

SHADOWRUN

PERSONAL DATA

Alias	Polaris	Name	Duarte Nia		
Metatype	Elf-Dryad	Magic/Resonance	Technomancer		
Sex	male	Height	174	Weight	60
Age		Heat	0	Reputation	1
Karma	0	Total Karma	11	Essence	1.05

ATTRIBUTES

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

EDGE / ¥

EDGE

NUYEN (¥)

PORTRAIT

QUALITIES

POSITIVE

Glamour
Low-Light Vision
Technomancer
Ambidextrous

NEGATIVE

Symbiosis
Social Stress
MCT
Addiction 3
Caffeine
Honorbound
Pirate's Code

CONDITION MONITOR

Stun Healing: BOD + WIL = 7

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

Resist fading WIL (4) + LOG (4)

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	Skill	Attr.	Rtg	Pool	Notes	Language/Knowledge
Trained					Engineering	LOG	0	5		Lang: Cityspeak
Cracking	LOG	4	8		Firearms	AGI	0	8		Lang: English (Native)
Untrained					Influence	CHA	0	3		Lang: Sperthiel
Athletics	AGI	5	12		Outdoors	INT	0	4		Corporate Security
Close Combat	AGI	5	12		Perception	INT	0	4		Small Unit Tactics
<i>Blades</i>	AGI		14		Piloting	REA	0	7		
Con	CHA	0	3		Stealth	AGI	1	8		
Electronics	LOG	4	8		<i>Sneaking</i>	AGI		10		

WEAPONS

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
Ares Predator VI	8	3P	10/10/8/-/-	SA/BF	15(c)
Melee weapon	Pool	Damage	Att.R.		
Katana	14	4P	13/-/-/-/-		
Unarmed	12	2S	11/-/-/-/-		

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

ARMOR

DEFENSIVE RATING **7**

Armor	Rating	Social
Body	3	4
Murder Armor	4	2
Defensive Pools against	Defensive Actions	
Attacks	13	Block (Minor) +5
Combat spells (Indirect)	12	Dodge (Minor) +5
Combat spells (Direct)	9	Hit the dirt (Minor) +2
Toxin Damage	7	Full Defense (Major) +4
Drain	0	Boosted Defense (Major) -5

PERSONA

Origin: Living Persona

Attributes/Skills

	Default	Current	
Att (Attack)	4	<input type="text"/>	
Sleaze (SI)	5	<input type="text"/>	Add 1 (RES) more points to attributes
Data Processing (D)	4	<input type="text"/>	
Firewall (Fir)	4	<input type="text"/>	
Matrix Perception	9	<input type="text"/>	Electronics + INT

Matrix Combat

Initiative AR	9 +1D6	<input type="text"/>	
Initiative VR	9 +2D6	<input type="text"/>	INT + D
Initiative VR Hot sim	9 +3D6	<input type="text"/>	INT + D
Attack Rating	9	<input type="text"/>	Attack + SI
Defense Rating	8	<input type="text"/>	D + Fir

Matrix Condition Monitor

<input type="text"/>	<input type="text"/>	<input type="text" value="-1"/>	<input type="text" value="-1"/>	<input type="text" value="-1"/>	<input type="text" value="-2"/>	<input type="text" value="-2"/>	<input type="text" value="-2"/>	<input type="text" value="-3"/>	<input type="text" value="-3"/>
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MATRIX OVERVIEW

1. Grab dice

Legal: Electronics + Logic = 8

Illegal: Cracking + Logic = 8

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
		Register Sprite (i)	CRB 191
		Rigger Jump In	CRB 44
		Set Data Bomb (i)	CRB 183
		Snoop (i)	CRB 184
		Spoof Command (i)	CRB 184
		Tarpit (i)	CRB 184
		Trace Icon (i)	CRB 184

Major Actions

Backdoor Entry (i)	CRB 180		
Brute Force (i)	CRB 180		
Check OS (i)	CRB 180		
Compile Sprite (i)	CRB 191		
Control Device	CRB 180		
Crack File (i)	CRB 180		
Crash Program (i)	CRB 181		
Data Spike (i)	CRB 181		
Decompile Sprite (i)	CRB 192		
Disarm Data Bomb	CRB 181		
Edit File	CRB 181		
Encrypt File	CRB 181		
Erase Matrix Signature (i)	CRB 181		
Format Device	CRB 181		
Full Matrix Defense	CRB 182		
		Special Actions	
		Matrix Search	CRB 183
		Probe (i)	CRB 183
		Edge Actions (Cost)	
		Emergency Boost (1) (i)	CRB 175
		Hog (2) (i)	CRB 175
		Signal Scream (2) (i)	CRB 175
		Technobabble (2) (i)	CRB 175
		Under the Radar (3) (i)	CRB 175

