SHADOWRUN

EDGE / ¥
EDGE

NUYEN (¥)

PORTRAIT

PERSONAL DATA

Alias	Mutt	**Name**	Zinjo		
Metatype	Troll-Giant	**Magic/Resonance**	Mundane		
Sex	male	**Height**	9	**Weight**	335
Age	25	**Heat**	0	**Reputation**	0
Karma	5	**Total Karma**	5	**Essence**	2.09

ATTRIBUTES

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

QUALITIES

POSITIVE	NEGATIVE
Thermographic Vision	Firearm Diplomacy
Dermal Alteration (Bark)	Zero-Zone Mentality
Built Tough 3	Honorbound
	Pirates Code
	Allergy (rare, mild)
	Shellfish
	Accident Prone

CONDITION MONITOR

Stun Healing: BOD + WIL = 10

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

Drain resist: WIL (2) + ____

Physical Healing: BOD + BOD = 16

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

Damage resist: BOD (8) + mod.(4) = 12

Dam. overfl. Healing: 16 - Mod. =

SKILLS

Skill	Attr.	Rtg	Pool	Notes
Untrained				
Athletics	AGI	4	11	
Close Combat	AGI	6	13	
Blades	AGI		15	
Con	CHA	0	0	
Electronics	LOG	0	1	
Engineering	LOG	0	1	
Firearms	AGI	4	11	

Skill	Attr.	Rtg	Pool	Notes
Influence	CHA	0	0	
Outdoors	INT	0	2	
Perception	INT	1	4	a
Piloting	REA	0	6	
Stealth	AGI	0	6	

Language/Knowledge
Lang: Language
Lang: Smuggling Routes (Native)
Gang Turf

a) Vision Enhancement (advanced)

WEAPONS

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
Onotari Arms Pressure KS-X 2082	11	4P	9/13/4/-/-	SA/BF	12(c)

Melee weapon	Pool	Damage	Att.R.
Bates-Brown Combat Boots	13	3S	-/-/-/-/-
Cyberjaw	13	5P	2/-/-/-/-
Tactical Gladius 'Xiphos'	15	3P	20/-/-/-/-
Trench Knife	15	3P	17/-/-/-/-
Unarmed	13	4P	20/-/-/-/-

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

ARMOR
DEFENSIVE RATING 14

Armor	Rating	Social
Body	8	1
Armor jacket	4	-3
Dermal Alteration (Bark)	2	0

Defensive Pools against		Defensive Actions	
Attacks	10	Block (Minor)	+6
Combat spells (Indirect)	9	Dodge (Minor)	+4
Combat spells (Direct)	5	Hit the dirt (Minor)	+2
Toxin Damage	10	Full Defense (Major)	+2
Drain	0	Boosted Defense (Major)	-4

AUGMENTATIONS

Augmentation	Level	Essence	Page
Bone density augmentation, Rt.4 (Betaware)	-	0.84	CRB 291
Cybereyes, Rating 5 (Alphaware)	-	0.4	CRB 285
Image link, Camera, Rating 0, Low-light vision, Flare compensation, Vision Enhancement (advanced), Rating 3			
Cyberskull, synthetic	-	0.75	CRB 288
Cyberjaw			
Muscle toner (Used)	4	0.88	CRB 292
Reaction enhancers (Alphaware)	3	0.72	CRB 287
Symbiotes (Alphaware)	2	0.32	CRB 292

Act. Essence (2.1) = 6 - Hole (0.0) - Sum augmentations (3.9)

GEAR

Name	Amount	Page
Datachip	3	CRB 269
Gas mask	1	CRB 279
Metal restraints	1	CRB 278
Security tag	1	CRB 269
Survival kit	1	CRB 280

CONTACTS

Alias	Type	Loy.	Infl.	Fav.
Dr. Al-Zubudi	Cybernetics Repairman/Doctor	1	1	0
Victor Frias	Arms Dealer	1	1	0
Payout	Decker	1	1	0

