SHADOWRUN

EDGE / ¥

EDGE

NUYEN (¥)

PORTRAIT

PERSONAL DATA

Alias	Pee Eef	**Name**	Payton Faye
Metatype	Elf	**Magic/Resonance**	Magician
Sex	female	**Height**	0	**Weight**	75
Age		**Heat**	0	**Reputation**	0
Karma	0	**Total Karma**	0	**Essence**	6.00

ATTRIBUTES

	Rtg	Pool		Rtg	Pool
Body	3	3	Minor Actions	1	2
Agility	2	2	Initiative	7	7 +1D6
Reaction	2	2	Initiative (Matrix VR)	6	6 +2D6
Strength	1	1	Initiative (Astral)	10	10 +2D6
Willpower	5	5	Defense	0	7
Logic	5	5	Composure	0	14
Intuition	5	5	Judge Intentions	0	10
Charisma	9	9	Memory	0	10
Edge	5	5	Lift / Carry	0	8
Magic	6	6			

QUALITIES

POSITIVE	NEGATIVE
Low-Light Vision	
Magician	
Charismatic Defense	
Exceptional Attribute	
Charisma	
Aptitude	
Sorcery	

CONDITION MONITOR

Stun Healing: BOD + WIL = 8

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

Drain resist: WIL (5) + CHA (9)

Physical Healing: BOD + BOD = 6

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

Damage resist: BOD (3) + mod.(0) = 3

Dam. overfl. Healing: 6 - Mod. =

☐ ☐ ☐ ☐ ☐ ☐

SKILLS

Skill	Attr.	Rtg	Pool	Notes
Trained				
Conjuring	MAG	5	11	
Enchanting	MAG	5	11	
Sorcery	MAG	7	13	
Untrained				
Athletics	AGI	0	1	
Close Combat	AGI	0	1	
Con	CHA	2	11	

Skill	Attr.	Rtg	Pool	Notes
Electronics	LOG	0	4	
Engineering	LOG	0	4	
Firearms	AGI	0	1	
Influence	CHA	5	14	
Outdoors	INT	0	4	
Perception	INT	0	4	
Piloting	REA	0	1	
Stealth	AGI	0	1	

Language/Knowledge

Lang: English (Native)
Lang: Sperethiel
Corporate Security
Gang Etiquette
Magical Security
Magical Theory
Parazoology
Seattle Gangs
Shadow Communities

WEAPONS

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo

Melee weapon	Pool	Damage	Att.R.
Unarmed	1	2S	3/-/-/-/-

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

ARMOR

DEFENSIVE RATING 12

Armor	Rating	Social
Body	3	9
VI Ace of Coins	3	6

Defensive Pools against		Defensive Actions	
Attacks	7	Block (Minor)	+0
Combat spells (Indirect)	7	Dodge (Minor)	+0
Combat spells (Direct)	10	Hit the dirt (Minor)	+2
Toxin Damage	8	Full Defense (Major)	+5
Drain	14	Boosted Defense (Major)	13

AUGMENTATIONS

Augmentation	Level	Essence	Page

Act. Essence (6.0) = 6 - Hole (0.0) - Sum augmentations (0.0)

GEAR

Name	Amount	Page
Micro-transceiver	1	CRB 270

CONTACTS

Alias	Type	Loy.	Infl.	Fav.
Big Shawn	Fixer	4	6	0
Karebear	Talismonger	6	6	0
Kayla May	Info Broker	6	6	0
Shawn Tyler	Cabbie	2	1	0
Andrew	Drug Dealer	4	4	0
Collin	Ganger	4	5	0

LIFESTYLES

Lifestyle	Type	Cost	Month
Home is where the fart is	Middle	5000¥	1

SINS

Name	Quality
Miz McLovin	3

MATRIX DEVICES

Name	Progr	D	Fir	Attack	Sl
Meta Link	0	1	-	-	-

CURRENCY

Nuyen (¥): 100

VEHICLES / DRONES

Vehicles		Type	Handl	Acc	Intvl	Speed	Pil	Body	Arm	Sens	Seat

Drones	Count

COMBAT ACTIONS

Initiative (minor)		Initiative (major))		Anytime (minor)		Anytime (major)	
Call a shot	CRB41	Attack	CRB42	Augmentation Overdrive	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 Actions

