONA		
Origin: Sony Emperor		
Attributes/Skills	Default	Current
Att (Attack)	0	<input type="text"/>
Sleaze (SI)	0	<input type="text"/>
Data Processing (D)	1	<input type="text"/>
Firewall (Fir)	1	<input type="text"/>
Matrix Perception		<input type="text"/> Electronics + INT
Matrix Combat		
Initiative AR	8 +1D6	<input type="text"/>
Initiative VR	5 +2D6	<input type="text"/> INT + D
Initiative VR Hot sim	5 +3D6	<input type="text"/> INT + D
Attack Rating	0	<input type="text"/> Attack + SI
Defense Rating	2	<input type="text"/> D + Fir
Matrix Condition Monitor		
<input type="text"/>	<input type="text"/>	<input type="text"/> -1
<input type="text"/>	<input type="text"/>	<input type="text"/> -1
<input type="text"/>	<input type="text"/>	<input type="text"/> -1
<input type="text"/>	<input type="text"/>	<input type="text"/> -2
<input type="text"/>	<input type="text"/>	<input type="text"/> -2
<input type="text"/>	<input type="text"/>	<input type="text"/> -2
<input type="text"/>	<input type="text"/>	<input type="text"/> -3

COMPLEX FORMS				
Resonance: 0 Resist fading: WIL(5) + LOG(2)				
Complex form	Dur.	Fading	Page	Notes

SUBMERSION		GRADE
Echo		<input type="text"/>
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MATRIX OVERVIEW
1. Grab dice
Legal: Electronics + Logic = 1
Illegal: Cracking + Logic = 2
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			
Backdoor Entry (i)	CRB 180	Reboot Device	CRB 183
Brute Force (i)	CRB 180	Register Sprite (i)	CRB 191
Check OS (i)	CRB 180	Rigger Jump In	CRB 44
Compile Sprite (i)	CRB 191	Set Data Bomb (i)	CRB 183
Control Device	CRB 180	Snoop (i)	CRB 184
Crack File (i)	CRB 180	Spoof Command (i)	CRB 184
Crash Program (i)	CRB 181	Tarpit (i)	CRB 184
Data Spike (i)	CRB 181	Trace Icon (i)	CRB 184
Decompile Sprite (i)	CRB 192	Special Actions	
Disarm Data Bomb	CRB 181	Matrix Search	CRB 183
Edit File	CRB 181	Probe (i)	CRB 183
Encrypt File	CRB 181	Edge Actions (Cost)	
Erase Matrix Signature (i)	CRB 181	Emergency Boost (1) (i)	CRB 175
Format Device	CRB 181	Hog (2) (i)	CRB 175
Full Matrix Defense	CRB 182	Signal Scream (2) (i)	CRB 175
		Technobabble (2) (i)	CRB 175
		Under the Radar (3) (i)	CRB 175

