

SHADOWRUN

PERSONAL DATA

Alias	Patch	Name	Alfred		
Metatype	Ork	Magic/Resonance	Mundane		
Sex	male	Height	1	Weight	250
Age		Heat	0	Reputation	0
Karma	0	Total Karma	0	Essence	3.10

ATTRIBUTES

	Rtg	Pool		Rtg	Pool
Body	4	4	Minor Actions	1	2
Agility	3	3	Initiative	11	11 +1D6
Reaction	6	6	Initiative (Matrix VR)	10	10 +2D6
Strength	3	3	Initiative (Astral)	12	12 +2D6
Willpower	4	4	Defense	0	11
Logic	5	7	Composure	0	8
Intuition	5	5	Judge Intentions	0	9
Charisma	4	4	Memory	0	12
Edge	3	3	Lift / Carry	0	8

EDGE / ¥

EDGE

NUYEN (¥)

PORTRAIT



QUALITIES

POSITIVE

Low-Light Vision
Built Tough 1
Gearhead
Analytical Mind

NEGATIVE

Insomnia
Allergy (uncommon, severe)
Cranberries

CONDITION MONITOR

Stun Healing: BOD + WIL = 8

-1 -1 -1 -2 -2 -2 -3 -3

Drain resist: WIL (4) + ____

Physical Healing: BOD + BOD = 8

-1 -1 -1 -2 -2 -2 -3 -3

Damage resist: BOD (4) + mod.(0) = 4

Dam. overfl. Healing: 8 - Mod. =

SKILLS

Skill	Attr.	Rtg	Pool	Notes	Skill	Attr.	Rtg	Pool	Notes	Language/Knowledge
Trained					Firearms	AGI	2	5		Lang: English (Native)
Biotech	LOG	2	9	a	<i>Machine Pistols</i>	AGI		7		Lang: Salish (Spec.)
<i>First Aid</i>	LOG		11	a	Influence	CHA	0	3		Combat Biker Teams
Untrained					Outdoors	INT	0	4		Drone Racing League
Athletics	AGI	0	2		Perception	INT	2	7	c	Urban Brawl Leagues
Close Combat	AGI	0	2		<i>Visual</i>	INT		9	c	
Con	CHA	0	3		Piloting	REA	6	12	c	
Electronics	LOG	1	8	a	<i>Aircraft</i>	REA		14	c	
Engineering	LOG	5	12	b, a, c	Stealth	AGI	1	4	c	
<i>Demolitions</i>	LOG		14	b, a, c	<i>Camouflage</i>	AGI		6	c	

a) Analytical Mind, b) Gearhead, c) Control Rig

WEAPONS

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
Ares Crusader II	7	2P	11/11/11/-/-	SA/BF	40(c)
Ares Crusader II	7	2P	11/11/9/-/-	SA/BF	40(c)
ArmTech MGL-12	0	0P	-/8/9/6/2	SS	12(c)
Melee weapon	Pool	Damage	Att.R.		
Unarmed	2	2S	9/-/-/-		

Close: 0-3 | Near: 4-50 | Medium: 51-250 | Far: 251-500 | Extreme: 501+

ARMOR

DEFENSIVE RATING **8**

Armor	Rating	Social
Body	4	4
Lined coat	3	-2
Cold Resistance (2), Electricity Resistance (2), Fire Resistance (2), Chemical Protection (1)		
Ballistic Mask	1	-2
Defensive Pools against	Defensive Actions	
Attacks	11	Block (Minor) +0
Combat spells (Indirect)	10	Dodge (Minor) +0
Combat spells (Direct)	9	Hit the dirt (Minor) +2
Toxin Damage	8	Full Defense (Major) +4
Drain	0	Boosted Defense (Major) -3

	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
Ramming	Attack Rating	Piloting + Sensor			Maneuvering + Sensor
	Defense Rating	Piloting + Armor			Maneuvering + Armor
	Att	Piloting + Reaction	Piloting + Intuition	Piloting + Intuition + Control rig rating + 1 Edge	Maneuvering + Pilot
	Defense				
Non-ramming	Attack Rating	As weapon			
	Defense Rating	Piloting + Armor			Maneuvering + Armor
	Att	Engineering + Logic		Engineering + Logic + Control rig rating + 1 Edge	Targeting + Sensor
	Defense	Piloting + Reaction	Piloting + Intuition	Piloting + Intuition + Control rig rating + 1 Edge	Evasion+ Pilot
Matrix DR	Networked	Firewall + Data Processing			
	Not networked	Sensor * 2			
Initiative	Initiative		Initiative VR		Pilot * 2 + 4D6
Perception	Perception + Intuition				Clearsight + Sensor
Stealth	Stealth + Agility		Stealth + Logic	Stealth + Logic + Control rig rating + 1 Edge	Stealth + Pilot