1 EDGE					
Shank (I)	CRB 48	Karmic Escape (I)	FS 94	Right Back At Ya! (I)	FS 95
Tactical Roll (I)	CRB 48	Knockout Blow (I)	CRB 47	Yielding Force (I)	FS 96
Taunt (I)	FS 95	Protect the Principal (I)	FS 95	**4 EDGE**	
Threatening Edge (I)	FS 95	Rolling Clouds (I)	FS 95	Anticipation (I)	CRB 47
Throat Strike (I)	FS 96	Rooted (I)	FS 95	Blinding strike (I)	FS 92
Tuck and Roll (I)	FS 96	Sucker Punch (I)	FS 95	Charge (I)	FS 93
Tumble (I)	CRB 48	Thunder Palm (I)	FS 96	Knuckle Breaker (I)	FS 94
Weapon Spread (I)	FS 96	Weapon Flash (I)	FS 96	Riposte (I)	FS 95
Wrest (I)	CRB 48	**3 EDGE**		Throw Person (I)	FS 96
2 EDGE		Cover Fire (I)	FS 93	**5 EDGE**	
Fake Out (I)	FS 93	Entanglement (I)	FS 93	Called Shot (Disarm) (I)	CRB 47
Fire from Cover (I)	CRB 47	Hamstring (I)	FS 93	Called Shot (Vitals) (I)	CRB 47
Imposing Stone (I)	FS 94	Leaf on the Wind (I)	FS 94	Called Shot: Break Weapon (I)	FS 93
Intimidating Presence (I)	FS 94	Pin (I)	FS 94	Called Shot: Incapacitate (I)	FS 93
		Playing Possum (I)	FS 94		

COMBAT OVERVIEW

1. Grab Dice

Attacker: Weapon pool plus modifiers

Defender:: Intuition + Reaction = 7

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 (3) to reduce the damage.

Last chance to use Edge

5. Bring the Pain

a) Apply damage to condition monitor

b) Apply secondary weapon effects

MARTIAL ARTS

PERSONA

Origin: Meta Link

Attributes/Skills	Default	Current	
Att (Attack)	0		
Sleaze (Sl)	0		
Data Processing (D)	1		
Firewall (Fir)	0		
Matrix Perception			Electronics + INT

Matrix Combat

	Default	Current	
Initiative AR	7 +1D6		
Initiative VR	6 +2D6		INT + D
Initiative VR Hot sim	6 +3D6		INT + D
Attack Rating	0		Attack + Sl
Defense Rating	1		D + Fir

Matrix Condition Monitor

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

MATRIX OVERVIEW

1. Grab dice

Legal: Electronics + Logic = 4

Illegal: Cracking + Logic = 5

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: 0   Resist fading: WIL(5) + LOG(5)

Complex form	Dur.	Fading	Page	Notes

SUBMERSION   GRADE

Echo	Page

PROGRAMS

1	2	Program	Description	Page
		Basic programs		
		Alice (Kabelmatrix Emulator)	ISDN2 Emulator for cable matrix	Misc. (Peg) 17
		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
		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
		Tapeworm	program.tapeworm.short	HACK 59
		Trace	Gain 1 Edge on Trace Icon action	CRB 185
0		# of max. concurrent programs per device		

1 = Meta Link   2 = unavailable   ▢ = not installed   = mark if activated

ASTRAL COMBAT (PROJECTING)

	Test	Pool
Ratings / Initiative		
Attack Rating	Magic + Tradition attribute	15
Defense Rating	Intuition + innate armor + mod.	5 + ?
Initiative	Logic + Intuition +2D6	10 +2D6
Dice Pools		
Unarmed combat|	Astral + Willpower	5
Weapon foci	Close Combat + Willpower	4
Spellcasting	Sorcery + Magic	13
Defense	Intuition + Logic	10
Damage Resistance	Willpower	5
Damage Values		
Unarmed	Tradition attribute/2 (round up)	5
Weapon focus	As weapon	

ADEPT POWERS

Adept power	Act	Cost	Page

FOCI

Name	Rtg	Choice	Page

INITIATION

GRADE

Metamagic	Page

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 = (13)

