

SHADOWRUN

PERSONAL DATA

Alias	Mendits	Name	Mindy Tate		
Metatype	Dwarf	Magic/Resonance	Aspected Magician		
Sex	female	Height	149	Weight	45
Age	24	Heat	0	Reputation	0
Karma	1	Total Karma	1	Essence	5.00

ATTRIBUTES

	Rtg	Pool		Rtg	Pool
Body	6	6	Minor Actions	1	2
Agility	3	3	Initiative	8	8 +1D6
Reaction	3	3	Initiative (Matrix VR)	11	11 +2D6
Strength	2	2	Initiative (Astral)	12	12 +2D6
Willpower	6	6	Defense	0	8
Logic	7	7	Composure	0	10
Intuition	5	5	Judge Intentions	0	11
Charisma	4	4	Memory	0	12
Edge	2	2	Lift / Carry	0	12
Magic	4	5			

EDGE / ¥

EDGE

NUYEN (¥)

PORTRAIT



QUALITIES

POSITIVE

Toxin Resistance
Thermographic Vision
Aspected Magician
Analytical Mind
Exceptional Attribute
Logic
Focused Concentration 2
Human-Looking
Quick Healer

NEGATIVE

Impaired 2
Strength

CONDITION MONITOR

Stun Healing: BOD + WIL = 12

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Drain resist: WIL (6) + LOG (7)

Physical Healing: BOD + BOD = 12

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Damage resist: BOD (6) + mod.(0) = 6

Dam. overfl. Healing: 12 - Mod. =

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SKILLS

Skill	Attr.	Rtg	Pool	Notes	Skill	Attr.	Rtg	Pool	Notes	Language/Knowledge
Trained					Engineering	LOG	6	13	a, b	Lang: English (Native)
Astral	INT	1	6		Firearms	AGI	0	2		Arcana
Sorcery	MAG	4	9		Influence	CHA	0	3		Awakened Hangouts
Untrained					Outdoors	INT	0	4		Fashion
Athletics	AGI	0	2		Perception	INT	0	7	b	Rigger Hangouts
Close Combat	AGI	0	2		Piloting	REA	0	5	b	Science (Chemistry)
Con	CHA	0	3		Stealth	AGI	0	2		Seattle Area - Auburn
Electronics	LOG	1	8	a						Seattle Gangs

a) Analytical Mind, b) Control Rig

WEAPONS

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
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 **6**

Armor	Rating	Social
Body	6	4
Clothing (Low)	0	0
Defensive Pools against		Defensive Actions
Attacks	8	Block (Minor) +0
Combat spells (Indirect)	9	Dodge (Minor) +0
Combat spells (Direct)	11	Hit the dirt (Minor) +2
Toxin Damage	12	Full Defense (Major) +6
Drain	13	Boosted Defense (Major) 9

AUGMENTATIONS			
Augmentation	Level	Essence	Page
Control Rig (Betaware)	1	0.7	CRB 283
Skilljack (Alphaware)	2	0.16	CRB 284
Activesoft (Perception), Rating 2, Activesoft (Piloting), Rating 2			
Skillwires (Betaware)	2	0.14	CRB 287
Act. Essence (5.0) = 6 - Hole (0.0) - Sum augmentations (1.0)			

GEAR		
Name	Amount	Page
Vulcan Liegelord (2 Accessories)	1	CRB 197

CONTACTS				
Alias	Type	Loy.	Infl.	Fav.
Fabulous Felix	Fixer / Decker / Software seller	4	4	0
Krafty Kate	Hermetic Talismonger	2	4	0
Sketchy	Fake ID provider	2	4	0
Lieutenant David	Lonestar Officer	1	3	0

LIFESTYLES			
Lifestyle	Type	Cost	Month
Rebecca Smith	Squatter	500¥	1

SINS	
Name	Quality
Rebecca Smith	1

MATRIX DEVICES					
Name	Progr	D	Fir	Attack	SI
Vulcan Liegelord	6	6	5	-	-
Meta Link	0	1	-	-	-