RIGGER CONSOLE

Proteus Poseidon			
Data Processing	5	Firewall	6
Device Rating	5	Slaved devices	15
Matrix status (11)	<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"/>		
Act Software (max 5)	Description	Page	
Riggerprograms			
Armor	+2 to Defense Rating, +2 dice damage reduction in hot VR	CRB 198	
Encryption	+1 to Firewall	CRB 198	
Signal Scrubber	Reduce noise by 2	CRB 198	
Stealth	Gain 1 Edge on Hide action	CRB 198	
Toolbox	+1 to Data Processing	CRB 198	
Virtual Machine	2 additional program slots; gain one additional damage	CRB 198	
Autosoftware			
Clearsight 5	The drone's perception skill	CRB 201	
Maneuvering 5	Piloting skill for the drone	CRB 201	
Stealth 5	Stealth skill for drone	CRB 201	
Targeting 5	Weapon skill for mounted weapon	CRB 201	
Rig # Drone (max 15)			
1	GMC Micromachine		
3	Horizon Flying Eye		
3	Horizon Flying Eye w/grenade		
2	MCT-Nissan Roto-Drone		
2	MCT-Nissan Roto-Drone		
1	Steel Lynx Combat Drone		

CONTROL RIGS

Regular Attribute	⇒	Jumped-In Attribute	
Body	⇒	Willpower	4
Strength	⇒	Charisma	4
Agility	⇒	Logic	7
Reaction	⇒	Intuition	5

EDGE ACTIONS

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

GEAR					
Name	Amount	Page	Name	Amount	Page
Biomonitor	1	CRB 281	Standard rope	1	CRB 280
Bug Scanner	1	CRB 269	Stealth tag	10	CRB 269
Climbing gear	1	CRB 279	Stim patch, Rating 6	1	CRB 282
Flashlight	1	CRB 279	Survival kit	1	CRB 280
Gas mask	1	CRB 279	Tag eraser	1	CRB 270
Gecko tape gloves	1	CRB 280	Tools - Kit (Engineering)	1	CRB 273
Grapple Gun	1	CRB 280	Tools - Kit (Firearms)	1	CRB 273
Jammer (Area), Rating 6	1	CRB 270	Tools - Kit (Piloting)	1	CRB 273
Medkit, Rating 6	2	CRB 281	Tools - Shop (Engineering)	1	CRB 273
Micro-transceiver	1	CRB 270	Tools - Shop (Firearms)	1	CRB 273
Miniwelder	1	CRB 278	Tools - Shop (Piloting)	1	CRB 273
Miniwelder fuel	2	CRB 278	Trauma patch	2	CRB 282
Plastic straps (10)	1	CRB 278			
Respirator, Rating 6	1	CRB 280			

Ranged weapons

ARES CRUSADER II					
Damage	Attack Rating	Mode	Ammo		
2P	11/11/11/-/-	SA/BF	40(c)		
Accessory: 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
Ares Crusader II	9/9/7/-/-	SS	11/11/11/-/-	2P	7
Vision magnification	-/-/2/2/2	SA	9/9/9/-/-	3P	7
Smartgun: Add +2 to AR (if no laser sight)	2/2/2/2/2	BF (wide)	9/9/9/-/-	3P	3
Smartgun: Add +1 to AR (if has laser sight)	1/1/1/1/1	BF (narrow)	7/7/7/-/-	4P	7

ARES CRUSADER II					
Damage	Attack Rating	Mode	Ammo		
2P	11/11/9/-/-	SA/BF	40(c)		
Accessory: 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
Ares Crusader II	9/9/7/-/-	SS	11/11/9/-/-	2P	7
Smartgun: Add +2 to AR (if no laser sight)	2/2/2/2/2	SA	9/9/7/-/-	3P	7
Smartgun: Add +1 to AR (if has laser sight)	1/1/1/1/1	BF (wide)	9/9/7/-/-	3P	3
		BF (narrow)	7/7/5/-/-	4P	7

