

PERSONAL	DATA					
Alias	Paladin		Name	Tho	omas Laverday	
Metatype	Elf		Magic/Reso	nance	Mystic Adept	
Sex	male		Height	0	Weight	0
Age	29		Heat	0	Reputation	0
Karma	2	Total Karma		2	Essence	6.00

EDGE / ¥	PORTRAIT
EDGE	
NUYEN (¥)	1



ATTRIBUTES

	Rtg	Pool		Rtg	Pool
Body	3	3	Minor Actions	1	3
Agility	5	5	Initiative	7	7 +2D6
Reaction	3	4	Initiative (Matrix VR)	5	5 +2D6
Strength	1	1	Initiative (Astral)	5	5 +2D6
Willpower	5	5	Defense	0	7
Logic	2	2	Composure	0	11
Intuition	3	3	Judge Intentions	0	8
Charisma	6	6	Memory	0	5
Edge	1	1	Lift / Carry	0	8
Magic	6	6	11 / 10.2		

QUALITIES	
POSITIVE	NEGATIVE
Low-Light Vision	Honorbound
Mystic Adept	Paladin's Code
Candle in the dark	Astral Beacon
Mentor Spirit	In Debt
Wise Warrior	Ork Street Prince
	Incompetent
	Sorcery
	백화면에 담아나, 이 부분님께

CONDITION MONITOR

Stun Healing: BOD + WIL = 8	Physical Hea	ing: BOD + BOD = 6	Dam. overfl. Healing: 6 - Mod. =
Drain resist: WIL (5) + C	A (6) Damage r	esist: BOD (3) + mod.(0) = 3	

SKILLS				
Skill	Attr.	Rtg	Pool	Notes
Trained				
Conjuring	MAG	6	12	
Summoning	MAG		14	
Untrained				
Athletics	AGI	1	6	
Close Combat	AGI	0	4	
Con	CHA	2	8	а
Electronics	LOG	0	1	
Engineering	LOG	0	1	

Skill	Attr.	Rtg	Pool	Notes	Language/Knowledge
Firearms	AGI	5	11		Lang: Language (Native
Influence	СНА	2	8	b	Blood Magic
Etiquette	CHA		10	b	Insect Spirits
Outdoors	INT	0	2		
Perception	INT	1	4		
Piloting	REA	0	3		
Stealth	AGI	1	6	С	
Sneaking	AGI		8	с	

a) Instrument 1 (simple), b) Wise Warrior, c) Astral Beacon

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
The Counter Arguement	11	5P	12/12/8/-/-	SA	8(m)
Ingram Smartgun XI	11	3P	15/13/10/-/-	SA/BF	32(c)
Moleo waanan	Pool			Att.	
Melee weapon		L	amage		
Unarmed	4		2\$	5/-/-/	/-/-

ARMOR		DEFENSIVE RAT	ing 11
Armor		Rating	Social
Body		3	6
Mortimer o.L. Greatcoats		4	4
Mystic Armor		4	0
Defensive Pools against		Defensive Actions	
Attacks	7	Block (Minor)	+0
Combat spells (Indirect)	9	Dodge (Minor)	+1
Combat spells (Direct)	8	Hit the dirt (Minor)	+2
Toxin Damage	8	Full Defense (Major)	+5
Drain	11	Boosted Defense (Major) 6

mentation	Level	Essence	Page
			1 march 1

Name	Amount	Page
AR gloves	1	CRB 268
Earbuds, Rating 3 (2 Accessories)		CRB 275
Flashlight	1	CRB 279
Glasses, Rating 4 (2 Accessories)	1	CRB 274
Glue solvent	1	CRB 279
Glue sprayer		CRB 279
Instrument 1 (simple)	3 1	NF 156
Medkit, Rating 4		CRB 281
Respirator, Rating 6	1	CRB 280
Subvocal microphone	4/13 13	CRB 268
Survival kit	1	CRB 280

