

PERSONAL	DATA					
Alias	Noodle		Name	Fou	r Murisame	
Metatype	Sapient-Naga		Magic/Reso	nance	Mundane	
Sex	male		Height	6	Weight	245
Age			Heat	0	Reputation	0
Karma	0	Total Karma		0	Essence	1.22

	Rtg	Pool		Rtg	Pool
Body	5	5	Minor Actions	1	5
Agility	7	11	Initiative	9	9 +3D6
Reaction	5	7	Initiative (Matrix VR)	3	3 +2D6
Strength	8	12	Initiative (Astral)	4	4 +2D6
Willpower	5	5	Defense	0	9
Logic	2	2	Composure	0	9
Intuition	2	2	Judge Intentions	0	7
Charisma	4	4	Memory	0	4
Edge	1	1	Lift / Carry	0	10

QUALITIES	
POSITIVE	NEGATIVE
Armor	Cold-Blooded
Built Tough 2	Honorbound
Dual Natured	Pirates Code
Guard	Phobia, common
Movement: 5/15/+1 (Ground)	Ant
Movement: 3/12/+2 (Swimming)	Nocturnal
Natural Weapon (Bite)	
Venom	
Ambidextrous	
Attribute Mastery	
Agility	
Shiva Arms 1	

CONDITION MONITOR		
Stun Healing: BOD + WIL = 10	Physical Healing: BOD + BOD = 10	Dam. overfl. Healing: 10 - Mod. =
-1 -1 -1 -2 -2 -2 -3 -3 -3	1 1 1 2 2 2 3 3 3 4 4	
Orain resist: WIL (5) +	Damage resist: BOD (5) + mod.(0) = 5	

Skill	Attr.	Rtg	Pool	Notes	Skill	Attr.	Rtg	Pool	Notes	Language/Knowledge	
Untrained					Outdoors	INT	0	1		Lang: English (Native)	
Athletics	AGI	1	12	a	Perception	INT	1	3		Lang: Khmer (Spec.)	
Close Combat	AGI	1	12		Piloting	REA	1	8			
Con	CHA	5	9		Stealth	AGI	1	12	a		
Electronics	LOG	0	1								器
Engineering	LOG	0	1								
Firearms	AGI	1	12		13.111.						
Influence	CHA	5	9								

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
Throwing Stars	12	2P	9/11/5/-/-	- 4	
Throwing Stars	12	2P	9/11/5/-/-		
			- W		
Melee weapon	Pool	Da	amage	Att.F	
Bite	12		3P	8/-/-/	-/-
Nodachi	12		5P	24/-/-/	'-/-
	12		2S	19/-/-/	1_1_

ARMOR		DEFENSIVE RAT	ING	12
Armor		Rating	Soci	al
Body		5	4	
Armanté Suit/Dress		3	10	
Shockweave (6)				
Armor		4	0	
Defensive Pools against		Defensive Actions		
Attacks	9	Block (Minor)		+1
Combat spells (Indirect)	12	Dodge (Minor)		+1
Combat spells (Direct)	7	Hit the dirt (Minor)		+2
Toxin Damage	10	Full Defense (Major)		+5
Drain	0	Boosted Defense (Major)	-5

Augmentation	Level	Essence	Page
Cybereyes, Rating 3	- 1	0.3	CRB 285
Image link, Camera, Rating 0, Fla vision, Vision enhancement	re compensation, Lov	w-light vision	, Thermographic
Datajack		0.1	CRB 283
Internal air tank (Used)	4	0.275	CRB 287
Muscle replacement	4	2.8	CRB 287
Synaptic booster	2	1.0	CRB 293
Ultrasound sensor	-	0.3	CRB 284

Name	Amount	Page
Autopicker	1	CRB 278
Biomonitor		CRB 281
Bug Scanner	1	CRB 269
Data tap	2	CRB 269
DocWagon Basic Contract (1 Year)	1	CRB 281
Gecko tape gloves	1	CRB 280
Keycard copier	3 11	CRB 278
Mage sight goggles	#0[E] [1a]	CRB 274
Medkit, Rating 6	1	CRB 281
Monofilament chainsaw	15	CRB 279
Sequencer, Rating 6	1	CRB 279
Stealth tag	5	CRB 269
Stim patch, Rating 6	1	CRB 282
Trid projector	1	CRB 268

CONTACTS				
Alias	Туре	Loy.	Infl.	Fav.
Mira Han	Fixer	4	4	0
One-Eye	Private Investigator	4	4	0
Belle Starr	Black market fence	4	4	0

Lifestyle	Туре	Cost	Month
Pierre Morrel	Middle	5000¥	1

SINS	
Name	Quality
Pierre Morrel	
	740

Name					CI
THE	Progr	D	Fir	Attack	SI
Meta Link	0	1	-	-	-

CURRENCY			
Nuyen (¥): 1183 Credstick Platinum			11
Credstick Platinum		()	
	545	BEN, L	, Person Sel
		12/18	
	17 115 11		H
			- 2