LIFESTYLES

Lifestyle	Type	Cost	Month
High Level Appartment	High	10000¥	1

SINS

Name	Quality
Yavo Bravo	5

MATRIX DEVICES

Name	Progr	D	Fir	Attack	Sl
Hermes Ikon	2	3	-	-	-

CURRENCY

Nuyen (¥): 1227

Credstick Ebony

VEHICLES / DRONES

Vehicles	Type	Handl	Acc	Intvl	Speed	Pil	Body	Arm	Sens	Seat

Drones	Count

COMBAT ACTIONS

Initiative (minor)		Initiative (major))		Anytime (minor)		Anytime (major)	
Call a shot	CRB41	Attack	CRB42	Augmentation Overdrive	CRB282	Assist	CRB42
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	Right Back At Ya! (I)	FS 95
Tactical Roll (I)	CRB 48	Knockout Blow (I)	CRB 47	Yielding Force (I)	FS 96
Taunt (I)	FS 95	Protect the Principal (I)	FS 95	**4 EDGE**	
Threatening Edge (I)	FS 95	Rolling Clouds (I)	FS 95	Anticipation (I)	CRB 47
Throat Strike (I)	FS 96	Rooted (I)	FS 95	Blinding strike (I)	FS 92
Tuck and Roll (I)	FS 96	Sucker Punch (I)	FS 95	Charge (I)	FS 93
Tumble (I)	CRB 48	Thunder Palm (I)	FS 96	Knuckle Breaker (I)	FS 94
Weapon Spread (I)	FS 96	Weapon Flash (I)	FS 96	Riposte (I)	FS 95
Wrest (I)	CRB 48	**3 EDGE**		Throw Person (I)	FS 96
2 EDGE		Cover Fire (I)	FS 93	**5 EDGE**	
Fake Out (I)	FS 93	Entanglement (I)	FS 93	Called Shot (Disarm) (I)	CRB 47
Fire from Cover (I)	CRB 47	Hamstring (I)	FS 93	Called Shot (Vitals) (I)	CRB 47
Imposing Stone (I)	FS 94	Leaf on the Wind (I)	FS 94	Called Shot: Break Weapon (I)	FS 93
Intimidating Presence (I)	FS 94	Pin (I)	FS 94	Called Shot: Incapacitate (I)	FS 93
		Playing Possum (I)	FS 94		

COMBAT OVERVIEW

1. Grab Dice
Attacker: Weapon pool plus modifiers

Defender:: Intuition + Reaction = 10

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 (12) 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: Hermes Ikon

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

Matrix Combat

Initiative AR	10 +1D6		
Initiative VR	6 +2D6		INT + D
Initiative VR Hot sim	6 +3D6		INT + D
Attack Rating	0		Attack + Sl
Defense Rating	3		D + Fir

Matrix Condition Monitor

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

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

		Reboot Device	CRB 183
		Register Sprite (i)	CRB 191
Backdoor Entry (i)	CRB 180	Rigger Jump In	CRB 44
Brute Force (i)	CRB 180	Set Data Bomb (i)	CRB 183
Check OS (i)	CRB 180	Snoop (i)	CRB 184
Compile Sprite (i)	CRB 191	Spoof Command (i)	CRB 184
Control Device	CRB 180	Tarpit (i)	CRB 184
Crack File (i)	CRB 180	Trace Icon (i)	CRB 184
Crash Program (i)	CRB 181	**Special Actions**	
Data Spike (i)	CRB 181	Matrix Search	CRB 183
Decompile Sprite (i)	CRB 192	Probe (i)	CRB 183
Disarm Data Bomb	CRB 181	**Edge Actions (Cost)**	
Edit File	CRB 181	Emergency Boost (1) (i)	CRB 175
Encrypt File	CRB 181	Hog (2) (i)	CRB 175
Erase Matrix Signature (i)	CRB 181	Signal Scream (2) (i)	CRB 175
Format Device	CRB 181	Technobabble (2) (i)	CRB 175
Full Matrix Defense	CRB 182	Under the Radar (3) (i)	CRB 175

(i) Illegal Actions

COMPLEX FORMS

Resonance: -4   Resist fading: WIL(2) + LOG(2)