(i) Illegal Actions

COMPLEX FORMS

Resonance: 1 Resist fading: WIL(4) + LOG(4)

Complex form	Dur.	Fading	Page	Notes
Puppeteer	S	5	CRB 190	
Resonance Veil	S	4	CRB 190	

SUBMERSION

GRADE 1

Echo	Page
Cyberdept	HACK 67

PROGRAMS				
1	2	Program	Description	Page
Basic programs				
<input type="checkbox"/>	<input type="checkbox"/>	Alice (Kabelmatrix Emulator)	ISDN2 Emulator for cable matrix	Misc. (Peg) 17
<input type="checkbox"/>	<input type="checkbox"/>	Autosoft Host	program.autosoft_host.short	HACK 57
<input type="checkbox"/>	<input type="checkbox"/>	Baby Monitor	Know OS without action	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Browse	1 Edge for Matrix Searches	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Configurator	Swap deck config instead attributes	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Edit	Gain 1 Edge on Edit File Action	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Emulator	program.emulator.short	HACK 57
<input type="checkbox"/>	<input type="checkbox"/>	Encryption	+2 dice when Encrypt File Action	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Signal Scrubber	Reduce noise by 2	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Toolbox	+1 to Data Processing	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Virtual Machine	2 additional program slots; gain one additional damage	CRB 184
Hackingprograms				
<input type="checkbox"/>	<input type="checkbox"/>	Armor	+2 to Defense Rating	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Biofeedback	Cause Stun/Physical with matrix attack	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Biofeedback Filter	Allow Dev.Rat./Body to soak damage	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Blackout	Cause Stun with matrix attack	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Blaster-Charger	program.blaster-charger.short	HACK 57
<input type="checkbox"/>	<input type="checkbox"/>	Bomb Kit	program.bomb_kit.short	HACK 58
<input type="checkbox"/>	<input type="checkbox"/>	Decryption	+2 dice on Crack File action	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Defense Pods	program.defense_pods.short	HACK 58
<input type="checkbox"/>	<input type="checkbox"/>	Defuse	Allow Dev.Rat./Body to soak dmg. from d.bomb	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Directional Shield	program.directional_shield.short	HACK 58
<input type="checkbox"/>	<input type="checkbox"/>	Double Agent	program.double_agent.short	HACK 58
<input type="checkbox"/>	<input type="checkbox"/>	Drone Master	program.drone_master.short	HACK 58
<input type="checkbox"/>	<input type="checkbox"/>	Exploit	Reduce Defens.Rat. of hack target by 2	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Fork	Hit 2 targets without splitting pool	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Lockdown	Cause link lock on matrix damage	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Overclock	Add 2 dice to matrix action	CRB 184
<input type="checkbox"/>	<input type="checkbox"/>	Quartermaster	program.quartermaster.short	HACK 59
<input type="checkbox"/>	<input type="checkbox"/>	Rocket Launcher	program.rocket_launcher.short	HACK 59
<input type="checkbox"/>	<input type="checkbox"/>	Secret Agent	program.secret_agent.short	HACK 59
<input type="checkbox"/>	<input type="checkbox"/>	Smoke Bomb	program.smoke_bomb.short	HACK 59
<input type="checkbox"/>	<input type="checkbox"/>	Special Agent	program.special_agent.short	HACK 59
<input type="checkbox"/>	<input type="checkbox"/>	Spin Doctor	program.spin_doctor.short	HACK 59
<input type="checkbox"/>	<input type="checkbox"/>	Spineshield	program.spineshield.short	HACK 59
<input type="checkbox"/>	<input type="checkbox"/>	Stealth	Gain 1 Edge on Hide action	CRB 185
<input type="checkbox"/>	<input type="checkbox"/>	Tapeworm	program.tapeworm.short	HACK 59
<input type="checkbox"/>	<input type="checkbox"/>	Trace	Gain 1 Edge on Trace Icon action	CRB 185
0	0	# of max. concurrent programs per device		
1 = Living Persona 2 = Meta Link <input type="checkbox"/> = not installed <input checked="" type="checkbox"/> = mark if activated				

Model	Living Persona				
Level	1	Attack	4	Sleaze	5
		Data processing	4	Firewall	4
Description					
Matrix status (10)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

COMMLINK					
Model	Meta Link				
Level	1	Data processing	1	Firewall	0
Programs (concurrent 0)					
Matrix status (9)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SINs

JACOB SIMMONS - QUALITY 6	
Licenses	
Skilled Trade 5, Firearms License 5, Concealed Carry License 5, Technomancy 5	

Lifestyles

UNNAMED MIDDLE			
Type	Middle	Cost	5000¥
Month	1	SIN	Jacob Simmons
Options	keine		

KNOWLEDGE AND LANGUAGES			
Knowledge skills	Small Unit Tactics	Languages	Sperethiel
Corporate Security		English	Cityspeak

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		