

# SHADOWRUN

## PERSONAL DATA

Alias	Marky Mark	Name	Marcus Chumly		
Metatype	Elf	Magic/Resonance	Adept		
Sex	male	Height	6	Weight	215
Age		Heat	0	Reputation	0
Karma	0	Total Karma	0	Essence	6.00

## ATTRIBUTES

	Rtg	Pool		Rtg	Pool
Body	5	5	Minor Actions	1	2
Agility	6	6	Initiative	5	5+1D6
Reaction	3	3	Initiative (Matrix VR)	3	3+2D6
Strength	4	4	Initiative (Astral)	4	4+2D6
Willpower	2	2	Defense	0	5
Logic	2	2	Composure	0	14
Intuition	2	2	Judge Intentions	0	4
Charisma	9	12	Memory	0	4
Edge	6	6	Lift / Carry	0	7
Magic	6	6			

## EDGE / ¥

EDGE

NUYEN (¥)

## PORTRAIT

## QUALITIES

### POSITIVE

Low-Light Vision  
Adept  
Exceptional Attribute  
*Charisma*  
Charismatic Defense  
Glamour

### NEGATIVE

Innate Talent  
Focused Channeling  
*Charisma*  
Spark of Brilliance  
Hooder 3  
Speaker's Way  
Honorbound  
*Assassin's Creed*

## CONDITION MONITOR

Stun Healing: BOD + WIL = 7

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

Drain resist: WIL (2) + \_\_\_\_

Physical Healing: BOD + BOD = 10

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

Damage resist: BOD (5) + mod.(0) = 5

Dam. overfl. Healing: 10 - Mod. =

## SKILLS

Skill	Attr.	Rtg	Pool	Notes	Skill	Attr.	Rtg	Pool	Notes	Language/Knowledge
<b>Untrained</b>					Firearms	AGI	0	5		Lang: English (Native)
Athletics	AGI	4	10		Influence	CHA	6	18	b, a	Lang: Speredhiel
Close Combat	AGI	4	10		<i>Negotiation</i>	LOG		10	b, a	Corporate Security
<i>Unarmed Combat</i>	AGI		12		Outdoors	INT	0	1		
Con	CHA	5	17	a	Perception	INT	0	1		
<i>Impersonation</i>	CHA		19	a	Piloting	REA	1	4		
Electronics	LOG	0	1		Stealth	AGI	0	5		
Engineering	LOG	0	1							

a) Glamour, b) Commanding Voice

## WEAPONS

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
Melee weapon	Pool	Damage	Att.R.		
Shock Gloves	12	4S(e)	5/-/-/-		
Unarmed	12	2S	7/-/-/-		

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

## ARMOR

DEFENSIVE RATING **15**

Armor	Rating	Social
Body	5	12
VI Ace of Coins	3	6

### Defensive Pools against

		Defensive Actions	
Attacks	5	Block (Minor)	+4
Combat spells (Indirect)	5	Dodge (Minor)	+4
Combat spells (Direct)	4	Hit the dirt (Minor)	+2
Toxin Damage	7	Full Defense (Major)	+2
Drain	0	Boosted Defense (Major)	6









**PROGRAMS**

1	2	Program	Description	Page
		<b>Basic programs</b>		
<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
		<b>Hackingprograms</b>		
<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
0		# of max. concurrent programs per device		
1 = Meta Link		2 = unavailable		<input type="checkbox"/> = not installed
				<input 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
Commanding Voice 1	pass.	1.5	Wyrd 78
Cool Resolve 1	pass.	0.25	Wyrd 78
Improved Mental Attribute (Charisma) 3	pass.	3.0	Wyrd 81
Kinesics	pass.	0.25	CRB 157
Kinesics Mastery 1	pass.	0.25	Wyrd 81
Linguistics	pass.	0.25	Wyrd 81
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 (2) + (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	2
Strength	⇒ Charisma	12
Agility	⇒ Logic	2
Reaction	⇒ Intuition	2