ARMTECH MGL-12					
Damage	Attack Rating	Mode	Ammo		
0P	-/8/9/6/2	SS	12(c)		
Accessory:					
Modifications:					
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.					
When active the launcher will not detonate any ordnance loaded into the weapon within five meters of the weapon, even if a spoofed command tells it to do otherwise.					
Attack Rating Modifiers	AR	Modes	AR	Dam	Pool

AMMUNITION					
Name	Amount	Page	Name	Amount	Page
Flash-Pak	3	CRB 263	Machine Gun (10x) (Explosive)	40	CRB 262
Grenade, Fragmentation	18	CRB 263	Machine Gun (10x) (Gel)	25	CRB 262
Grenade, High Explosive	18	CRB 263	Machine Gun (10x) (Stick-n-Shock)	10	CRB 262
Grenade, Smoke	18	CRB 263	Rifles (10x) (Explosive)	10	CRB 262
Grenade, Stun	18	CRB 263	Rifles (10x) (Gel)	5	CRB 262
Holdout/L.Pistol/Mach. Pistol (10x) (Explosive)	10	CRB 262	Rifles (10x) (Regular)	10	CRB 262
Holdout/L.Pistol/Mach. Pistol (10x) (Gel)	10	CRB 262			
Machine Gun (10x) (Explosive)	25	CRB 262			


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

ARMOR			
Armor		Rating	Social
Body		4	
Lined coat		3	-2
Cold Resistance (2), Electricity Resistance (2), Fire Resistance (2), Chemical Protection (1)			
Ballistic Mask		1	-2
Defensive rating		8	
*) Rating not included in defensive rating			

Vehicles / Drones

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

GMC BULLDOG STEP-VAN

Handling	Acc	Interval	Speed	Seat	
5/7	10	10	140	10	
Pil	Sens	Body	Arm	DR(D/A/R/J)	
2	3	16	12	18/11/17/20	

Accessories/Notes	Skills	D	A	R	J
Rigger Cocoon, Valkyrie Module, Expanded Drone Storage - Micro/Mini, Expanded Drone Storage - Large, Expanded Drone Storage - Medium, Rigger interface, Weaponmount-Large-Turret	Evade	12	2	2	13
	Perception	7	3	8	9
	Pilot	12	2	7	13
	Stealth	-	2	7	12


Ramming	8P	D	A	R	J	D	A	R	J	Software	Rtg
	AR	9	2	8	11	P	12	1	7	13	

RPK HMG

6P 1/10/12/8/7 SA/BF/FA Pool: 12 2 8 14

-1 -1 -1 -2 -2 -2 -3 -3 -3 -4 -4 -4 -5 -5

GMC MICROMACHINE

Handling	Acc	Interval	Speed	
3/6	5	5	25	
Pil	Sens	Body	Arm	DR(D/A/R/J)
1	1	0	0	6/-1/5/8


Accessories/Notes	Skills	A	R	J
Rigger interface	Evade	1	1	13
	Perception	1	6	9
	Pilot	1	6	13
	Stealth	1	6	12

Ramming	0P	D	A	R	J	D	A	R	J	Software	Rtg
	AR	-	0	6	9	P	-	0	6	13	

No weapons mounted

-1 -1 -1 -2 -2 -2

HORIZON FLYING EYE

Handling	Acc	Interval	Speed	
3	15	15	40	
Pil	Sens	Body	Arm	DR(D/A/R/J)
2	2	1	0	6/-1/5/8


Accessories/Notes	Skills	A	R	J
Rigger interface, Smoke Projector - Normal Smoke	Evade	2	2	15
	Perception	2	7	9
	Pilot	2	7	15
	Stealth	2	7	12

Ramming	1P	D	A	R	J	D	A	R	J	Software	Rtg
	AR	-	1	7	12	P	-	1	7	15	

No weapons mounted

-1 -1 -1 -2 -2 -2 -3

HORIZON FLYING EYE W/GRENADE

Handling	Acc	Interval	Speed	
3	15	15	40	
Pil	Sens	Body	Arm	DR(D/A/R/J)
2	2	1	0	6/-1/5/8


Accessories/Notes	Skills	A	R	J
Rigger interface	Evade	2	2	15
	Perception	2	7	9
	Pilot	2	7	15
	Stealth	2	7	12

