

SHADOWRUN

PERSONAL DATA

Alias	Raptor	Name	Clint Marston		
Metatype	Human	Magic/Resonance	Magician		
Sex	male	Height	5	Weight	145
Age	25	Heat	0	Reputation	0
Karma	0	Total Karma	0	Essence	6.00

ATTRIBUTES

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

EDGE / ¥

EDGE

NUYEN (¥)

PORTRAIT



QUALITIES

POSITIVE

Magician
Exceptional Attribute
Logic
Astral Chameleon
Shamanic Mask
Focused Concentration 3

NEGATIVE

Impaired 4
Strength
Incompetent
Athletics

CONDITION MONITOR

Stun Healing: BOD + WIL = 9

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Drain resist: WIL (5) + LOG (7)

Physical Healing: BOD + BOD = 8

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

Dam. overfl. Healing: 8 - Mod. =

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SKILLS

Skill	Attr.	Rtg	Pool	Notes	Skill	Attr.	Rtg	Pool	Notes	Language/Knowledge
Trained					<i>Performance</i>	CHA		8	b	Lang: English (Native)
Astral	INT	5	10	a	Electronics	LOG	0	6		Magical Good Values
Biotech	LOG	1	8		Engineering	LOG	0	6		Magical Theory
Conjuring	MAG	5	11	a	Firearms	AGI	0	1		Magical Threats
Sorcery	MAG	6	12	a	Influence	CHA	0	3		Metaplanes
<i>Spellcasting</i>	MAG		14	a	Outdoors	INT	0	4		Music Theory
Untrained					Perception	INT	3	8		Named Spirits
Athletics	AGI	0	1		Piloting	REA	0	3		Safehouses
Close Combat	AGI	0	1		Stealth	AGI	0	1		Seattle Gangs
Con	CHA	2	6	b						Seattle Locations
										Tattooing

a) Shamanic Mask, b) Instrument 2 (professional)

WEAPONS

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
Melee weapon	Pool	Damage	Att.R.		
Unarmed	1	2S	5/-/-/-		

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

ARMOR

DEFENSIVE RATING **9**

Armor	Rating	Social
Body	4	4
Mortimer o.L. Greatcoats	4	4
Ballistic Mask	1	-2
Defensive Pools against	Defensive Actions	
Attacks	9	Block (Minor) +0
Combat spells (Indirect)	9	Dodge (Minor) +0
Combat spells (Direct)	10	Hit the dirt (Minor) +2
Toxin Damage	9	Full Defense (Major) +5
Drain	12	Boosted Defense (Major) 12

PERSONA		
Origin: Sony Emperor		
Attributes/Skills	Default	Current
Att (Attack)	0	<input type="text"/>
Sleaze (SI)	0	<input type="text"/>
Data Processing (D)	1	<input type="text"/>
Firewall (Fir)	1	<input type="text"/>
Matrix Perception		<input type="text"/> Electronics + INT
Matrix Combat		
Initiative AR	9 +1D6	<input type="text"/>
Initiative VR	6 +2D6	<input type="text"/> INT + D
Initiative VR Hot sim	6 +3D6	<input type="text"/> INT + D
Attack Rating	0	<input type="text"/> Attack + SI
Defense Rating	2	<input type="text"/> D + Fir
Matrix Condition Monitor		
<input type="text"/>	<input type="text"/>	<input type="text"/> -1
<input type="text"/>	<input type="text"/>	<input type="text"/> -1
<input type="text"/>	<input type="text"/>	<input type="text"/> -1
<input type="text"/>	<input type="text"/>	<input type="text"/> -2
<input type="text"/>	<input type="text"/>	<input type="text"/> -2
<input type="text"/>	<input type="text"/>	<input type="text"/> -2
<input type="text"/>	<input type="text"/>	<input type="text"/> -3

COMPLEX FORMS				
Resonance: 0		Resist fading: WIL(5) + LOG(7)		
Complex form	Dur.	Fading	Page	Notes

SUBMERSION		GRADE
Echo		<input type="text"/>
		<input type="text"/> Page

MATRIX OVERVIEW	
1. Grab dice	Legal: Electronics + Logic = 6 Illegal: Cracking + Logic = 7
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			

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 additional 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	
1		# of max. concurrent programs per device			
		1 = Sony Emperor	2 = unavailable	<input type="checkbox"/> = not installed	<input type="checkbox"/> = mark if activated

ASTRAL COMBAT (PROJECTING)		
	Test	Pool
Ratings / Initiative		
Attack Rating	Magic + Tradition attribute	13
Defense Rating	Intuition + innate armor + mod.	5 + ?
Initiative	Logic + Intuition +2D6	12 +2D6
Dice Pools		
Unarmed combat	Astral + Willpower	10
Weapon foci	Close Combat + Willpower	4
Spellcasting	Sorcery + Magic	14
Defense	Intuition + Logic	12
Damage Resistance	Willpower	5
Damage Values		
Unarmed	Tradition attribute/2 (round up)	4
Weapon focus	As weapon	
also relevant		
Focused Concentration		

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 = (14)
3. Deal with drain
Drain: Spell Drain + Drain caused by adjustments
Resistance test: Willpower (5) + Logic (7)
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
Formula Health (Increase Attribute)	1	CRB 294
Formula Illusion (Physical Mask)	1	CRB 294