(i) Illegal Actions

PROGRAMS

1	2	Program	Description	Page
		Basic programs		
<input type="checkbox"/>		Alice (Kabelmatrix Emulator)	ISDN2 Emulator for cable matrix	Misc. (Peg) 17
<input type="checkbox"/>		Autosoft Host	program.autosoft_host.short	HACK 57
<input type="checkbox"/>		Baby Monitor	Know OS without action	CRB 184
<input type="checkbox"/>		Browse	1 Edge for Matrix Searches	CRB 184
<input type="checkbox"/>		Configurator	Swap deck config instead attributes	CRB 184
<input type="checkbox"/>		Edit	Gain 1 Edge on Edit File Action	CRB 184
<input type="checkbox"/>		Emulator	program.emulator.short	HACK 57
<input type="checkbox"/>		Encryption	+2 dice when Encrypt File Action	CRB 184
<input type="checkbox"/>		Signal Scrubber	Reduce noise by 2	CRB 184
<input type="checkbox"/>		Toolbox	+1 to Data Processing	CRB 184
<input type="checkbox"/>		Virtual Machine	2 additional program slots; gain one additional damage	CRB 184
		Hackingprograms		
<input type="checkbox"/>		Armor	+2 to Defense Rating	CRB 184
<input type="checkbox"/>		Biofeedback	Cause Stun/Physical with matrix attack	CRB 184
<input type="checkbox"/>		Biofeedback Filter	Allow Dev.Rat./Body to soak damage	CRB 184
<input type="checkbox"/>		Blackout	Cause Stun with matrix attack	CRB 184
<input type="checkbox"/>		Blaster-Charger	program.blaster-charger.short	HACK 57
<input type="checkbox"/>		Bomb Kit	program.bomb_kit.short	HACK 58
<input type="checkbox"/>		Decryption	+2 dice on Crack File action	CRB 184
<input type="checkbox"/>		Defense Pods	program.defense_pods.short	HACK 58
<input type="checkbox"/>		Defuse	Allow Dev.Rat./Body to soak dmg. from d.bomb	CRB 184
<input type="checkbox"/>		Directional Shield	program.directional_shield.short	HACK 58
<input type="checkbox"/>		Double Agent	program.double_agent.short	HACK 58
<input type="checkbox"/>		Drone Master	program.drone_master.short	HACK 58
<input type="checkbox"/>		Exploit	Reduce Defens.Rat. of hack target by 2	CRB 184
<input type="checkbox"/>		Fork	Hit 2 targets without splitting pool	CRB 184
<input type="checkbox"/>		Lockdown	Cause link lock on matrix damage	CRB 184
<input type="checkbox"/>		Overclock	Add 2 dice to matrix action	CRB 184
<input type="checkbox"/>		Quartermaster	program.quartermaster.short	HACK 59
<input type="checkbox"/>		Rocket Launcher	program.rocket_launcher.short	HACK 59
<input type="checkbox"/>		Secret Agent	program.secret_agent.short	HACK 59
<input type="checkbox"/>		Smoke Bomb	program.smoke_bomb.short	HACK 59
<input type="checkbox"/>		Special Agent	program.special_agent.short	HACK 59
<input type="checkbox"/>		Spin Doctor	program.spin_doctor.short	HACK 59
<input type="checkbox"/>		Spineshield	program.spineshield.short	HACK 59
<input type="checkbox"/>		Stealth	Gain 1 Edge on Hide action	CRB 185
<input type="checkbox"/>		Tapeworm	program.tapeworm.short	HACK 59
<input type="checkbox"/>		Trace	Gain 1 Edge on Trace Icon action	CRB 185
1		# of max. concurrent programs per device		
		1 = Sony Emperor	2 = unavailable	<input type="checkbox"/> = not installed <input checked="" type="checkbox"/> = 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
Astral Perception	min.	1.0	CRB 156
Combat Sense 1	pass.	0.5	CRB 156
Distance Grasp 1	min.	0.5	Wyrd 79
Improved Combat Ability (Sorcery) 1	pass.	1.0	CRB 157
Improved Reflexes 2	pass.	2.0	CRB 157
Linguistics	pass.	0.25	Wyrd 81
Rapid Healing 1	pass.	0.5	CRB 158
Side Step 1	pass.	0.25	Wyrd 83

FOCI			
Name	Rtg	Choice	Page

INITIATION		GRADE	1
Metamagic		Page	
Finding Your Way		Wyrd 84	

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 = (15)
3. Deal with drain
Drain: Spell Drain + Drain caused by adjustments
Resistance test: Willpower (5) + Charisma (8)
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
Magical Lodge Materials, Rating 6	1	CRB 294
Reagents (in dram)	10	CRB 294

RITUALS				
Ritual	Features	Th.	Notes	Page

SPELLS							ATTACK RATING	14	BASE COMBAT SPELL DAMAGE						3
Spell	Type	Dur.	Range	Drain	Page	Notes	Spell	Type	Dur.	Range	Drain	Page	Notes		
COMBAT SPELLS															
Stunbolt	M	I	LOS	3	CRB 134										
HEAL SPELLS															
Heal	P	P	T	3	CRB 136										
Increase Attribute	P	S	T	3	CRB 137										

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 Defense	Piloting + Reaction		Piloting + Intuition	Piloting + Intuition + Control rig rating + 1 Edge	Maneuvering + Pilot
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	5
Strength	⇒	Charisma	8
Agility	⇒	Logic	2
Reaction	⇒	Intuition	4

