

PERSONAL	DATA			
Alias	Painbow	Name Guir	nevere "Gwen" Jo	ones
Metatype	Elf	Magic/Resonance	Adept	
Sex	female	Height 203	Weight	180
Age	26	Heat 0	Reputation	0
Karma	0	Total Karma 0	Essence	6.00

EDGE / ¥

EDGE

NUYEN (¥)



ATTRIBUTES					
	Rtg	Pool		Rtg	Pool
Body	5	5	Minor Actions	1	6
Agility	7	7	Initiative	13	13 +5D6
Reaction	5	9	Initiative (Matrix VR)	7	7 +2D6
Strength	5	5	Initiative (Astral)	6	6 +2D6
Willpower	4	4	Defense	0	16
Logic	2	2	Composure	0	7
Intuition	4	4	Judge Intentions	0	8
Charisma	3	3	Memory	0	6
Edge	3	3	Lift / Carry	0	9
Magic	6	6			

POSITIVE	NEGATIVE
Low-Light Vision	Innate Talent
Adept	Focused Channeling
Ambidextrous	Spark of Brilliance
Mentor Spirit	Hunted 3
Dragonslayer	Hooder 3
	Honorbound
	Paladin's Code
	Warrior's Way

Stun Healing: BOD + WIL = 9	Physical Healing: BOD + BOD = 10	Dam. overfl. Healing: 10 - Mod. =
-1 -1 -2 -2		-3
Drain resist: WIL (4) +	Damage resist: BOD (5) + mod.(0) = 5	

Skill	Attr.	Rtg	Pool	Notes	Skill	Attr.	Rtg	Pool	Notes	Language/Knowledge
Untrained					Outdoors	INT	2	6		Lang: Language (Exp.)
Athletics	AGI	4	11		Perception	INT	2	6	b	Lang: Sperethiel (Native)
Close Combat	AGI	6	13		Piloting	REA	0	8		Seattle Gangs
Con	CHA	2	5		Stealth	AGI	2	9		Seattle Streets
Electronics	LOG	0	1							
Engineering	LOG	0	1							
Firearms	AGI	0	6							2 K., 115 1 :
Influence	CHA	2	5	a						

WEAPONS					
Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
Throwing Knive	11	2P	10/9/5/-/-		
				- 1	XI.
Melee weapon	Pool	D	amage	Att.F	1.
Claymore (Zoé Heritage) (Weapon focus)	16		4P	17/-/-	/-/-
Combat Knife	13		3P	16/2/-	/-/-
Unarmed	13		2S	14/-/-	/-/-

ARMOR		DEFENSIVE RATI	NG	10
Armor		Rating	Socia	al
Body		5	3	
VI Sleeping Tiger		3	5	
SecureTech Invisi-Shield Ar	mor	2	0	
Defensive Pools against		Defensive Actions		
Attacks	16	Block (Minor)		+6
Combat spells (Indirect)	13	Dodge (Minor)		+4
Combat spells (Direct)	8	Hit the dirt (Minor)		+2
Toxin Damage	9	Full Defense (Major)		+4
Drain	0	Boosted Defense (Major)	6

AUGMENTATIONS			
Augmentation	Level	Essence Page	
Act. Essence (6.0) = 6 - Hole (0.0)	- Sum augmentations	s (0.0)	

Name	Amount	Page
Biomonitor	J=19 17 1	CRB 281
Bug Scanner	-1	CRB 269
Climbing gear	1	CRB 279
Contacts, Rating 3 (3 Accessories)	1	CRB 274
Diving gear	1	CRB 279
Flashlight	1	CRB 279
Gas mask	畫 1	CRB 279
Gecko tape gloves	eoEEI ILI	CRB 280
Glasses, Rating 4 (3 Accessories)	1	CRB 274
Grapple Gun	4/27 13	CRB 280
Jammer (Area), Rating 6	1	CRB 270
Medkit, Rating 6	1	CRB 281
Medkit supplies	5	CRB 281
Micro-transceiver	1	CRB 270
Plastic straps (10)	1	CRB 278
Rappelling gloves	1	CRB 280
Respirator, Rating 6	1	CRB 280
Standard rope	1 X 1	CRB 280
Stealth tag	10	CRB 269
Stim patch, Rating 6	2	CRB 282

CONTACTS						
Alias	Туре	Loy.	Infl.	Fav.		
Patches	Armorer	3	3	0		
Erica 'Inque' Alvarez	Talismonger	3	3	0		
Praxis	Fixer	3	3	0		