Complex form	Dur.	Fading	Page	Notes

SUBMERSION   GRADE

Echo	Page

PROGRAMS

1	2	Program	Description	Page
		Basic programs		
		Alice (Kabelmatrix Emulator)	ISDN2 Emulator for cable matrix	Misc. (DE) 17
		Baby Monitor	Know OS without action	CRB 184
		Browse	1 Edge for Matrix Searches	CRB 184
		Configurator	Swap deck config instead attributes	CRB 184
		Edit	Gain 1 Edge on Edit File Action	CRB 184
		Encryption	+2 dice when Encrypt File Action	CRB 184
		Signal Scrubber	Reduce noise by 2	CRB 184
		Toolbox	+1 to Data Processing	CRB 184
		Virtual Machine	2 additonal program slots; gain one additional damage	CRB 184
		Hackingprograms		
		Armor	+2 to Defense Rating	CRB 184
		Biofeedback	Cause Stun/Physical with matrix attack	CRB 184
		Biofeedback Filter	Allow Dev.Rat./Body to soak damage	CRB 184
		Blackout	Cause Stun with matrix attack	CRB 184
		Decryption	+2 dice on Crack File action	CRB 184
		Defuse	Allow Dev.Rat./Body to soak dmg. from d.bomb	CRB 184
		Exploit	Reduce Defens.Rat. of hack target by 2	CRB 184
		Fork	Hit 2 targets without splitting pool	CRB 184
		Lockdown	Cause link lock on matrix damage	CRB 184
		Overclock	Add 2 dice to matrix action	CRB 184
		Stealth	Gain 1 Edge on Hide action	CRB 185
		Trace	Gain 1 Edge on Trace Icon action	CRB 185
2		# of max. concurrent programs per device		

1 = Hermes Ikon   2 = unavailable   = not installed   = 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

FOCI

Name	Rtg	Choice	Page

INITIATION

GRADE

Metamagic	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

3. Deal with drain

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
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

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	2
Strength	⇒	Charisma	1
Agility	⇒	Logic	2
Reaction	⇒	Intuition	3

EDGE ACTIONS

Minor Actions		Evade Pursuit I (4)	DC 179
Command Drone	CRB 41	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
Datachip	3	CRB 269			
Gas mask	1	CRB 279			
Metal restraints	1	CRB 278			
Security tag	1	CRB 269			
Survival kit	1	CRB 280			

Ranged weapons

ONOTARI ARMS PRESSURE KS-X 2082

Damage	Attack Rating	Mode	Ammo	
4P	9/13/4/-/-	SA/BF	12(c)	

Accessory: Ammo Pouch (regular), Extended Clip, Rating 2, Silencer, Laser Sight (Low Power)

Modifications: Rigid Stock, Short Barrel

WIFI: Digital ammunition counter and an ARO that tells you the ammo type loaded. If equipped with DNI, you gain a bonus Minor Action any turn when you eject a clip (for weapons that have them) or change fire modes.

Attack Rating Modifiers	AR		Modes	AR	Dam	Pool
Onotari Arms Pressure KS-X 2082	9/13/4/-/-		SS	9/13/4/-/-	4P	11
Laser Sight (Low Power)	1/1/-/-/-		SA	7/11/2/-/-	5P	11
Rigid Stock: Replacing existing stock (AR -/+1/+1/+2/+1)	-/1/1/2/1		BF (wide)	7/11/2/-/-	5P	5
Rigid Stock: Adding to weapon without stock (AR -1/+1/+1/+2/+1)	-/1/1/2/1		BF (narrow)	5/9/-/-/-	6P	11

AMMUNITION

Name	Amount	Page	Name	Amount	Page
Shotgun (10x) (Regular)	25	CRB 262			

MELEE WEAPONS

Name		Pool		Damage		Att.R.	
Bates-Brown Combat Boots	Pool	13	Damage	3S	Att.R.	-/-/-/-/-	
Cyberjaw	Pool	13	Damage	5P	Att.R.	2/-/-/-/-	
Tactical Gladius 'Xiphos'	Pool	15	Damage	3P	Att.R.	20/-/-/-/-	
Trench Knife	Pool	15	Damage	3P	Att.R.	17/-/-/-/-	
Unarmed	Pool	13	Damage	4P	Att.R.	20/-/-/-/-	
	Pool		Damage		Att.R.		