Vehicles	Туре	Handl	Acc	Intvl	Speed	Pil	Body	Arm	Sens	Seat
Yamaha Nodachi	Bikes	3	25	40	210	1	9	6		1
Drones	Count	100								

COMBAT ACTIONS							
Initiative (minor)	,381,	Initiative (major))		Anytime (minor)	7	Anytime (major)	01.0
Call a shot	CRB41	Attack	CRB42	Augmentation Overdr	rive 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 Action	ns						東
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 Princ	ipal (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 W	eapon (I)	FS 93
Imposing Stone (I)	FS 94	Pin (I)		FS 94	Called Shot: Incapaci	tate (I)	FS 93

COMBAT OVERVIEW

Intimidating Presence (I)

1. Grab Dice

Attacker: Weapon pool plus modifiers Defender:: Intuition + Reaction = 9

FS 94

Playing Possum (I)

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

FS 94 MARTIAL ARTS

Kenjutsu FS 100

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

Origin: Meta Link			
Attributes/Skills	Default	Current	
Att (Attack)	0	la constitution	
Sleaze (SI)	0		100
Data Processing (D)	1		
Firewall (Fir)	0		
Matrix Perception			Electronics + INT
Matrix Combat			
Initiative AR	9 +1D6		
Initiative VR	3 +2D6	and.	INT + D
Initiative VR Hot sim	3 +3D6		INT + D
Attack Rating	0	4.29	Attack + SI
Defense Rating	1		D + Fir

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		Hash Check (i)	CRB 182
Change Device Mode	CRB 41	Hide (i)	CRB 182
Change Icon	CRB 180	Jack out	CRB 182
Enter Host	CRB 181	Jam Signals (i)	CRB 182
Reconf. Matrix Attrib.	CRB 183	Jump into Rigged Device	CRB 182
Send Message	CRB 183	Matrix Perception	CRB 182
Switch Interface Mode (i)	CRB 184	Reboot Device	CRB 183
Major Actions		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: -5	Resist fad	ing: WIL(5) + LOG(2)	11.00	le s	. W L	- UJ
Complex for	m		Dur.	Fading	Page	Notes
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SUBMERSI	ON					GRADE
Echo						Page
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2	Program	Description	Page	
4	Basic programs			
	Alice (Kabelmatrix Emulator)	ISDN2 Emulator for cable matrix	Misc. (Peg)	
	Autosoft Host	program.autosoft_host.short	HACK 57	
	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	
	Emulator	program.emulator.short	HACK 57	
	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	
	Blaster-Charger	program.blaster-charger.short	HACK 57	
9.2	Bomb Kit	program.bomb_kit.short	HACK 58	
	Decryption	+2 dice on Crack File action	CRB 184	
	Defense Pods	program.defense_pods.short	HACK 58	
	Defuse	Allow Dev.Rat./Body to soak dmg. from d.bomb	CRB 184	
	Directional Shield	program.directional_shield.short	HACK 58	
	Double Agent	program.double_agent.short	HACK 58	
	Drone Master	program.drone_master.short	HACK 58	
	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	
	Quartermaster	program.quartermaster.short	HACK 59	
	Rocket Launcher	program.rocket_launcher.short	HACK 59	
	Secret Agent	program.secret_agent.short	HACK 59	
	Smoke Bomb	program.smoke_bomb.short	HACK 59	
	Special Agent	program.special_agent.short	HACK 59	
	Spin Doctor	program.spin_doctor.short	HACK 59	
	Spineshield	program.spineshield.short	HACK 59	
	Stealth	Gain 1 Edge on Hide action	CRB 185	
4.5	Tapeworm	program.tapeworm.short	HACK 59	
	Trace	Gain 1 Edge on Trace Icon action	CRB 185	
)	# of max. concurren	nt programs per device	50	

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 power	Act	Cost	Page
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		TH	
	- PER		
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		16	

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Name	Rtg	Choice	Page
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Page
100 90
1514

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 (5) + (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
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			85, 77
			- #

SPELLS						ATTACK RATING				BASE COMBAT SPELL DAMAGE				
Spell	Туре	Dur.	Range	Drain	Page	Notes	Spell		Туре	Dur.	Range	Drain	Page	Notes
								-21			12	Z.	AKK	
							+					100	3/1/2	
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				-						4				
													al nei	
					<u> 75-10-</u>					YK	314			-><
Type: P = Physical, M														