Lifestyle	Туре	Cost	Month
Unnamed Middle	Middle	15000¥	3

Name	Quality
Lifestyle SIN	
Shadowrunning SIN	5
	00 1 1 1 1 m 10 1 1 2 1 2 2 2 2

MATRIX DEVICES					
Name	Progr	D	Fir	Attack	SI
Hermes Ikon	2	3	-	-	-
Meta Link	0	1	11-1	TIL	

CURRENCY	
Nuyen (¥): 380	

(Analysis	Туре	Handl	Acc	Intvi	Speed	Pil	Body	Arm	Sens	Seat
	700									
Count	AL 1/1							- //		
		= 111						-41		
	Count									

COMBAT ACTIONS							
Initiative (minor) Call a shot Mutliple attacks Quick draw Reload Smartgun	CRB41 CRB42 CRB42 CRB42	Initiative (major)) Attack Ready Weapon Reload Weapon	CRB42 CRB43 CRB44	Anytime (minor) Augmentation Overdriv Avoid incoming Block Dodge	ve CRB282 CRB41 CRB41 CRB41	Anytime (major) Assist Backseat Driver Full Defense	CRB42 DC177 CRB43
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) (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 = 13

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

	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
Attribute Boost (Strength) 2	maj.	0.5	CRB 156
Combat Sense 3	pass.	1.5	CRB 156
Danger Sense	pass.	0.5	CRB 156
Improved Reflexes 4	pass.	4.0	CRB 157
	4.75		
		1	£.

Name	Rtg	Choice	Page
Weapon focus	3	Claymore (Zoé Heritage)	CRB 155

INITIATION	GRADE
Metamagic	Page
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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 = (6)

3. Deal with drain

Drain: Spell Drain + Drain caused by adjustments

Resistance test: Willpower (4) + (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		Wiled to the second sec	
Ritual	Features	Th. Notes	Page
			K 5

SPELLS						ATTACK RATING		BASE COMBAT SPELL DAMAGE						
Spell	Туре	Dur.	Range	Drain	Page	Notes	Spell		Туре	Dur.	Range	Drain	Page	Notes
							1				128	24	ARES	
													=1/1/0	
								-						1
									-					
														1
					N 17	-44-					1			- 1
										<u> </u>				104

GEAR					
Name	Amount	Page	Name	Amount	Page
Biomonitor	1	CRB 281	Jammer (Area), Rating 6	1	CRB 270
Bug Scanner	1	CRB 269	Medkit, Rating 6	-1	CRB 281
Climbing gear	1	CRB 279	Medkit supplies	5	CRB 281
Contacts, Rating 3	1	CRB 274	Micro-transceiver	1	CRB 270
Flare compensation		CRB 275	Plastic straps (10)	1	CRB 278
Image link		CRB 275	Rappelling gloves		CRB 280
Thermographic vision		CRB 275	Respirator, Rating 6	第 21	CRB 280
Diving gear	1	CRB 279	Standard rope	-0E111	CRB 280
Flashlight	1	CRB 279	Stealth tag	10	CRB 269
Gas mask	1	CRB 279	Stim patch, Rating 6	2	CRB 282
Gecko tape gloves	1	CRB 280	Survival kit	1	CRB 280
Glasses, Rating 4	1	CRB 274	Tag eraser	1	CRB 270
Ultrasound link		CRB 275	Trauma patch	2	CRB 282
Vision enhancement		CRB 275			
Vision magnification		CRB 275			
Grapple Gun	1	CRB 280			

Ranged weapons

amage	Attack Rating	Mode	Ammo	
2P	10/9/5/-/-			

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 Knive	10/9/3/-/-	SS	10/9/5/-/-	2P	11
Vision magnification	-/-/2/2/2				

Name	Amount Page	Name	Amount Page

MELEE WEAPONS						
Claymore (Zoé Heritage) (Weapon focus)	Pool	16	Damage	4P	Att.R.	17/-/-/-
Modifications	Personalize	d Grip, Metahuman	Adaptation Close Combat V	Veapon		
Combat Knife	Pool	13	Damage	3P	Att.R.	16/2/-/-
Modifications	Dikote, Pers	onalized Grip			LAKA	UTK 166
Unarmed	Pool	13	Damage	2\$	Att.R.	14/-/-/-
	Pool		Damage		Att.R.	W x 00

ARMOR			
Armor	UT I	Rating	Social
Body		5	
VI Sleeping Tiger		3	5
SecureTech Invisi-Shield Armor		2	0
Defensive rating		10	
*) Rating not included in defensive rating			