EDGE ACTIONS			
Minor Actions			
Command Drone	CRB 41	Evade Pursuit I (4)	DC 179
		In the Zone (4)	DC 178
Edge Actions (Cost)			
Smokescreen I (1)	DC 178	Pickup (4)	DC 178
Bootleg Turn (2)	DC 178	Redline (4)	DC 179
Drafting (2)	DC 179	Smokescreen IV (4)	DC 178
Equalizer (2)	DC 179	Up the Ante II (4)	DC 179
Focus (2)	DC 179	Change Environment (5)	DC 178
Greaser (2)	DC 178	Dead Stop (5)	DC 179
Hit the Brakes! (2)	DC 179	Point Defense (5)	DC 178
Smokescreen II (2)	DC 178	Aimbot (6)	DC 177
Tokyo Drift (2)	DC 179	Chicken (6)	DC 178
Up the Ante I (2)	DC 179	Crossfire (6)	DC 177
Smokescreen III (3)	DC 178	The Exit (6)	DC 178
Subtle Pilot (3)	DC 179	Up the Ante III (6)	DC 179
The Rigger's Advantage (3)	DC 178	Evade Pursuit II (7)	DC 179
Attack Run (4)	DC 177	Boost	
Escape! (4)	DC 179	Evasive Action	DC 177
(i) Illegal Actions			

SIGNATURES MANEUVERS

GEAR					
Name	Amount	Page	Name	Amount	Page
AR gloves	1	CRB 268	Survival kit	1	CRB 280
Contacts, Rating 3	1	CRB 274			
<i>Flare compensation</i>		CRB 275			
<i>Image link</i>		CRB 275			
<i>Thermographic vision</i>		CRB 275			
Gas mask	1	CRB 279			
Medkit, Rating 4	1	CRB 281			
Plastic straps (10)	1	CRB 278			
Respirator, Rating 6	1	CRB 280			
Subvocal microphone	1	CRB 268			

Ranged weapons

THROWING KNIFE						
Damage	Attack Rating	Mode	Ammo			
2P	10/9/3/-/-	-				
Accessory:						
Modifications:						
WiFi: Successful hits leave wireless weapons in targets that can be used to predict movement patterns and offer an estimated location. A successful hit offers anyone wirelessly linked to the throwing weapon and using a smartlink system a +1 dice pool bonus for their attacks.						
Attack Rating	Modifiers	AR	Modes	AR	Dam	Pool
Throwing Knife		10/9/3/-/-	SS	10/9/3/-/-	2P	5

AMMUNITION					
Name	Amount	Page	Name	Amount	Page
Grenade, Gas	2	CRB 263			
Grenade, Smoke	2	CRB 263			
Grenade, Stun	2	CRB 263			
Grenade, Thermal Smoke	2	CRB 263			

MELEE WEAPONS							
Unarmed	Pool	2	Damage	2S	Att.R.	5/-/-/-	
	Pool		Damage		Att.R.		
	Pool		Damage		Att.R.		
	Pool		Damage		Att.R.		


ARMOR		
Armor	Rating	Social
Body	3	
VI Ace of Clubs	3	3
Chemical Protection (3), Fire Resistance (2), Electricity Resistance (2)		
Armorweave Cloak	1*	0
Programmable Camouflage Package (0)		
Ballistic Hood	1	0
Clothing (Low)	0*	0
Securtech Armor Augmentation System	1	-1
Defensive rating	8	
*) Rating not included in defensive rating		

Vehicles / Drones

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

JEEP TRAILBLAZER

Handling	Acc	Interval	Speed	Seat
3/2	18	20	180	4
Pil	Sens	Body	Arm	DR _(D/A/R/J)
2	2	14	6	5/5/-/-



Accessories/Notes	Skills	D	A	R	J
	Evade	3	2	-	-
	Perception	3	2	-	-
	Pilot	3	2	-	-
	Stealth	-	2	-	-

Software Rtg


Ramming 7P AR 1 1 - - P 3 1 - -

No weapons mounted

-1 -1 -1 -2 -2 -2 -3 -3 -3 -4 -4 -4 -5

HORIZON FLYING EYE W/FLASHPAK

Handling	Acc	Interval	Speed	
3	15	15	40	
Pil	Sens	Body	Arm	DR _(D/A/R/J)
2	2	1	0	-1/-1/-/-



Accessories/Notes	Skills	A	R	J
Rigger interface	Evade	2	-	-
	Perception	2	-	-
	Pilot	2	-	-
	Stealth	2	-	-

Software Rtg

Ramming 1P AR - 1 - - P - 1 - -

No weapons mounted

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

Matrix Devices

COMMLINK

Model	Sony Emperor
Level	2
Programs (concurrent 1)	Data processing 1 Firewall 1

Matrix status (9)

