

COMBAT ACTIONS

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

EDGE Boosts and Actions

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 = 9

2. Distribute Edge

Compare Attack Rating vs. Defense Rating

For every 4 better, the party gets 1 Edge

Modify with situational edge

Max. 2 Edge per combat round

3. Roll Dice and Spend Edge

a) Choose either Pre- or Post Roll Edge actions

b) Roll dice

c) Check for glitches

d) Spend Edge

4. Soak Some Damage

Defend with Damage Resistance (5) to reduce the damage.

Last chance to use Edge

5. Bring the Pain

a) Apply damage to condition monitor

b) Apply secondary weapon effects

MARTIAL ARTS

Kenjutsu FS 100

Ballestra, Iaijutsu, Precision Strikes (Blades), Threatening Edge

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
0		# of max. concurrent programs per device		
1 = Meta Link		2 = unavailable		<input type="checkbox"/> = not installed
				<input type="checkbox"/> = mark if activated

GEAR					
Name	Amount	Page	Name	Amount	Page
Autopicker	1	CRB 278	Sequencer, Rating 6	1	CRB 279
Biomonitor	1	CRB 281	Stealth tag	5	CRB 269
Bug Scanner	1	CRB 269	Stim patch, Rating 6	1	CRB 282
Data tap	2	CRB 269	Trid projector	1	CRB 268
DocWagon Basic Contract (1 Year)	1	CRB 281			
Gecko tape gloves	1	CRB 280			
Keycard copier	1	CRB 278			
Mage sight goggles	1	CRB 274			
Medkit, Rating 6	1	CRB 281			
Monofilament chainsaw	1	CRB 279			

Ranged weapons

THROWING STARS (2X)						
Damage	Attack Rating	Mode	Ammo			
2P	9/11/5/-/-	-				
Accessory: Hidden Melee Arm Slide						
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 Stars		9/11/5/-/-	SS	9/11/5/-/-	2P	12

THROWING STARS (4X)						
Damage	Attack Rating	Mode	Ammo			
2P	9/11/5/-/-	-				
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 Stars		9/11/5/-/-	SS	9/11/5/-/-	2P	12

AMMUNITION					
Name	Amount	Page	Name	Amount	Page

MELEE WEAPONS						
Bite	Pool	12	Damage	3P	Att.R.	8/-/-/-
Nodachi	Pool	12	Damage	5P	Att.R.	24/-/-/-
Modifications	Flashing Blade, Metahuman Adaptation Close Combat Weapon, Personalized Grip					
Unarmed	Pool	12	Damage	2S	Att.R.	19/-/-/-
	Pool		Damage		Att.R.	


ARMOR		
Armor	Rating	Social
Body	5	
Armanté Suit/Dress	3	10
Shockweave (6)		
Ares Securetech SkinShield	2*	0
Armor	4	0
Defensive rating	12	
*) Rating not included in defensive rating		

Vehicles / Drones

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

YAMAHA NODACHI

Handling	Acc	Interval	Speed	Seat	
3	25	40	210	1	
Pil	Sens	Body	Arm	DR	D/A/R/J
1	1	9	6	7/5/-/-	



Accessories/Notes	Skills	D	A	R	J
Smart Tires, Metahuman adjustments (pilot) Troll, Spoof Kit	Evade	8	1	-	-
	Perception	3	1	-	-
	Pilot	8	1	-	-
	Stealth	-	1	-	-

Ramming	5P	AR	2	0	-	-	D	A	R	J	D	A	R	J	Software	Rtg

No weapons mounted

<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"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Matrix Devices

COMMLINK

Model	Meta Link				
Level	1	Data processing	1	Firewall	0
Programs (concurrent 0)					
Matrix status (9)					

Contacts

CON: MIRA HAN

Alias	Type	Loy.	Infl.	Fav.
Mira Han	Fixer	4	4	0
Description				
<p>[x](https://c.tenor.com/F71sOwqv0yQAAAAd/mira-han-starcraft2.gif)</p> <p>Mira Han is a ex-mercenary that runs the go gang bar Mira's Marauders in Seattle. She uses her bar as a cover for her Fixer activity's. She has Bright Pink hair. A scar from the shrapnel that took her right eye is visible across most of the right side of her face, and terminates with her red cyber-eye which she always has glowing. Her remaining eye is green. Even when not found at Mira's Marauders she is rarely seen in any clothes that do not include leather and spikes or some kind of body armor. whether she just likes the stile for artistic reasons or more pragmatic ones is open to interpretation.</p>				