Alias	Туре	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
				100
		-		

Lifestyle	Туре	Cost	Month
ullayup barrens Home,	Low	2000¥	1

Name		Quality
		Quality
Jaxson Paulok		4
1 Ka	1	200

Name	Progr	D	Fir	Attack	SI
Erika Elite	2	2	1	-	-
	1990 C 10 C 10 C 10	1	1000	8 /	

VEHICLES / DRONES

	21	11	P	- 22
			U U	- 881 J
			- 19	_

Vehicles
Type
Handl
Acc
Intvl
Speed
Pil
Body
Arm
Sens
Seat

Drones
Count
Image: Count
Image

CURRENCY Nuyen (¥): 3550

COMBAT ACTIONS						
Initiative (minor) Call a shot	CRB41	Initiative (major)) Attack	CRB42	Anytime (minor) Augmentation Overdriv	Anytime (major ve CRB282 Assist	r) 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						王朝
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 Princip	oal (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		<u>E 7-8</u>
COMBAT OVERVIEW				MARTIAL ARTS		
1. Grab Dice						
Attacker: Weapon pool plu	us modifiers					740
Defender:: Intuition + Read	ction = 7					
2. Distribute Edge				5		
Compare Attack Rating vs	. Defense Rating				コート・シート 素がらい	
For every 4 better, the	party gets 1 Edge					
Modify with situational ed	ge			1.14		
Max. 2 Edge per combat re	ound					
3. Roll Dice and Spend Ed	ge					
a) Choose either Pre- or P	ost Roll Edge actio	ons				
b) Roll dice				/		
c) Check for glitches						
d) Spend Edge						
4. Soak Some Damage						
Defend with Damage Resis	stance (3) to redu	ce the damage.				
Last chance to use Edge						
5. Bring the Pain						
a) Annly damage to condit	tion monitor					

a) Apply damage to condition monitorb) Apply secondary weapon effects

ASTRAL COMBAT (PR		
	Test	Poo
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	

Name	Rtg	Choice	Page
Qi focus	4	Astral Perception	CRB 155
Summoning focus	2	Guardian Spirits	CRB 155
5			

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
	105		1
		1 ft	

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.

Name	Amount	Page
Magical Lodge Materials, Rating 6	1	CRB 294
	-K	

Ritual		Features	Th.	Notes		Page
Intual		I cutures	111.	Hotes		Tuge
	_				Constant of the local division of the local	
					-	1116
	_		-			

SPELLS				ATTACK RATING 12			BASE COMBAT SPELL DAMAGE					3			
Spell	Туре	Dur.	Range	Drain	Page	Notes	Spell		Туре	Dur.	Range	Drain	Page	9	Notes
							12				1	- 3.8	7.8/2-	2	
								- 1			1250	SO	TA.	2	
		- 14					<u> 11</u>								
			_			- 8				-			1.4	1	
				1	4.0	8-10 Y		10007		14	-				
						1112-							(() h	22	
					00.14					10	2014		1112		52
				_					_			1_4	1010	-	0.04

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
Audio enhancement		CRB 276	Respirator, Rating 6	1	CRB 280
Select sound filter, Rating 1		CRB 276	Subvocal microphone	1	CRB 268
Flashlight	1	CRB 279	Survival kit	1	CRB 280
Glasses, Rating 4	1	CRB 274			
Smartlink		CRB 275			
Vision enhancement		CRB 275			
Glue solvent	1	CRB 279			
Glue sprayer	1	CRB 279			

Ranged weapons

Gas Vent (improved)