		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		
	Attack Rating			Piloting	+ Sensor	Maneuvering + Sensor		
D	Defense Rating		Piloting + Armor					
Ramming	Att	Dilatin			Dilatina I Intuition I Control via action I 1 Educ	Managering & Dilat		
	Defense	Piloting + Reaction		Intuition	Piloting + Intuition + Control rig rating + 1 Edge	Maneuvering + Pilot		
	Attack Rating	As weapon						
	Defense Rating		Piloting + Armor					
Non-ramming	Att		Engineering + Lo	gic	Engineering + Logic + Control rig rating + 1 Edge	Targeting + Sensor		
	Defense	Pilotin	Piloting + Reaction		Piloting + Intuition + Control rig rating + 1 Edge	Evasion+ Pilot		
Matrix DD	Networked	Firewall + Data Processing						
Matrix DR	Not networked				Sensor * 2	V.Bru		
Initiative		In	itiative	THE SA	Initiative VR	Pilot * 2 + 4D6		
Perception			Perception + Intuition					
Stealth		Steal	th + Agility	Perception + Intuition Clearsigh Stealth + Logic Stealth + Logic + Control rig rating + 1 Edge Stealth				

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 Attribut	e			
Body	\Rightarrow	Willpower	5			
Strength	\Rightarrow	Charisma	4			
Agility	\Rightarrow	Logic	2			
Reaction	\Rightarrow	Intuition	2			

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								
	1 9							

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)					THROWING STARS (4X)					
Damage	Attack Rating	Mode	Ammo	Damage	Attack Rating	Mode	Ammo			
2P	9/11/5/-/-			2P	9/11/5/-/-			111 511		
		011.1								

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

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

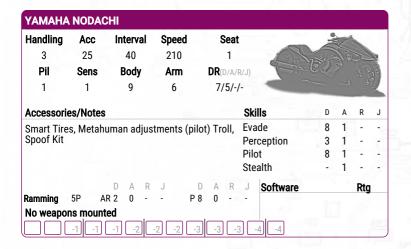
Name	Amount Page	Name	Amount Page
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MELEE WEAPONS						
Bite	Pool	12	Damage	3P	Att.R.	8/-/-/-
Nodachi	Pool	12	Damage	5P	Att.R.	24/-/-/-
Modifications	Flashing Bla	ade, Metahuman A	daptation Close Combat We	apon, Personalized Grip		
Unarmed	Pool	12	Damage	2\$	Att.R.	19/-/-/-
140	Pool		Damage		Att.R.	W 7 ***

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



Matrix Devices

COMMLINK				
Model	Meta Link			154.5
Level	1	Data processing	1 Firewall	0
Programs (concurre	ent 0)	3//AE(XXX-)		
Matrix status (9)				

CON: ONE-EYE

Type

Private Investigator

[x](https://static.wikia.nocookie.net/blackcompany/images/b/b4/One_Eye_by_Olga_Sluchanko.jpg)
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.

Alias

One-Eye

Description

Contacts

CON: MIRA HAN				
Alias	Туре	Loy.	infl.	Fav.
Mira Han	Fixer	4	4	0
Description				

[x](https://c.tenor.com/F71sOwqv0yQAAAAd/mira-han-starcraft2.gif)
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
renaming 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.

Alias	Туре	Loy.	Infl.	Fav.
Belle Starr	Black market fence	4	4	0
Description				

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'.

SINs

PIERRE MORREL - QUALITY 4	
II	
Licenses	
Driver 4, Cyberware 4	

Lifestyles

PIERRE MORREL						
Туре	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 Prelle, SR6-Version: 2.4.2

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Infl.

Loy.

Fav.

