

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

GEAR		
Name	Amount	Page
AR gloves	1	CRB 268
Earbuds, Rating 3 (2 Accessories)	1	CRB 275
Flashlight	1	CRB 279
Glasses, Rating 4 (2 Accessories)	1	CRB 274
Glue solvent	1	CRB 279
Glue sprayer	1	CRB 279
Instrument 1 (simple)	1	NF 156
Medkit, Rating 4	1	CRB 281
Respirator, Rating 6	1	CRB 280
Subvocal microphone	1	CRB 268
Survival kit	1	CRB 280

CONTACTS				
Alias	Type	Loy.	Infl.	Fav.
Miguel Vega	Ork Prince of Payullup	2	5	0
Labrynth	Decker	4	3	0
Twist	Burned out Shaman/Fixer	4	3	0
Sgt. Townsend	Security Specialist	3	5	0
Rowan	Street Samurai/On again off again girlfriend/pain in the ass.	5	2	0

LIFESTYLES			
Lifestyle	Type	Cost	Month
Pullayup barrens Home,	Low	2000¥	1

SINS	
Name	Quality
Jaxson Paulok	4

MATRIX DEVICES					
Name	Progr	D	Fir	Attack	SI
Erika Elite	2	2	1	-	-

CURRENCY	
Nuyen (¥): 3550	

VEHICLES / DRONES										
Vehicles	Type	Handl	Acc	Intvl	Speed	Pil	Body	Arm	Sens	Seat
Drones	Count									

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
Astral Perception	min.	1.0	CRB 156
Danger Sense	pass.	0.5	CRB 156
Enhanced Accuracy	pass.	0.5	CRB 157
Improved Combat Ability (Firearms) 1	pass.	0.0	CRB 157
Improved Reflexes 1	pass.	1.0	CRB 157
Mystic Armor 4	pass.	1.0	CRB 157
Pain Resistance 3	pass.	0.75	CRB 157
Quick Draw	pass.	0.25	Wyrd 83

FOCI			
Name	Rtg	Choice	Page
Qi focus	4	Astral Perception	CRB 155
Summoning focus	2	Guardian Spirits	CRB 155

INITIATION		GRADE	1
Metamagic		Page	
Invocation		Wyrd 122	

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 (5) + Charisma (6)
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
Magical Lodge Materials, Rating 6	1	CRB 294

RITUALS				
Ritual	Features	Th.	Notes	Page

SPELLS							ATTACK RATING	12	BASE COMBAT SPELL DAMAGE							3
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)

GEAR					
Name	Amount	Page	Name	Amount	Page
AR gloves	1	CRB 268	Instrument 1 (simple)	1	NF 156
Earbuds, Rating 3	1	CRB 275	Medkit, Rating 4	1	CRB 281
<i>Audio enhancement</i>		CRB 276	Respirator, Rating 6	1	CRB 280
<i>Select sound filter, Rating 1</i>		CRB 276	Subvocal microphone	1	CRB 268
Flashlight	1	CRB 279	Survival kit	1	CRB 280
Glasses, Rating 4	1	CRB 274			
<i>Smartlink</i>		CRB 275			
<i>Vision enhancement</i>		CRB 275			
Glue solvent	1	CRB 279			
Glue sprayer	1	CRB 279			

Ranged weapons

THE COUNTER ARGUMENT					
Damage	Attack Rating	Mode	Ammo		
5P	12/12/8/-/-	SA	8(m)		
Accessory:					
Modifications: Personalized Grip, Gas Vent (improved)					
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
Remington Roomsweeper	9/8/4/-/-	SS	12/12/8/-/-	5P	11
Personalized Grip	1/1/-/-/-	SA	10/10/6/-/-	6P	11
Gas Vent (improved)	-/1/2/2/-				
Enhanced Accuracy	2/2/2/2/2				

INGRAM SMARTGUN XI					
Damage	Attack Rating	Mode	Ammo		
3P	15/13/10/-/-	SA/BF	32(c)		
Accessory: Thermographic vision, Silencer, Gas-vent system					
Modifications: Smartgun system (internal)					
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
Ingram Smartgun XI	11/9/6/-/-	SS	15/13/10/-/-	3P	11
Enhanced Accuracy	2/2/2/2/2	SA	13/11/8/-/-	4P	11
Smartgun: Add +2 to AR (if no laser sight)	2/2/2/2/2	BF (wide)	13/11/8/-/-	4P	5
Smartgun: Add +1 to AR (if has laser sight)	1/1/1/1/1	BF (narrow)	11/9/6/-/-	5P	11

AMMUNITION					
Name	Amount	Page	Name	Amount	Page
Heavy Pistol/SMG (10x) (APDS (Caseless))	12	CRB 262			
Heavy Pistol/SMG (10x) (Stick-n-Shock (Caseless))	12	CRB 262			
Shotgun (10x) (Flechette (Caseless))	3	CRB 262			
Shotgun (10x) (Gel (Caseless))	3	CRB 262			
Shotgun (10x) (Regular (Caseless))	3	CRB 262			

MELEE WEAPONS					
Unarmed	Pool	4	Damage	2S	Att.R.
	Pool		Damage		Att.R.
	Pool		Damage		Att.R.
	Pool		Damage		Att.R.

ARMOR			
Armor	Rating	Social	
Body	3		
Mortimer o.L. Greatcoats	4	4	
Mortimer o.L. Berwick Suit	3*	4	
Mystic Armor	4	0	
Defensive rating	11		
*) Rating not included in defensive rating			

Matrix Devices

COMMLINK					
Model	Erika Elite	Data processing	2	Firewall	1
Level	4				
Programs (concurrent 2)					
Matrix status ("10")					

SINs

JAXSON PAULOK - QUALITY 4

Licenses

Concealed Carry License 4, Firearms License 4, Other Foci 4

Lifestyles

PULLAYUP BARRENS HOME,

Type	Low	Cost	2000¥
Month	1	SIN	Jaxson Paulok

Options

keine

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

Creation

Variant
Standard

Priorities
DBACE

Karma to Nuyen
10

Extra Karma
0

Spells
8

Power Points
4

REWARDS FOR PALADIN