Contacts

CON: BRYNNE "RED" TAGGART

Alias	Type	Loy.	Infl.	Fav.
Brynne "Red" Taggart	Street	2	4	0

Description

[1](https://i.imgur.com/to3IE7K.png)
Brynne Taggart grew up in the rough-and-tumble edges of Renton. The scrappy girl with copper-red hair ran with a pack of street kids, working angles with gangsters and fixers. Growing into a striking young woman, she found a special talent for grifting. Brynne eventually caught the eye of a high-stakes fixer, The venerable St. James. He took her under his wing, teaching her to leverage her talents and skills into greater levels of influence. With an ever growing network in Seattle's shadows, she eventually struck out on her own when St. James retired from the scene.'

CON: VINCENT GRISOME

Alias	Type	Loy.	Infl.	Fav.
Vincent Grisome	Academic, Magic	3	5	0

Description

[1](https://i.imgur.com/YV0y3HX.png)
Seattle University Professor
Seattle University origin as a Jesuit Catholic university experienced an upheaval with the return of magic. While it took time for Seattle U to move from its Catholic view into other magical traditions, they brought those in as areas for study. The Order of the Redhawk formed in the early 2060's in an effort to gain greater understanding of magical abilities across the different traditions. The group really started making major gains after 2074, when Professor Vincent Grisome joined the university and started bringing in other Seattle community members.

CON: G04TSUCKER

Alias	Type	Loy.	Infl.	Fav.
G04tsucker	Criminal	2	4	0

Description

'https://i.imgur.com/fESyggP.png
Combat Decker(PR6 - Charisma 6, Influence 4)
G04tsucker is a human decker of Korean descent. He is a lieutenant in the Reality Hackers gang based in Northern Puyallup. He helps with all their negotiations. He gained a lot of his reputation in how he handled bringing in the Chosun Ring a couple of years ago in order to help. His current play is needling the Yakuza at every turn. He is easy to spot with a faux-hawk and an armor jacket with vertical, bright neon stripes'

CON: SCOTCH

Alias	Type	Loy.	Infl.	Fav.
Scotch	Street, Magic	1	3	0

Description

[1](https://i.imgur.com/tqCN4ml.png)
Combat Medic/Street Doc
Scotch's connections in and around Seattle are Legendary. A member of the Shadow Chapters guild she has a direct line to Donovan Pyke and just about anything else she needs to get her job done. Daily she is called on by the movers and shakers in Seattle to patch up wounds, provide medical expertise, and general keep the peace between factions. A true triple threat this red haired elf is no "tall sip of water..." but rather a mature and smokey blend delivered best on the rocks...'

SINs

COLE CASH - QUALITY 5

Licenses

Spellcasting License 5, Conjuring 5, Driver 5

Lifestyles

LOW INCOME HOUSING

Type	Low	Cost	2000¥
Month	1	SIN	Cole Cash

Options

keine

KNOWLEDGE AND LANGUAGES

Knowledge skills	Law Enforcement Corps[Seattle]	Arcana		Languages	
Seattle Knowledge[Area]	Genesis by Stefan & Andy	Military Organizations	[History]	Language	
Seattle Street[Sprawl]		Small Unit Tactics		Sperthiel	

Notes

Life Path Creation: <https://docs.google.com/spreadsheets/d/1HPdL-sITp9htaerVh351tiGRY-gmsGEo5R04QcDMJE/edit?usp=sharing>

Cole was born in Tir Tairngire. His parents were researchers, particularly interested in mana lines and any remnants of the 5th world. At 5 years old young Cole was with his parents in the jungles of Venezuela when their research party was attacked. Everyone was presumed lost.

15 Years later Cole made it out of the jungle spouting crazy stories about amazon women, giant lizards, and an entire world full of magic. He had awakened and was just learning to use his talents.

As a SIN'less he was conscripted into the War with Amazonia by Aztlan(2072). Aztlan quickly lost the war and 1000's of their conscripted troops were left behind as they pulled back from their failed assault on Amazonia. Cole and his fellows used their military talents to form a mercenary crew which kept him occupied for several years.

30 years old and after several tours around the world, Cole settled into an academic position in Seattle to teach Modern History. He still runs the Shadows as the pay of a teacher really doesn't pay the bills.