ARMOR

Armor	Rating	Social
Body	8	
Armor jacket	4	-3
Dermal Alteration (Bark)	2	0
Defensive rating	14	

*) Rating not included in defensive rating

Matrix Devices

COMMLINK

Model	Hermes Ikon				
Level	5	Data processing	3	Firewall	0

Programs (concurrent 2)

Matrix status (11)

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

SINs

YAVO BRAVO - QUALITY 5
Ex Military, Security Consultant
Licenses
Concealed Carry License 5, Cyberware 5, Exotic Weapon 5, Firearms License 5

Lifestyles

HIGH LEVEL APPARTMENT			
Type	High	**Cost**	10000¥
Month	1	**SIN**	Yavo Bravo
Options			
keine			

Notes

Edge Boost

Add 3 to your Initiative Score (CRB46)	
+3 to Initiative	1
Reroll one die (CRB46)	
Reroll one die	1
+1 to a single die roll (CRB46)	
+1 to a single die roll	2
Double Down I (DC177)	
Add 1 wild die	2
Give ally 1 Edge (CRB46)	
Give ally 1 Edge	2
Negate 1 Edge of a foe (CRB46)	
Negate 1 Edge of a foe	2
Buy one automatic hit (CRB47)	
Buy one automatic hit	3
Heal one box of Stun damage (CRB47)	
Heal 1 Stun damage	3
Add Edge to your dice pool (CRB47)	
+Edge to pool and explode	4
Double Down II (DC177)	
Add 2 wild dice	4
Heal 1 point of Physical damage (CRB47)	
Heal 1 Physical damage	4
I Saw It in a Trid Once (FS96)	
Use unlearned martial arts technique	4
Reroll all failed dice (CRB47)	
Reroll all failed dice	4
Count 2s as glitches for the target (CRB47)	
2s are glitches for the target	5
Create special effect (CRB47)	
Discuss with your GM	5
Recover (FS96)	
Major Action to remove/reduce own status	5
Double Down III (DC177)	
Add 3 wild dice	6

Combat

Anticipation (CRB47)	
Double dice pool to split for attacks	4
Blinding strike (FS92)	
Hits>AGI, target status Blind I	4
Called Shot (Disarm) (CRB47)	
Attack does no damage, Disarms Opponent	5
Called Shot (Vitals) (CRB47)	
Add 3 damage if attack hits	5
Called Shot: Break Weapon (FS93)	
DV>Struct/2, reduce weapon AR	5
Called Shot: Incapacitate (FS93)	
Hits>REA, target status Dazed	5
Charge (FS93)	
Move 5m, convert hits to movement	4
Cover Fire (FS93)	
BF produces +2 Cover, instead DV	3

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

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

Position

Freerunning (FS93)	
While moving horiz. also move vertical.	2
Monkey Climb (FS94)	
+ 0.2 climb distance per hit	2

Matrix

Emergency Boost (CRB175)	
Increase one matrix attrib. for 1 test	1
Hog (CRB175)	
-2 Data Proc and -1 active prog. slot	2
Signal Scream (CRB175)	
Ignore noise penalty for next action	2
Technobabble (CRB175)	
Mancer: Use CHA inst. LOG for next action	2
Under the Radar (CRB175)	
Next action does not increase OS	3

Social

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

Driving

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

EDGE-BOOSTS / EDGE-ACTIONS

Driving

Evade Pursuit I *(DC179)*
  Increase range to followers by 1 — **4**
Evade Pursuit II *(DC179)*
  Increase range to followers by 2 — **7**
Evasive Action *(DC177)*
  Add Pilot rank to veh. defense test — **4**
Focus *(DC179)*
  Vehicle Handling -1 for one test — **2**
Greaser *(DC178)*
  Oil slick: Target may not spend Edge — **2**
Hit the Brakes! *(DC179)*
  All followers one category closer — **2**
In the Zone *(DC178)*
  Ignore handling penalties for 1 test — **4**
Pickup *(DC178)*
  Pickup target while driving — **4**
Point Defense *(DC178)*
  Attack incoming missile w. ranged weapon — **5**
Redline *(DC179)*
  +2 range categories for 4P dmg - or prevent — **4**