Enhanced Accuracy

THE COUNTER ARGUE	THE COUNTER ARGUEMENT						INGRAM SMARTGUN XI					
DamageAttack Rating5P12/12/8/-/-	Mode SA	Ammo 8(m)			127	Damage 3P	Attack Rating 15/13/10/-/-	Mode SA/BF	Ammo 32(c)			
Accessory:		1	2012			Accessory:	Thermographic	vision, Silenc	er, Gas-vent s	system		
Modifications: Personalized Grip, Gas Vent (improved)					Modifications: Smartgun system (internal)							
WIFI: Digital ammunition of If equipped with DNI, you (for weapons that have t	ain a bonus Mi	nor Action a	s you the amr ny turn when	no type lo you eject	aded. a clip	If equipped	al ammunition co I with DNI, you ga oons that have th	in a bonus M	linor Action a	ny turn when		
Attack Rating Modifiers	AR	Modes	AR	Dam	Pool	Attack Rati	ing Modifiers	AR	Modes	AR	Dam	Pool
Remington Roomsweeper	9/8/4/-/-	SS	12/12/8/-/-	5P	11	Ingram Smartg	gun XI	11/9/6/-/-	SS	15/13/10/-/-	3P	11
Personalized Grip	1/1/-/-/-	SA	10/10/6/-/-	6P	11	Enhanced Acc	uracy	2/2/2/2/2	SA	13/11/8/-/-	4P	11

Smartgun: Add +2 to AR (if no laser sight)

Smartgun: Add +1 to AR (if has laser 1/1/1/1/1 sight)

BF (wide)

BF (narrow) 11/9/6/-/-

2/2/2/2/2

13/11/8/-/-

4P

5P

5

11

-/1/2/2/-

2/2/2/2/2

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	2\$	Att.R.	5/-/-/-
		Pool		Damage		Att.R.	9
		Pool		Damage		Att.R.	
	1000	Pool	- HioViti	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
	Phillippine / The	
Defensive rating	11	

Matrix Devices

COMMLINK					
Model	Erika Elite	- 18 L 18 A	a na saile		
Level	4	Data processing	2	Firewall	1/
Programs (concur	rent 2)			1410	
Matrix status (10	eated with Genesis by Stefan & Anja Prelle, SR6-Version: 2.3.0				Page 5 of 9

SINs

JAXSON PA	ULOK - QUALITY 4	

Licenses

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

Lifestyles

Туре	Low	Cost	2000¥	
Month	1	SIN	Jaxson Paulok	
Options				
keine				

Notes

Edge Boost

Luge Dooot
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)		Tactical F
Double dice pool to split for attacks	4	Ignore p
Blinding strike (FS92)		Taunt (FS
Hits>AGI, target status Blind I	4	Influenc
Called Shot (Disarm) (CRB47)		Threateni
Attack does no damage, Disarms Opponent	5	Repl. ov
Called Shot (Vitals) (CRB47)		Throat St
Add 3 damage if attack hits	5	Melee: I
Called Shot: Break Weapon (FS93)		Throw Pe
DV>Struct/2, reduce weapon AR	5	Melee to
Called Shot: Incapacitate (FS93)		Thunder I
Hits>REA, target status Dazed	5	Net Hits
Charge (FS93)		Tuck and
Move 5m, convert hits to movement	4	When ro
Cover Fire (FS93)		Tumble (
BF produces +2 Cover, instead DV	3	If Dama

	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

1	Weapon Flash (FS96)	
3	Quick draw any melee weapon	2
Ť.	Weapon Spread (FS96)	1
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
	Desition OE TAN	
2	Position	
	Freerunning (FS93)	
2	While moving horiz. also move vertical.	2
	Monkey Climb (FS94)	
2	+ 0.2 climb distance per hit	2
10	Matrix	
2	Wattix	
	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
2	Next action does not increase OS	3
3	Social	
3		
4	Big Speech (CRB47) Roll 2xInfluence, treat as teamwork check	4
7	Bring the Drama (CRB47)	-
2	Gain 200ny on a quick con, +20% on long	2
2		1
2	Driving	
-	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
1	Ignore targets position advantage	2
	Escape! (DC179)	0.
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)	1	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

Variant Standard	Priorities DBACE	Karma to Nuyen 10	Extra Karma 0	Spells 8	Power Points 4
EWARDS FOR PALADIN					
23.07.22 10:58, created with Ge	enesis by Stefan & Anja Prelle, SR6-	-Version: 2.3.0			Page 9 of 9