Edge Boost

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

Combat

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

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

Weapon Flash (FS96)	3
Quick draw any melee weapon	2
Weapon Spread (FS96)	2
2xMelee: Close range=2m during encounter	1
Wrest (CRB48)	2
During melee, evtl. disarm opponent	1
Yielding Force (FS96)	3
Athletics as defense, NH>AGI opp. prone	3
Position	2
Freerunning (FS93)	2
While moving horiz. also move vertical.	2
Monkey Climb (FS94)	2
+ 0.2 climb distance per hit	2
Matrix	2
Emergency Boost (CRB175)	4
Increase one matrix attrib. for 1 test	1
Hog (CRB175)	3
-2 Data Proc and -1 active prog. slot	2
Signal Scream (CRB175)	3
Ignore noise penalty for next action	2
Technobabble (CRB175)	3
Mancer: Use CHA inst. LOG for next action	2
Under the Radar (CRB175)	2
Next action does not increase OS	3
Social	3
Big Speech (CRB47)	4
Roll 2xInfluence, treat as teamwork check	4
Bring the Drama (CRB47)	2
Gain 200ny on a quick con, +20% on long	2
Driving	2
Aimbot (DC177)	1
If >=1 net hit, add sensor rat. hits	6
Attack Run (DC177)	2
Add rank piloting to gunnery test	4
Bootleg Turn (DC178)	1
Adjust range category by 1	2
Change Environment (DC178)	1
Choose Open, Restricted, Tight	5
Chicken (DC178)	1
Chase: Driver with lower net hits crashes	6
Crossfire (DC177)	1
Defense: Net hits damage on other vehicle	6
Dead Stop (DC179)	4
Opp. Outdoors:Chased target hits dead end	5
Drafting (DC179)	2
Move one category closer to chased target	2
Equalizer (DC179)	1
Ignore targets position advantage	2
Escape! (DC179)	1
Test: Escape all followers at extreme range	4

Driving				
Evade Pursuit I (DC179)				
Increase range to followers by 1	4	Smokescreen I (DC178)	1	Other
Evade Pursuit II (DC179)		Gain 1 level or Cover status		Assembled with Love and Bondo (DC170)
Increase range to followers by 2	7	Smokescreen II (DC178)	2	Mod last net hits hours, then broken
Evasive Action (DC177)		Gain 2 level or Cover status		Black Thumb (DC170)
Add Pilot rank to veh. defense test	4	Smokescreen III (DC178)	3	Rush job on moving vehilce
Focus (DC179)		Gain 3 level or Cover status		Change Environment (DC178)
Vehicle Handling -1 for one test	2	Smokescreen IV (DC178)	4	Choose Open, Restricted, Tight
Greaser (DC178)		Gain 4 level or Cover status		Equalizer (DC179)
Oil slick: Target may not spend Edge	2	Subtle Pilot (DC179)	3	Ignore targets position advantage
Hit the Brakes! (DC179)		+pilot rank on stealth test		Escape! (DC179)
All followers one category closer	2	The Exit (DC178)	6	Test: Escape all followers at medium range
In the Zone (DC178)		When piloting, exit vehicle safely		Focus (DC179)
Ignore handling penalties for 1 test	4	The Rigger's Advantage (DC178)	3	Athletics threshold-1 for one test
Pickup (DC178)		Add control rig rating to hits		Sudden Insight (CRB48)
Pickup target while driving	4	Tokyo Drift (DC179)	2	No penalty for skill without rank
Point Defense (DC178)		Chased: Drift action prevents opp. get closer		Up the Ante I (DC179)
Attack incoming missile w. ranged weapon	5	Up the Ante I (DC179)	2	Tight: Add 1 threshold for everyone
Redline (DC179)		Tight: Add 1 handling for everyone		Up the Ante II (DC179)
+2 range categories for 4P dmg - or prevent	4	Up the Ante II (DC179)	4	Tight: Add 2 threshold for everyone
		Tight: Add 2 handling for everyone		Up the Ante III (DC179)
		Up the Ante III (DC179)	6	Tight: Add 3 threshold for everyone
		Tight: Add 3 handling for everyone		

Spells

COMBAT

STUNBOLT

Type: M **Range:** LOS
Duration: I **Drain:** 3
Damage: S

"Sometimes you take a little off the heater to catch the other guy off-balance. These spells channel mana in a way that hurts, but only to stun. Stunbolt hits individuals, Stunball is area effect."