CURRENCY	
Nuyen (¥):	120

VEHICLES / DRONES											
Vehicles		Type	Handl	Acc	Intvl	Speed	Pil	Body	Arm	Sens	Seat
Chrysler-Nissan Jackrabbit		Cars	3/5	20	10	160	2	8	4	1	3
Drones		Count									
Dexter (Aztechnology Crawler)		1	Ground Drones	3/4	8	10	30	2	6	2	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		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	4 EDGE	
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	3 EDGE		Throw Person (I)	FS 96
Wrest (I)	CRB 48	Cover Fire (I)	FS 93	5 EDGE	
2 EDGE		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 (6) 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: Vulcan Liegelord			
Attributes/Skills	Default	Current	
Att (Attack)	0	<input type="text"/>	
Sleaze (SI)	0	<input type="text"/>	
Data Processing (D)	6	<input type="text"/>	
Firewall (Fir)	5	<input type="text"/>	
Matrix Perception	6	<input type="text"/>	Electronics + INT
Matrix Combat			
Initiative AR	8 +1D6	<input type="text"/>	
Initiative VR	11 +2D6	<input type="text"/>	INT + D
Initiative VR Hot sim	11 +3D6	<input type="text"/>	INT + D
Attack Rating	0	<input type="text"/>	Attack + SI
Defense Rating	11	<input type="text"/>	D + Fir
Matrix Condition Monitor			
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

MATRIX OVERVIEW	
1. Grab dice	
Legal: Electronics + Logic = 8	
Illegal: Cracking + Logic = 7	
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

COMPLEX FORMS				
Resonance: -1 Resist fading: WIL(6) + LOG(7)				
Complex form	Dur.	Fading	Page	Notes

SUBMERSION		GRADE
Echo		<input type="text"/>

PROGRAMS				
1	2	Program	Description	Page
Basic programs				
<input type="checkbox"/>	<input type="checkbox"/>	Alice (Kabelmatrix Emulator)	ISDN2 Emulator for cable matrix	Misc. (Peg) 17
<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"/>	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
Hackingprograms				
<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"/>	Decryption	+2 dice on Crack File action	CRB 184
<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"/>	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"/>	Stealth	Gain 1 Edge on Hide action	CRB 185
<input type="checkbox"/>	<input type="checkbox"/>	Trace	Gain 1 Edge on Trace Icon action	CRB 185
6 0 # of max. concurrent programs per device				
1 = Vulcan Liegelord 2 = Meta Link <input type="checkbox"/> = not installed <input type="checkbox"/> = mark if activated				

ASTRAL COMBAT (PROJECTING)		
	Test	Pool
Ratings / Initiative		
Attack Rating	Magic + Tradition attribute	12
Defense Rating	Intuition + innate armor + mod.	5 + ?
Initiative	Logic + Intuition +2D6	12 +2D6
Dice Pools		
Unarmed combat	Astral + Willpower	7
Weapon foci	Close Combat + Willpower	5
Spellcasting	Sorcery + Magic	9
Defense	Intuition + Logic	12
Damage Resistance	Willpower	6
Damage Values		
Unarmed	Tradition attribute/2 (round up)	4
Weapon focus	As weapon	
also relevant		
Focused Concentration		

FOCI			
Name	Rtg	Choice	Page

SPELL CASTING
1. Adjust Spell
a) Amp Up (Combat Spells)
For each additional point base damage drain will increased by 2
b) Increase Area
For each increase of radius by 2 metres the drain will be increased by 1
c) Shift Area
Sustained spell area can be moved within range. Requires a minor action. No additional drain.
2. Roll Spellcasting Test
Sorcery + Magic = (9)
3. Deal with drain
Drain: Spell Drain + Drain caused by adjustments
Resistance test: Willpower (6) + Logic (7)
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.

ADEPT POWERS			
Adept power	Act	Cost	Page

INITIATION		GRADE
Metamagic		Page

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	12	3						
Spell	Type	Dur.	Range	Drain	Page	Notes								
COMBAT SPELLS														
Stunball	M	I	LOS (A)	4	CRB 134									
HEAL SPELLS														
Heal	P	P	T	3	CRB 136									
Increase Attribute	P	S	T	3	CRB 137									
MANIPULATION SPELLS														
Shape Plastic	P	S	LOS	2	CRB 141									

Type: P = Physical, M = Mana **Duration:** I = Instantaneous, S = Sustained, P = Permanent, L = Limited, Spec = Special **Range:** LOS = Line of sight, LOS (A) = Line of sight (Area), T = Touch, S = Self, S (A) = Self (Area)

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

RIGGER CONSOLE			
Vulcan Liegelord			
Data Processing	6	Firewall	5
Device Rating	5	Slaved devices	15
Matrix status (11)	<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"/> <input type="checkbox"/>		
Act Software (max 6)	Description	Page	
Autosofts			
Evasion 6	Used to avoid being locked/hit	CRB 201	
Targeting 6	Weapon skill for mounted weapon	CRB 201	
Rig #	Drone (max 15)		
1	Dexter (Aztechnology Crawler)		