CON: ONE-EYE

Alias	Type	Loy.	Infl.	Fav.
One-Eye	Private Investigator	4	4	0
Description				
<p>[x](https://static.wikia.nocookie.net/blackcompany/images/b/b4/One_Eye_by_Olga_Sluchanko.jpg)</p> <p>One-Eye works as a Private Eye, using his magic to investigate anomalous behavior for individuals and groups. His skills primarily focus on social engineering and illusions. Off the clock he is rarely sober, and loves to gamble. One-Eye rarely has qualms about the legality of his activity's. Aside from his missing right eye his most distinctive feature is the filthy black hat he never removes. Despite his dark skin his weathered face and grey hair make it clear he has survived a long time irregardless of his reckless behavior.</p>				

CON: BELLE STARR

Alias	Type	Loy.	Infl.	Fav.
Belle Starr	Black market fence	4	4	0
Description				
<p>[x](https://allthatsinteresting.com/thumb/1045.752.https://allthatsinteresting.com/wordpress/wp-content/uploads/2019/05/belle-starr-colored-featured.jpg)</p> <p>A brown haired, brown eyed human. She has adopted the persona of Belle Starr the Bandit Queen. Belle talks and dresses like those old west trids. That said she sure does have a knack for finding things that happened to 'fall off a truck'.</p>				

SINs

PIERRE MORREL - QUALITY 4

Licenses
Driver 4, Cyberware 4

Lifestyles

PIERRE MORREL

Type	Middle	Cost	5000¥
Month	1	SIN	Pierre Morrel
Options			
keine			

KNOWLEDGE AND LANGUAGES

Languages	Khmer
English	

Notes

12.11.22 21:47, created with Genesis by Stefan & Anja Prella, SR6-Version: 2.4.2

Negative quality Scales: The individual has scaly skin, like that of a lizard, snake, or fish, which covers at least sixty percent of their body, including the most evident areas with the highest use (hands, face, etc). Normal ongoing renewal of the epidermis can be itchy and

irritating, which is obvious to onlookers. Once per month, the individual will literally shed their entire skin, which is a distracting time (it takes twenty-four hours) during which they suffer a -2 dice pool penalty to all actions. The scales appear in a variety of colors and patterns, making them especially memorable to others, though the patterns do not serve any beneficial purpose. Because of this dramatic visual impression of scales, all Matrix searches and visual Perception tests targeting the individual are made at +2. This quality is incompatible with other dermal qualities and dermal augmentations.

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

Qualities

POSITIVE

ARMOR

You did not provide a description yet.
(Key quality.armor_1.desc)
see Sixth World Companion, p.90

BUILT TOUGH

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

DUAL NATURED

You did not provide a description yet.
(Key quality.dual_natured.desc)
see Sixth World Companion, p.90

GUARD

You did not provide a description yet.
(Key quality.guard.desc)
see Sixth World Companion, p.90

MOVEMENT: 5/15/+1 (GROUND)

You did not provide a description yet.
(Key quality.movement_naga_ground.desc)
see Sixth World Companion, p.90

MOVEMENT: 3/12/+2 (SWIMMING)

You did not provide a description yet.
(Key quality.movement_naga_swimming.desc)
see Sixth World Companion, p.90

NATURAL WEAPON (BITE)

You did not provide a description yet.
(Key quality.natural_weapon_naga.desc)
see Sixth World Companion, p.90

VENOM

You did not provide a description yet.
(Key quality.venom.desc)
see Sixth World Companion, p.90

AMBIDEXTROUS

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

ATTRIBUTE MASTERY: AGILITY

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

SHIVA ARMS

You did not provide a description yet.
(Key quality.shiva_arms.desc)
see Sixth World Companion, p.126

NEGATIVE

COLD-BLOODED

You did not provide a description yet.
(Key quality.cold-blooded.desc)
see Sixth World Companion, p.129

HONORBOUND: PIRATES CODE

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

PHOBIA, COMMON: ANT

You did not provide a description yet.
(Key quality.phobia_common.desc)
see Firing Squad, p.130

NOCTURNAL

You did not provide a description yet.
(Key quality.nocturnal.desc)
see Sixth World Companion, p.130

Augmentation

CYBERWARE

CYBEREYES, RATING 3

You did not provide a description yet.
(Key item.cybereye3.desc)
see Core rules, p.285

DATAJACK

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

INTERNAL AIR TANK

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

MUSCLE REPLACEMENT

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

ULTRASOUND SENSOR

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

BIOWARE

SYNAPTIC BOOSTER

You did not provide a description yet.
(Key item.synaptic_booster.desc)
see Core rules, p.293

Martial arts techniques

BALLESTRA

Type: Weapon

You did not provide a description yet.
(Key technique.ballestra.desc)
see Firing Squad, p.103

IAIJUTSU

Type: Weapon

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

PRECISION STRIKES (BLADES)

Type: Weapon

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

THREATENING EDGE

Type: Weapon

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