### 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
Plasteel restraints	1	CRB 278			

AMMUNITION					
Name	Amount	Page	Name	Amount	Page

MELEE WEAPONS						
<b>Shock Gloves</b>	<b>Pool</b>	12	<b>Damage</b>	4S(e)	<b>Att.R.</b>	5/-/-/-
<b>WIFI</b>	You gain a bonus Minor Action on a turn when you activate a charge. The shock gloves recharge by induction, regaining one charge per half hour of wireless-enabled time.					
<b>Unarmed</b>	<b>Pool</b>	12	<b>Damage</b>	2S	<b>Att.R.</b>	7/-/-/-
	<b>Pool</b>		<b>Damage</b>		<b>Att.R.</b>	

ARMOR			
<b>Armor</b>		<b>Rating</b>	<b>Social</b>
Body		5	
VI Ace of Coins		3	6
<b>Defensive rating</b>		15	
*) Rating not included in defensive rating			

**Matrix Devices**

COMMLINK					
<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: JAMES JAMESON</b>					
<b>Alias</b>	<b>Type</b>	<b>Loy.</b>	<b>Infl.</b>	<b>Fav.</b>	
James Jameson	Infobroker	6	6	0	
<b>Description</b>					
Disgruntled Media Mogul					
<b>CON: PIERRE VAN GOGH</b>					
<b>Alias</b>	<b>Type</b>	<b>Loy.</b>	<b>Infl.</b>	<b>Fav.</b>	
Pierre Van Gogh	ID Manufacturer/Forger	6	6	0	
<b>Description</b>					
Eccentric Forger who views his work as art					
<b>CON: GARRY CHUNG</b>					
<b>Alias</b>	<b>Type</b>	<b>Loy.</b>	<b>Infl.</b>	<b>Fav.</b>	
Garry Chung	Adept	6	6	0	
<b>Description</b>					
Master of Midtown Dojos					
<b>CON: AMANDA</b>					
<b>Alias</b>	<b>Type</b>	<b>Loy.</b>	<b>Infl.</b>	<b>Fav.</b>	
Amanda	Fixer	6	6	0	
<b>Description</b>					
Concierge to the stars					

**CON: TWITCH**

Alias	Type	Loy.	Infl.	Fav.
Twitch	Drug Cook	3	3	0
<b>Description</b>				

**CON: BONES**

Alias	Type	Loy.	Infl.	Fav.
Bones	Street Doc	3	3	0
<b>Description</b>				

**CON: CRAZY RICK**

Alias	Type	Loy.	Infl.	Fav.
Crazy Rick	Travel Agent	6	6	0
<b>Description</b>				

Crazy Rick's Secure Transport and Adventure Tours. Fully licenced and insured! See the Barrens in comfort and style! Now offering Skydiving lessons!

**SINs****MARK BRANNOK - QUALITY 4****Licenses**

Adept abilities 4

**Lifestyles****CRASH PAD**

<b>Type</b>	Low	<b>Cost</b>	2000¥
<b>Month</b>	1	<b>SIN</b>	Mark Brannok

**Options**

keine

**KNOWLEDGE AND LANGUAGES**

Knowledge skills	Languages
Corporate Security	English
	Sperethiel

**Notes**

## EDGE-BOOSTS / EDGE-ACTIONS

### 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: pty. 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

### Matrix

<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

### COMMANDING VOICE 1

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

### COOL RESOLVE 1

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

### IMPROVED MENTAL ATTRIBUTE (CHARISMA) 3

You did not provide a description yet.  
(Key adeptpower.improved\_mental\_attribute.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

### LINGUISTICS

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

### VOCAL CONTROL

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

### GLAMOUR

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

### SPEAKER'S WAY

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

## NEGATIVE

### HOODER

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

### HONORBOUND: ASSASSIN'S CREED

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

## Qualities

### POSITIVE

#### 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

#### INNATE TALENT

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

#### FOCUSED CHANNELING: CHARISMA

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

#### SPARK OF BRILLIANCE

You did not provide a description yet.  
(Key quality.spark\_of\_brilliance.desc )  
see Street Wyrd, p.76

#### EXCEPTIONAL ATTRIBUTE: CHARISMA

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

#### CHARISMATIC DEFENSE

You did not provide a description yet.  
(Key quality.charismatic\_defense.desc )  
see Power Plays, p.85