3. Deal with drain

Drain: Spell Drain + Drain caused by adjustments

Resistance test: Willpower (5) + Charisma (9)

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

SPELLS

ATTACK RATING 15 **BASE COMBAT SPELL DAMAGE** 3

Spell	Type	Dur.	Range	Drain	Page	Notes	Spell	Type	Dur.	Range	Drain	Page	Notes
COMBAT SPELLS													
Stunball	M	I	LOS (A)	4	CRB 134								
HEAL SPELLS													
Heal	P	P	T	3	CRB 136								

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)

		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

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 Attribute	
Body	$\Rightarrow$	Willpower	5
Strength	$\Rightarrow$	Charisma	9
Agility	$\Rightarrow$	Logic	5
Reaction	$\Rightarrow$	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
Micro-transceiver	1	CRB 270			

AMMUNITION

Name	Amount	Page	Name	Amount	Page

MELEE WEAPONS

	Pool		Damage		Att.R.	
Unarmed	Pool	1	Damage	2S	Att.R.	3/-/-/-/-
	Pool		Damage		Att.R.	
	Pool		Damage		Att.R.	
	Pool		Damage		Att.R.	

ARMOR

Armor	Rating	Social
Body	3	
VI Ace of Coins	3	6
Defensive rating	12	

*) Rating not included in defensive rating

Matrix Devices

COMMLINK

Model	Meta Link				
Level	1	Data processing	1	Firewall	0

Programs (concurrent 0)

Matrix status (9) ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Contacts

CON: BIG SHAWN

Alias	Type	Loy.	Infl.	Fav.
Big Shawn	Fixer	4	6	0

Description
From the lowly streeets of Shaollin, Big Shawn can fix anything.

CON: KAREBEAR

Alias	Type	Loy.	Infl.	Fav.
Karebear	Talismonger	6	6	0

Description
She just likes making stuff.

CON: KAYLA MAY

Alias	Type	Loy.	Infl.	Fav.
Kayla May	Info Broker	6	6	0

Description
She has ALL the tea.

CON: SHAWN TYLER

Alias	Type	Loy.	Infl.	Fav.
Shawn Tyler	Cabbie	2	1	0

Description
This boy loves to drive.

CON: ANDREW

Alias	Type	Loy.	Infl.	Fav.
Andrew	Drug Dealer	4	4	0

Description

He's my brother, and I love him no matter what his profession.

CON: COLLIN

Alias	Type	Loy.	Infl.	Fav.
Collin	Ganger	4	5	0

Description

Ancients

SINs

MIZ MCLOVIN - QUALITY 3

Licenses

Spellcasting License 3

Lifestyles

HOME IS WHERE THE FART IS

Type	Middle	Cost	5000¥
Month	1	SIN	Miz McLovin

I do not expel gas outside of my own home. It's nasty.

Options

  keine

KNOWLEDGE AND LANGUAGES

Knowledge skills	Corporate Security	Shadow Communities	Languages
Magical Theory	Magical Security	Gang Etiquette	English
Parazoology	Seattle Gangs		Sperethiel

Notes

Edge Boost

Add 3 to your Initiative Score (CRB46)	
+3 to Initiative	1
Reroll one die (CRB46)	
Reroll one die	1
+1 to a single die roll (CRB46)	
+1 to a single die roll	2
Double Down I (DC177)	
Add 1 wild die	2
Give ally 1 Edge (CRB46)	
Give ally 1 Edge	2
Negate 1 Edge of a foe (CRB46)	
Negate 1 Edge of a foe	2
Buy one automatic hit (CRB47)	
Buy one automatic hit	3
Heal one box of Stun damage (CRB47)	
Heal 1 Stun damage	3
Add Edge to your dice pool (CRB47)	
+Edge to pool and explode	4
Double Down II (DC177)	
Add 2 wild dice	4
Heal 1 point of Physical damage (CRB47)	
Heal 1 Physical damage	4
I Saw It in a Trid Once (FS96)	
Use unlearned martial arts technique	4
Reroll all failed dice (CRB47)	
Reroll all failed dice	4
Count 2s as glitches for the target (CRB47)	
2s are glitches for the target	5
Create special effect (CRB47)	
Discuss with your GM	5
Recover (FS96)	
Major Action to remove/reduce own status	5
Double Down III (DC177)	
Add 3 wild dice	6