0

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-BOOSTS / EDGE-ACTIONS					
Edge Boost		Entanglement (FS93)		Weapon Flash (FS96)	_
		Melee: Hits>AGI, target status Hobbled	3	Quick draw any melee weapon	2
Add 3 to your Initiative Score (CRB46)		Fake Out (FS93)	_	Weapon Spread (FS96)	
+3 to Initiative	1	Lower target DR for next round	2	2xMelee: Close range=2m during encounter	1
Reroll one die (CRB46)		Fire from Cover (CRB47)		Wrest (CRB48)	117
Reroll one die	1	Attack from cover /wo minor action	2	During melee, evtl. disarm opponent	1
+1 to a single die roll (CRB46)		Hamstring (FS93)		Yielding Force (FS96)	1
+1 to a single die roll	2	Hits>AGI, target status Hobbled	3	Athletics as defense, NH>AGI opp. prone	3
Double Down I (DC177)		Imposing Stone (FS94)		Position	
Add 1 wild die	2	Hits>AGI, target stops, otherw. slowed	2		
Give ally 1 Edge (CRB46)		Intimidating Presence (FS94)	407	Freerunning (FS93)	
Give ally 1 Edge	2	Infl+STR/WIL+STR: Reduce target AR	2	While moving horiz. also move vertical.	2
Negate 1 Edge of a foe (CRB46)		Karmic Escape (FS94)	4-1	Monkey Climb (FS94)	
Negate 1 Edge of a foe	2	Minor Act, Avoid status, but more damage	2	+ 0.2 climb distance per hit	2
Buy one automatic hit (CRB47)		Knockout Blow (CRB47)	17.	Matrix	
Buy one automatic hit	3	Damage>WIL fill target stun cond. monitor	2		
Heal one box of Stun damage (CRB47)		Knuckle Breaker (FS94)		Emergency Boost (CRB175)	
Heal 1 Stun damage	3	-4 dice pool, success disables limbs	4	Increase one matrix attrib. for 1 test	1
Add Edge to your dice pool (CRB47)		Leaf on the Wind (FS94)		Hog (CRB175)	
+Edge to pool and explode	4	Use hits to get cover while sprinting	3	-2 Data Proc and -1 active prog. slot	2
Double Down II (DC177)		Pin (FS94)		Signal Scream (CRB175)	
Add 2 wild dice	4	Hits>DR, target Status Immobilized	3	Ignore noise penalty for next action	2
Heal 1 point of Physical damage (CRB47)		Playing Possum (FS94)		Technobabble (CRB175)	
Heal 1 Physical damage	4	Infl. check, dice pool +net hits next attack	3	Mancer: Use CHA inst. LOG for next action	2
I Saw It in a Trid Once (FS96)		Protect the Principal (FS95)		Under the Radar (CRB175)	
Use unlearned martial arts technique	4	Ally only 1 Min.Act. away, take DMG instead	2	Next action does not increase OS	3
Reroll all failed dice (CRB47)		Right Back At Ya! (FS95)		Operiol	
Reroll all failed dice	4	Knock grenade away, Athletics check (2)	3	Social	
Count 2s as glitches for the target (CRB47)		Riposte (FS95)		Big Speech (CRB47)	
2s are glitches for the target	5	Melee: ptly. conv. rcvd. DV into target DMG	4	Roll 2xInfluence, treat as teamwork check	4
Create special effect (CRB47)		Rolling Clouds (FS95)		Bring the Drama (CRB47)	
Discuss with your GM	5	Athletics slows down fall if environ. allows	2	Gain 200ny on a quick con, +20% on long	2
Recover (FS96)		Rooted (FS95)			
Major Action to remove/reduce own status	5	Athletics: BOD+Hits when avoid knockdown	2	Driving	
Double Down III (DC177)		Shank (CRB48)		Aimbot (DC177)	
Add 3 wild dice	6	Called shot with only -2 penalty.	1	If >=1 net hit, add sensor rat. hits	6
		Sucker Punch (FS95)		Attack Run (DC177)	-10
Combat		Net Hits>WIL, inflict Fatigued status	2	Add rank piloting to gunnery test	4
Anticipation (CRB47)		Tactical Roll (CRB48)	J	Bootleg Turn (DC178)	
Double dice pool to split for attacks	4	Ignore prone penalty for attacks for 2 rds	1	Adjust range category by 1	2
Blinding strike (FS92)	•	Taunt (FS95)	. V.	Change Environment (DC178)	H
Hits>AGI, target status Blind I	4	Influence: Net Hits incr. ally's DR	1	Choose Open, Restricted, Tight	5
Called Shot (Disarm) (CRB47)	7	Threatening Edge (FS95)		Chicken (DC178)	,
Attack does no damage, Disarms Opponent	5	Repl. own DR with weapon AR for encount.	1	Chase: Driver with lower net hits crashes	6
Called Shot (Vitals) (CRB47)	3		- '		U
	5	Throat Strike (FS96) Molec: Not Hites ACL inflict Mutad status	1	Crossfire (DC177) Defense: Net hits damage on other vehicle	6
Add 3 damage if attack hits	J	Melee: Net Hits>AGI, inflict Muted status	4		O
Called Shot: Break Weapon (FS93)	5	Throw Person (FS96)	A	Dead Stop (DC179)	E
DV>Struct/2, reduce weapon AR	Э	Melee to throw grappled opponent prone	4	Opp. Outdoors:Chased target hits dead end	5
Called Shot: Incapacitate (FS93)	-	Thunder Palm (FS96)	0	Drafting (DC179)	,
Hits>REA, target status Dazed	5	Net Hits>WIL, inflict Deafened status	2	Move one category closer to chased target	2
Charge (FS93)		Tuck and Roll (FS96)	4	Equalizer (DC179)	
Move 5m, convert hits to movement	4	When rcv. Prone status, move 1m away	1	Ignore targets position advantage	2
Cover Fire (FS93)		Tumble (CRB48)	_	Escape! (DC179)	. 1
BF produces +2 Cover, instead DV	3	If Damage > Body then target prone	1	Test: Escape all followers at extreme range	4

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