COMMLINK									
Model	Hermes Ikon		MA KIND			aboth.	5 . W		· UJI
Level	5	Dat	a processing		3	Firewall			0
Programs (concurr	ent 2)							87	- 100
Accessory								Ö	- (53)
Mapsoft (Seattle),	Tutorsoft (Close Combat), Rating 6								
Matrix status (11)									
				JOSE			اسال	100	17

COMMLINK					
Model	Meta Link				
Level	1_	Data processing	1	Firewall	0
Programs (concurre	ent 0)				
Matrix status (9)					

Contacts

CON: PATCHES				
Alias	Туре	Loy.	Infl.	Fav.
Patches	Armorer	3	3	0
Description				
Orc Armorer who caters e metahuman, and consider	xclusively to hooders and other wannabe d red a community pillar in Gwen's slice of Re	o-gooders. Grumpy, but bedmond	asically d	ecent

CON: PRAXIS				
Alias	Туре	Loy.	Infl.	Fav.
Praxis	Fixer	3	3	0
Description				

Alias	Туре	Loy.	Infl.	Fav
Erica 'Inque' Alvarez	Talismonger	3	3	0
Description				

SINs

LIFESTYLE SIN - QUALITY 5	
Angelica Drachen, Freelance Adept Security Consultant	
Licenses	
Adept abilities 5, Other Foci 5	

SHADOWRUNNING SIN - QUALITY 5 Princess, Energetic PhysAd Hooder who wears her heart on her sleeve Licenses Adept abilities 5, Other Foci 5

Lifestyles

UNNAMED MIDDLE					
Туре	Middle	Cost	15000¥		
Month	3	SIN	Lifestyle SIN		
Spacious	loft apartment				
Options					
keine					

Notes

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)	TI D
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)	7.
+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)	401	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	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)	M	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)	1 3		
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)	J	Rooted (FS95)	_	Gain 2001ly on a quick con, 120% on long	1 1
Major Action to remove/reduce own status	5	Athletics: BOD+Hits when avoid knockdown	2	Driving	
	J			Aimbet (DC177)	
Double Down III (DC177)	6	Shank (CRB48)	1	Aimbot (DC177)	-
Add 3 wild dice	6	Called shot with only -2 penalty.	-1	If >=1 net hit, add sensor rat. hits	6
Combat		Sucker Punch (FS95)	2	Add sork pileting to gunner toot	
		Net Hits>WIL, inflict Fatigued status	2	Add rank piloting to gunnery test	4
Anticipation (CRB47)	-	Tactical Roll (CRB48)	4	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)	4	Change Environment (DC178)	631
Hits>AGI, target status Blind I	4	Influence: Net Hits incr. ally's DR	1	Choose Open, Restricted, Tight	5
Called Shot (Disarm) (CRB47)		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)		Throat Strike (FS96)		Crossfire (DC177)	- 27
Add 3 damage if attack hits	5	Melee: Net Hits>AGI, inflict Muted status	1	Defense: Net hits damage on other vehicle	6
Called Shot: Break Weapon (FS93)		Throw Person (FS96)		Dead Stop (DC179)	
DV>Struct/2, reduce weapon AR	5	Melee to throw grappled opponent prone	4	Opp. Outdoors:Chased target hits dead end	5
Called Shot: Incapacitate (FS93)		Thunder Palm (FS96)		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)		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)	
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

Adept powers

ATTRIBUTE BOOST (STRENGTH) 2

You did not provide a description yet. (Key adeptpower.attribute_boost.desc) see Core rules, p.156

COMBAT SENSE 3

You did not provide a description yet. (Key adeptpower.combat_sense.desc) see Core rules, p.156

DANGER SENSE

You did not provide a description yet. (Key adeptpower.danger_sense.desc) see Core rules, p.156

IMPROVED REFLEXES 4

You did not provide a description yet. (Key adeptpower.improved_reflexes.desc) see Core rules, p.157 You did not provide a description yet. (Key quality.hooder.desc) see Sixth World Companion, p.137

HONORBOUND: PALADIN'S CODE

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

Qualities

POSITIVE

LOW-LIGHT VISION

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

ADEPT

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

INNATE TALENT

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

FOCUSED CHANNELING

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

SPARK OF BRILLIANCE

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

WARRIOR'S WAY

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

AMBIDEXTROUS

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

MENTOR SPIRIT: DRAGONSLAYER

You did not provide a description yet. (Key mentorspirit.dragonslayer.desc) see Core rules, p.163

NEGATIVE

HUNTED

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

HOODER