Ramming	1P	D	A	R	J	D	A	R	J	Software	Rtg
	AR	-	1	7	12	P	-	1	7	15	

No weapons mounted

-1 -1 -1 -2 -2 -2 -3

MCT-NISSAN ROTO-DRONE

Handling	Acc	Interval	Speed	
3	20	30	160	
Pil	Sens	Body	Arm	DR(D/A/R/J)
3	2	5	6	12/5/11/14

Accessories/Notes	Skills	A	R	J
Rigger interface	Evade	3	3	15
	Perception	2	7	9
	Pilot	3	8	15
	Stealth	3	8	12


Ramming	3P	D	A	R	J	D	A	R	J	Software	Rtg
	AR	-	1	7	12	P	-	2	8	15	

ArmTech MGL-12

0P -/8/9/6/2 SS Pool: 12 1 7 14

-1 -1 -1 -2 -2 -2 -3 -3 -3

MCT-NISSAN ROTO-DRONE

Handling	Acc	Interval	Speed	
3	20	30	160	
Pil	Sens	Body	Arm	DR(D/A/R/J)
3	2	5	6	12/5/11/14

Accessories/Notes	Skills	A	R	J
Rigger interface	Evade	3	3	15
	Perception	2	7	9
	Pilot	3	8	15
	Stealth	3	8	12


Ramming	3P	D	A	R	J	D	A	R	J	Software	Rtg
	AR	-	1	7	12	P	-	2	8	15	

AK-97

5P 4/11/9/7/1 SA/BF/FA Pool: 12 1 7 14

-1 -1 -1 -2 -2 -2 -3 -3 -3

STEEL LYNX COMBAT DRONE

Handling	Acc	Interval	Speed		
3/5	15	15	80		
Pil	Sens	Body	Arm	DR _{D/A/R/J}	
4	4	12	16	22/15/21/24	
Accessories/Notes			Skills		A R J
Armor - Ceramic, Rating 12, Rigger interface, Weaponmount-Standard-Turret			Evade		4 4 13
			Perception		4 9 9
			Pilot		4 9 13
			Stealth		4 9 12
Ramming	6P	D A R J	D A R J	Software	Rtg
	AR -	3 9 12	P -	3 9 13	
ArmTech MGL-12					
0P	-/8/9/6/2	SS	Pool: 12 3 9 14		
RPK HMG					
6P	1/10/12/8/7	SA/ BF/ FA	Pool: 12 3 9 14		
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> -1	<input type="checkbox"/> -1	<input type="checkbox"/> -1	<input type="checkbox"/> -2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> -2	<input type="checkbox"/> -2	<input type="checkbox"/> -3	<input type="checkbox"/> -3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> -3	<input type="checkbox"/> -3	<input type="checkbox"/> -4	<input type="checkbox"/> -4

Matrix Devices

COMMLINK												
Model												
Level				Data processing				Firewall				
Software												
Accessory												
Matrix status (12)												
<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"/>

COMMLINK												
Model												
Hermes Ikon												
Level				Data processing				Firewall				
5				3				0				
Programs (concurrent 2)												
Matrix status (11)												
<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"/>

SINs

OCTAVIUS TALLFEATHER - QUALITY 4	
Licenses	
Rigger Remote Console 4, Cyberware 4	

Lifestyles

SHOP AND APT			
Type	Middle	Cost	5000¥
Month	1	SIN	Octavius Tallfeather
Small Workshop with apartment above it.			
Options			
keine			

KNOWLEDGE AND LANGUAGES			
Knowledge skills		Languages	
Combat Biker Teams		Salish	
Drone Racing League		English	

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

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

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

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		

Qualities

POSITIVE

LOW-LIGHT VISION

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

BUILT TOUGH

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

GEARHEAD

You did not provide a description yet.
(Key quality.gearhead.desc)
see Core rules, p.71

ANALYTICAL MIND

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

NEGATIVE

INSOMNIA

You did not provide a description yet.
(Key quality.insomnia.desc)
see Core rules, p.77

ALLERGY (UNCOMMON, SEVERE): CRANBERRIES

You did not provide a description yet.
(Key quality.allergy_uncommon_severe.desc)
see Core rules, p.74

Augmentation

CYBERWARE

CONTROL RIG

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

CYBEREYES, RATING 3

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

BIOWARE

CEREBRAL BOOSTER

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