Combat

Anticipation (CRB47)	
Double dice pool to split for attacks	4
Blinding strike (FS92)	
Hits>AGI, target status Blind I	4
Called Shot (Disarm) (CRB47)	
Attack does no damage, Disarms Opponent	5
Called Shot (Vitals) (CRB47)	
Add 3 damage if attack hits	5
Called Shot: Break Weapon (FS93)	
DV>Struct/2, reduce weapon AR	5
Called Shot: Incapacitate (FS93)	
Hits>REA, target status Dazed	5
Charge (FS93)	
Move 5m, convert hits to movement	4
Cover Fire (FS93)	
BF produces +2 Cover, instead DV	3

Entanglement (FS93)	
Melee: Hits>AGI, target status Hobbled	3
Fake Out (FS93)	
Lower target DR for next round	2
Fire from Cover (CRB47)	
Attack from cover /wo minor action	2
Hamstring (FS93)	
Hits>AGI, target status Hobbled	3
Imposing Stone (FS94)	
Hits>AGI, target stops, otherw. slowed	2
Intimidating Presence (FS94)	
Infl+STR/WIL+STR: Reduce target AR	2
Karmic Escape (FS94)	
Minor Act, Avoid status, but more damage	2
Knockout Blow (CRB47)	
Damage>WIL fill target stun cond. monitor	2
Knuckle Breaker (FS94)	
-4 dice pool, success disables limbs	4
Leaf on the Wind (FS94)	
Use hits to get cover while sprinting	3
Pin (FS94)	
Hits>DR, target Status Immobilized	4
Playing Possum (FS94)	
Infl. check, dice pool +net hits next attack	3
Protect the Principal (FS95)	
Ally only 1 Min.Act. away, take DMG instead	2
Right Back At Ya! (FS95)	
Knock grenade away, Athletics check (2)	3
Riposte (FS95)	
Melee: ptly. conv. rcvd. DV into target DMG	4
Rolling Clouds (FS95)	
Athletics slows down fall if environ. allows	2
Rooted (FS95)	
Athletics: BOD+Hits when avoid knockdown	2
Shank (CRB48)	
Called shot with only -2 penalty.	1
Sucker Punch (FS95)	
Net Hits>WIL, inflict Fatigued status	2
Tactical Roll (CRB48)	
Ignore prone penalty for attacks for 2 rds	1
Taunt (FS95)	
Influence: Net Hits incr. ally's DR	1
Threatening Edge (FS95)	
Repl. own DR with weapon AR for encount.	1
Throat Strike (FS96)	
Melee: Net Hits>AGI, inflict Muted status	1
Throw Person (FS96)	
Melee to throw grappled opponent prone	4
Thunder Palm (FS96)	
Net Hits>WIL, inflict Deafened status	2
Tuck and Roll (FS96)	
When rcv. Prone status, move 1m away	1
Tumble (CRB48)	
If Damage > Body then target prone	1

Weapon Flash (FS96)	
Quick draw any melee weapon	2
Weapon Spread (FS96)	
2xMelee: Close range=2m during encounter	1
Wrest (CRB48)	
During melee, evtl. disarm opponent	1
Yielding Force (FS96)	
Athletics as defense, NH>AGI opp. prone	3

Position

Freerunning (FS93)	
While moving horiz. also move vertical.	2
Monkey Climb (FS94)	
+ 0.2 climb distance per hit	2

Matrix

Emergency Boost (CRB175)	
Increase one matrix attrib. for 1 test	1
Hog (CRB175)	
-2 Data Proc and -1 active prog. slot	2
Signal Scream (CRB175)	
Ignore noise penalty for next action	2
Technobabble (CRB175)	
Mancer: Use CHA inst. LOG for next action	2
Under the Radar (CRB175)	
Next action does not increase OS	3

Social

Big Speech (CRB47)	
Roll 2xInfluence, treat as teamwork check	4
Bring the Drama (CRB47)	
Gain 200ny on a quick con, +20% on long	2