HEAL

HEAL

Type: P **Range:** T
Duration: P **Drain:** 3

"Shadowrunning comes with bumps, bruises, and bullet wounds, and magic is perhaps the quickest and most effective way to repair it. When casting this spell, roll Sorcery + Magic with a threshold of (5 - Essence). Heal 1 box of Stun, Physical, or Overflow damage per net hit. Injuries can only be affected once by any Heal spell (including Cleansing Heal, Cooling Heal, and Warming Heal)."

INCREASE ATTRIBUTE

Type: P **Range:** T
Duration: S **Drain:** 3

"The touch of the mage strengthens, speeds, or enlightens the target, temporarily raising one of their attributes. The caster decides which attribute to target before casting the spell. The caster rolls a Sorcery + Magic (5 - Essence) test. They can select how many net hits they actually apply to the target to increase the selected attribute, at a rate of 1 point of increase per net hit (maximum bonus +4); for each net hit applied beyond the first, the Drain Value of the spell increases by 1. The spell cannot affect Edge, Essence, Magic, or Resonance."

Adept powers

ASTRAL PERCEPTION

"You gain the ability to astrally perceive and follow the rules involved in so doing (see p. 159). You are dual-natured while using this power and can attack astral forms"

COMBAT SENSE 1

"This power gives you the ability to anticipate and avoid harm. Gain a +1 dice pool bonus per level on any defensive tests. This bonus also applies to any surprise tests (p. 108) you make."

DISTANCE GRASP 1

You did not provide a description yet.
 (Key adeptpower.distance_grasp.desc)
 see Street Wyrd, p.79

IMPROVED COMBAT ABILITY (SORCERY) 1

"A skill must be selected when this power is chosen. That skill receives an ongoing boost equal to the rating of the power. The maximum boosted value of the skill is 1.5 times the original (rounded up) or the augmented maximum, whichever is lower. You need to have at least one rank in a skill to buy this power for it, and the power can be purchased for multiple skills."

IMPROVED REFLEXES 2

"This power gives you quick reflexes and anticipation, allowing you to act and react much faster than the normies. For each level of this power, add an Initiative Die and increase your Reaction by 1. The maximum level of this power is 4, and it cannot be combined with any other Initiative or Reaction boosts"

LINGUISTICS

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

RAPID HEALING 1

"The magic that flows through you helps knit your bones and regrow your flesh, making you heal quickly. Add one hit per level on Healing tests performed to heal you."

SIDE STEP 1

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

Initiation / Submersion

METAMAGIC (ADEPT)

FINDING YOUR WAY (MAGICIANS_WAY)

You did not provide a description yet.
 (Key metamagicOrEcho.finding_your_way.desc)
 see Street Wyrd, p.84

Qualities

POSITIVE

LOW-LIGHT VISION

"Thanks to an increase in the number of rod cells in your natural eyes, an implanted increase of said rod cells, or an augmentation that enhances the light level of incoming data, you are capable of operating in light levels that would leave others essentially blind."

MYSTIC ADEPT

"Mystic adepts are a blend of inward and outward magic. They are capable of casting spells, summoning spirits, and enchanting items, but they also channel a portion of their magic inward to fuel adept talents. They are not able to astrally project due to the anchoring effect of their adept powers, but they can astrally perceive. They must split their Magic between spells and adept powers. They first purchase adept powers up to a maximum of their Magic attribute then multiply the remaining Magic by 2 to determine their starting number of spell choices. This uses the Magic value in the Priority table, not as adjusted with Karma or adjustment points (but it is reduced by Essence loss)"

MAGICIAN'S WAY

You did not provide a description yet.
 (Key quality.magicians_way.desc)
 see Street Wyrd, p.76

ATTRIBUTE MASTERY: CHARISMA

You did not provide a description yet.
 (Key quality.attribute_mastery.desc)
 see Double Clutch, p.168

FOCUSED CONCENTRATION

"You know how to compartmentalize your mind and keep hold of arcane and emergent manipulations without straining yourself."

NEGATIVE

INCOMPETENT: FIREARMS

"No matter how much you practice and try to figure it out, there are some skills you just can't manage to get right."

HONORBOUND: WHITE HAT

"You have a code. You live by the code. You die by the code. There are many codes, each with a set of tenets that must be obeyed to maintain the balance in your soul, heart, qi, brain chemistry, etc."

HUNTED

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

IMPAIRED: STRENGTH

"Some folks are just not meant to be naturally talented. A bum knee, poor genetics, or an illness as a kid has you lacking the maximum achievement level of your peers."