CONTROL RIGS			
Regular Attribute	⇒	Jumped-In Attribute	
Body	⇒	Willpower	6
Strength	⇒	Charisma	4
Agility	⇒	Logic	7
Reaction	⇒	Intuition	5

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

SIGNATURES MANEUVERS	

GEAR					
Name	Amount	Page	Name	Amount	Page

AMMUNITION					
Name	Amount	Page	Name	Amount	Page
Holdout/L.Pistol/Mach. Pistol (10x) (Gel)	10	CRB 262			
Holdout/L.Pistol/Mach. Pistol (10x) (Regular)	10	CRB 262			


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	6		
Clothing (Low)	0	0	
Defensive rating	6		
*) Rating not included in defensive rating			

Vehicles / Drones

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

CHRYSLER-NISSAN JACKRABBIT									
Handling	Acc	Interval	Speed	Seat					
3/5	20	10	160	3					
Pil	Sens	Body	Arm	DR(D/A/R/J)					
2	1	8	4	6/3/3/7					




Accessories/Notes	Skills	D	A	R	J
Metahuman adjustments (pilot) Dwarf, Rigger interface, Spoof Kit	Evade	5	2	8	8
	Perception	7	1	1	8
	Pilot	5	2	2	8
	Stealth	-	2	2	8

Ramming	4P	AR	3	0	0	4	P	5	1	1	8	Software	Rtg

No weapons mounted

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

DEXTER (AZTECHNOLOGY CRAWLER)									
Handling	Acc	Interval	Speed						
3/4	8	10	30						
Pil	Sens	Body	Arm	DR(D/A/R/J)					
2	2	6	2	4/1/1/5					



Accessories/Notes	Skills	A	R	J
Powered Breakdown, Rating 1, Mechanical Arm - Small, Rigger interface, Spoof Kit	Evade	2	8	8
	Perception	2	2	8
	Pilot	2	2	8
	Stealth	2	2	8

Ramming	3P	AR	-	1	1	5	P	-	1	1	8	Software	Rtg

Ruger Redhawk

3P 7/10/7/-/- SA/BF Pool: 13 18 14

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

Matrix Devices

COMMLINK	
13.11.22 12:51, created with Genesis by Stefan & Anja Prella, SR6-Version: 2.4.2	Page 7 of 14

Model												
Level	Data processing						Firewall					
Software												
Accessory												
Matrix status (12)	<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"/>	<input type="checkbox"/>	<input type="checkbox"/>

SINs

REBECCA SMITH - QUALITY 1	
Licenses	

Lifestyles

REBECCA SMITH			
Type	Squatter	Cost	500¥
Month	1	SIN	Rebecca Smith
Options	keine		

KNOWLEDGE AND LANGUAGES			
Knowledge skills	Fashion	Seattle Area - Auburn	Languages
Arcana	Rigger Hangouts	Seattle Gangs	English
Awakened Hangouts	Science (Chemistry)		

Notes

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

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

1 Other

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

Spells

MANIPULATION

SHAPE PLASTIC

Type:	P	Range:	LOS
Duration:	S	Drain:	2

You did not provide a description yet.
(Key spell.shape_plastic.desc)
see Core rules, p.141

COMBAT

STUNBALL

Type:	M	Range:	LOS (A)
Duration:	I	Drain:	4
Damage:	S		

You did not provide a description yet.
(Key spell.stunball.desc)
see Core rules, p.134

HEAL

HEAL

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

You did not provide a description yet.
(Key spell.heal.desc)
see Core rules, p.136

INCREASE ATTRIBUTE

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

You did not provide a description yet.
(Key spell.increase_attribute.desc)
see Core rules, p.137

Qualities

POSITIVE

TOXIN RESISTANCE

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

THERMOGRAPHIC VISION

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

ASPECTED MAGICIAN

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

ANALYTICAL MIND

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

EXCEPTIONAL ATTRIBUTE: LOGIC

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

FOCUSED CONCENTRATION

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

HUMAN-LOOKING

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

QUICK HEALER

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

NEGATIVE

IMPAIRED: STRENGTH

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

Augmentation

CYBERWARE

CONTROL RIG

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

SKILLJACK

You did not provide a description yet.
(Key item.skilljack.desc)
see Core rules, p.284

SKILLWIRES

You did not provide a description yet.
(Key item.skillwires.desc)
see Core rules, p.287

Creation

Variant	Priorities	Karma to Nuyen	Extra Karma
Standard	CADEB	0	0

REWARDS FOR MENDITS