RITUALS				
Ritual	Features	Th.	Notes	Page
Circle of Protection	Anchored	6		CRB 144
Prodigal Spell	Spell, Spotter	6		CRB 145
Ward	Anchored	6		CRB 145

SPELLS						
Spell	Type	Dur.	Range	Drain	Page	Notes
COMBAT SPELLS						
Acid Stream	P	I	LOS	5	CRB 132	
HEAL SPELLS						
Heal	P	P	T	3	CRB 136	

ATTACK RATING				BASE COMBAT SPELL DAMAGE			
13				3			
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)

		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 Defense	Piloting + Reaction		Piloting + Intuition	Piloting + Intuition + Control rig rating + 1 Edge	Maneuvering + Pilot
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	⇒	Willpower	5
Strength	⇒	Charisma	4
Agility	⇒	Logic	7
Reaction	⇒	Intuition	5

EDGE ACTIONS			
Minor Actions			
Command Drone	CRB 41	Evade Pursuit I (4)	DC 179
		In the Zone (4)	DC 178
Edge Actions (Cost)			
Smokescreen I (1)	DC 178	Pickup (4)	DC 178
Bootleg Turn (2)	DC 178	Redline (4)	DC 179
Drafting (2)	DC 179	Smokescreen IV (4)	DC 178
Equalizer (2)	DC 179	Up the Ante II (4)	DC 179
Focus (2)	DC 179	Change Environment (5)	DC 178
Greaser (2)	DC 178	Dead Stop (5)	DC 179
Hit the Brakes! (2)	DC 179	Point Defense (5)	DC 178
Smokescreen II (2)	DC 178	Aimbot (6)	DC 177
Tokyo Drift (2)	DC 179	Chicken (6)	DC 178
Up the Ante I (2)	DC 179	Crossfire (6)	DC 177
Smokescreen III (3)	DC 178	The Exit (6)	DC 178
Subtle Pilot (3)	DC 179	Up the Ante III (6)	DC 179
The Rigger's Advantage (3)	DC 178	Evade Pursuit II (7)	DC 179
Attack Run (4)	DC 177	Boost	
Escape! (4)	DC 179	Evasive Action	DC 177
(i) Illegal Actions			

SIGNATURES MANEUVERS

GEAR					
Name	Amount	Page	Name	Amount	Page
Earbuds, Rating 1	1	CRB 275			
Instrument 2 (professional)	1	NF 156			
Subvocal microphone	1	CRB 268			
Tattooing Kit	1	NF 158			

AMMUNITION					
Name	Amount	Page	Name	Amount	Page

MELEE WEAPONS						
Unarmed	Pool	1	Damage	2S	Att.R.	5/-/1/-
	Pool		Damage		Att.R.	
	Pool		Damage		Att.R.	
	Pool		Damage		Att.R.	

ARMOR			
Armor	Rating	Social	
Body	4		
Mortimer o.L. Greatcoats	4	4	
Ballistic Mask	1	-2	
Defensive rating	9		
*) Rating not included in defensive rating			

Matrix Devices

COMMLINK					
Model	Sony Emperor				
Level	2	Data processing	1	Firewall	1
Programs (concurrent 1)					
Matrix status (9)					

SINs

SAMUEL WINTERS - QUALITY 4	
Licenses	
Alchemy 4, Conjuring 4, Spellcasting License 4, Metamagic 4, Power Foci 4	

Lifestyles

ROXXY'S STIRP			
Type	Low	Cost	2000¥
Month	1	SIN	Samuel Winters
Options			
keij@1.22 21:30, created with Genesis by Stefan & Anja Prella, SR6-Version: 2.4.2			

KNOWLEDGE AND LANGUAGES

Knowledge skills

Music Theory

Tattooing

Seattle Locations

Safehouses

Named Spirits

Magical Threats

Magical Good Values

Magical Theory

Seattle Gangs

Metaplanes

Languages

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: pty. 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				
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			
		Smokescreen II (DC178)			
		Gain 2 level or Cover status			
		Smokescreen III (DC178)			
		Gain 3 level or Cover status			
		Smokescreen IV (DC178)			
		Gain 4 level or Cover status			
		Subtle Pilot (DC179)			
		+pilot rank on stealth test			
		The Exit (DC178)			
		When piloting, exit vehicle safely			
		The Rigger's Advantage (DC178)			
		Add control rig rating to hits			
		Tokyo Drift (DC179)			
		Chased: Drift action prevents opp. get closer			
		Up the Ante I (DC179)			
		Tight: Add 1 handling for everyone			
		Up the Ante II (DC179)			
		Tight: Add 2 handling for everyone			
		Up the Ante III (DC179)			
		Tight: Add 3 handling for everyone			
				1 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 penalty 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

ACID STREAM

Type: P **Range:** LOS
Duration: I **Drain:** 5
Damage: P Spec

You did not provide a description yet.
(Key spell.acid_stream.desc)
see Core rules, p.132

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

MAGICIAN

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

EXCEPTIONAL ATTRIBUTE: LOGIC

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

ASTRAL CHAMELEON

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

SHAMANIC MASK

You did not provide a description yet.
(Key quality.shamanic_mask.desc)
see Street Wyrd, p.114

FOCUSED CONCENTRATION

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

NEGATIVE

IMPAIRED: STRENGTH

You did not provide a description yet.
(Key quality.impaired.desc)
see Core rules, p.76

INCOMPETENT: ATHLETICS

You did not provide a description yet.
(Key quality.incompetent.desc)
see Core rules, p.76