Driving

Aimbot (DC177)	
If >=1 net hit, add sensor rat. hits	6
Attack Run (DC177)	
Add rank piloting to gunnery test	4
Bootleg Turn (DC178)	
Adjust range category by 1	2
Change Environment (DC178)	
Choose Open, Restricted, Tight	5
Chicken (DC178)	
Chase: Driver with lower net hits crashes	6
Crossfire (DC177)	
Defense: Net hits damage on other vehicle	6
Dead Stop (DC179)	
Opp. Outdoors:Chased target hits dead end	5
Drafting (DC179)	
Move one category closer to chased target	2
Equalizer (DC179)	
Ignore targets position advantage	2
Escape! (DC179)	
Test: Escape all followers at extreme range	4

EDGE-BOOSTS / EDGE-ACTIONS

Driving

Evade Pursuit I (DC179)
  Increase range to followers by 1 — 4

Evade Pursuit II (DC179)
  Increase range to followers by 2 — 7

Evasive Action (DC177)
  Add Pilot rank to veh. defense test — 4

Focus (DC179)
  Vehicle Handling -1 for one test — 2

Greaser (DC178)
  Oil slick: Target may not spend Edge — 2

Hit the Brakes! (DC179)
  All followers one category closer — 2

In the Zone (DC178)
  Ignore handling penalties for 1 test — 4

Pickup (DC178)
  Pickup target while driving — 4

Point Defense (DC178)
  Attack incoming missile w. ranged weapon — 5

Redline (DC179)
  +2 range categories for 4P dmg - or prevent — 4

Smokescreen I (DC178)
  Gain 1 level or Cover status — 1

Smokescreen II (DC178)
  Gain 2 level or Cover status — 2

Smokescreen III (DC178)
  Gain 3 level or Cover status — 3

Smokescreen IV (DC178)
  Gain 4 level or Cover status — 4

Subtle Pilot (DC179)
  +pilot rank on stealth test — 3

The Exit (DC178)
  When piloting, exit vehicle safely — 6

The Rigger's Advantage (DC178)
  Add control rig rating to hits — 3

Tokyo Drift (DC179)
  Chased: Drift action prevents opp. get closer — 2

Up the Ante I (DC179)
  Tight: Add 1 handling for everyone — 2

Up the Ante II (DC179)
  Tight: Add 2 handling for everyone — 4

Up the Ante III (DC179)
  Tight: Add 3 handling for everyone — 6

Other

Assembled with Love and Bondo (DC170)
  Mod last net hits hours, then broken — 2

Black Thumb (DC170)
  Rush job on moving vehilce — 2

Change Environment (DC178)
  Choose Open, Restricted, Tight — 5

Equalizer (DC179)
  Ignore targets position advantage — 2

Escape! (DC179)
  Test: Escape all followers at medium range — 4

Focus (DC179)
  Athletics threshold-1 for one test — 2

Sudden Insight (CRB48)
  No penality for skill without rank — 1

Up the Ante I (DC179)
  Tight: Add 1 threshold for everyone — 2

Up the Ante II (DC179)
  Tight: Add 2 threshold for everyone — 4

Up the Ante III (DC179)
  Tight: Add 3 threshold for everyone — 6

Spells

COMBAT

STUNBALL

Type:	M	**Range:**	LOS (A)
Duration:	I	**Drain:**	4
Damage:	S		

You did not provide a description yet.
(Key spell.stunball.desc)
see Core rules, p.134

HEAL

HEAL

Type:	P	**Range:**	T
Duration:	P	**Drain:**	3

You did not provide a description yet.
(Key spell.heal.desc)
see Core rules, p.136

Qualities

POSITIVE

LOW-LIGHT VISION

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

MAGICIAN

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

CHARISMATIC DEFENSE

You did not provide a description yet.
(Key quality.charismatic_defense.desc)
see Power Plays, p.85

EXCEPTIONAL ATTRIBUTE: CHARISMA

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

APTITUDE: SORCERY

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

Variant	Priorities	Karma to Nuyen	Extra Karma
Standard	CADBE	5	0

REWARDS FOR PEE EEF