Smokescreen I *(DC178)*
  Gain 1 level or Cover status — **1**
Smokescreen II *(DC178)*
  Gain 2 level or Cover status — **2**
Smokescreen III *(DC178)*
  Gain 3 level or Cover status — **3**
Smokescreen IV *(DC178)*
  Gain 4 level or Cover status — **4**
Subtle Pilot *(DC179)*
  +pilot rank on stealth test — **3**
The Exit *(DC178)*
  When piloting, exit vehicle safely — **6**
The Rigger's Advantage *(DC178)*
  Add control rig rating to hits — **3**
Tokyo Drift *(DC179)*
  Chased: Drift action prevents opp. get closer — **2**
Up the Ante I *(DC179)*
  Tight: Add 1 handling for everyone — **2**
Up the Ante II *(DC179)*
  Tight: Add 2 handling for everyone — **4**
Up the Ante III *(DC179)*
  Tight: Add 3 handling for everyone — **6**

Other

Assembled with Love and Bondo *(DC170)*
  Mod last net hits hours, then broken — **2**
Black Thumb *(DC170)*
  Rush job on moving vehilce — **2**
Change Environment *(DC178)*
  Choose Open, Restricted, Tight — **5**
Equalizer *(DC179)*
  Ignore targets position advantage — **2**
Escape! *(DC179)*
  Test: Escape all followers at medium range — **4**
Focus *(DC179)*
  Athletics threshold-1 for one test — **2**
Sudden Insight *(CRB48)*
  No penality for skill without rank — **1**
Up the Ante I *(DC179)*
  Tight: Add 1 threshold for everyone — **2**
Up the Ante II *(DC179)*
  Tight: Add 2 threshold for everyone — **4**
Up the Ante III *(DC179)*
  Tight: Add 3 threshold for everyone — **6**

Qualities

POSITIVE

THERMOGRAPHIC VISION

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

DERMAL ALTERATION (BARK)

You did not provide a description yet.
(Key quality.dermal_alteration.desc)
see Ingentis Athletes, p.16

BUILT TOUGH

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

NEGATIVE

FIREARM DIPLOMACY

You did not provide a description yet.
(Key quality.firearm_diplomacy.desc)
see Power Plays, p.40

ZERO-ZONE MENTALITY

You did not provide a description yet.
(Key quality.zero-zone_mentality.desc)
see Power Plays, p.99

HONORBOUND: PIRATES CODE

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

ALLERGY (RARE, MILD): SHELLFISH

You did not provide a description yet.
(Key quality.allergy_rare_mild.desc)
see Core rules, p.74

ACCIDENT PRONE

You did not provide a description yet.
(Key quality.accident_prone.desc)
see Double Clutch, p.171

Augmentation

CYBERWARE

CYBEREYES, RATING 5

You did not provide a description yet.
(Key item.cybereye5.desc)
see Core rules, p.285

CYBERSKULL, SYNTHETIC

You did not provide a description yet.
(Key item.cyberskull_synthetic.desc)
see Core rules, p.288

REACTION ENHANCERS

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

BIOWARE

BONE DENSITY AUGMENTATION, RT.4

You did not provide a description yet.
(Key item.bone_density_augmentation_4.desc)
see Core rules, p.291

MUSCLE TONER

You did not provide a description yet.
(Key item.muscle_toner.desc)
see Core rules, p.292

SYMBIOTES

You did not provide a description yet.
(Key item.symbiotes.desc)
see Core rules, p.292

Creation

Variant	Priorities	Karma to Nuyen	Extra Karma
Standard	ACEDB	0	0

REWARDS FOR MUTT