

SHADOWRUN

PERSONAL DATA

Alias	Roulette	Name	Leslie		
Metatype	Elf	Magic/Resonance	Magician		
Sex	female	Height	0	Weight	120
Age	25	Heat	0	Reputation	0
Karma	0	Total Karma	0	Essence	6.00

ATTRIBUTES

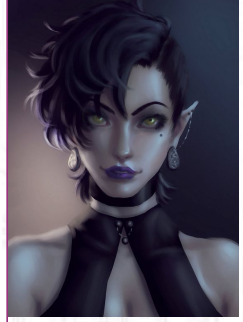
	Rtg	Pool		Rtg	Pool
Body	4	4	Minor Actions	1	2
Agility	5	5	Initiative	10	10 +1D6
Reaction	5	5	Initiative (Matrix VR)	6	6 +2D6
Strength	2	2	Initiative (Astral)	8	8 +2D6
Willpower	5	5	Defense	0	10
Logic	3	3	Composure	0	13
Intuition	5	5	Judge Intentions	0	10
Charisma	8	8	Memory	0	8
Edge	2	2	Lift / Carry	0	9
Magic	6	6			

EDGE / ¥

EDGE

NUYEN (¥)

PORTRAIT



QUALITIES

POSITIVE	NEGATIVE
Low-Light Vision	Addiction 3
Magician	Gambling
Attribute Mastery	Spirit Bane
Charisma	Spirits of Water
Mentor Spirit	Impaired 2
Coyote	Strength
Focused Concentration 2	

CONDITION MONITOR

Stun Healing: BOD + WIL = 9

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

Drain resist: WIL (5) + CHA (8)

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					Electronics	LOG	0	2		Lang: English (Native)
Astral	INT	5	10		Engineering	LOG	0	2		Lang: Sperediel
Astral Signatures	INT		12		Firearms	AGI	0	4		Casino Games
Conjuring	MAG	5	11	a	Influence	CHA	4	12	b	High end Fashion
Sorcery	MAG	6	12		Etiquette	CHA		14	b	
Spellcasting	MAG		14		Outdoors	INT	0	4		
Untrained					Perception	INT	1	6		
Athletics	AGI	0	4		Piloting	REA	0	4		
Close Combat	AGI	0	4		Stealth	AGI	0	4		
Con	CHA	4	12	b, c						

a) Spirit Bane, b) Attribute Mastery, c) Coyote

WEAPONS

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
Defiance Super Shock	4	6S(e)	10/6/-/-	SS	4(m)
Melee weapon	Pool	Damage	Att.R.		
Unarmed	4	2S	7/-/-/-		
Defiance Super Shock (as Club)	4	6S(e)	8/-/-/-		

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

ARMOR

DEFENSIVE RATING **9**

Armor	Rating	Social
Body	4	8
VI Ace of Diamonds	4	3
Ballistic Mask	1	-2
Defensive Pools against	Defensive Actions	
Attacks	10	Block (Minor) +0
Combat spells (Indirect)	10	Dodge (Minor) +0
Combat spells (Direct)	10	Hit the dirt (Minor) +2
Toxin Damage	9	Full Defense (Major) +5
Drain	13	Boosted Defense (Major) 12

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		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 Principal (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		

COMBAT OVERVIEW

1. Grab Dice

Attacker: Weapon pool plus modifiers

Defender:: Intuition + Reaction = 10

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 (4) 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

	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	⇒ Willpower	5
Strength	⇒ Charisma	8
Agility	⇒ Logic	3
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
Gas mask	1	CRB 279			
Glasses, Rating 4	1	CRB 274			
<i>Vision enhancement</i>		CRB 275			
<i>Image link</i>		CRB 275			
<i>Flare compensation</i>		CRB 275			
Medkit, Rating 3	1	CRB 281			
Micro-transceiver	1	CRB 270			
Respirator, Rating 6	1	CRB 280			

Ranged weapons

DEFIANCE SUPER SHOCK					
Damage	Attack Rating	Mode	Ammo		
6S(e)	10/6/-/-/-	SS	4(m)		
Accessory: Defiance Super Shock (as Club)					
Modifications:					
WiFi: A successful hit informs you of the status of the target's basic health in terms of Condition Monitors (general statements, rather than exact number of boxes left).					
Attack Rating Modifiers	AR	Modes	AR	Dam	Pool
Defiance Super Shock	10/6/-/-/-	SS	10/6/-/-/-	6S(e)	4

AMMUNITION					
Name	Amount	Page	Name	Amount	Page

MELEE WEAPONS						
Weapon	Pool	Amount	Damage	Att.R.		
Unarmed	4	4	2S	7/-/-/-		
Defiance Super Shock (as Club)	4	4	6S(e)	8/-/-/-		

ARMOR		
Armor	Rating	Social
Body	4	
VI Ace of Diamonds	4	3
Armor clothing	2*	0
Ballistic Mask	1	-2
Defensive rating	9	
*) 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)	<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"/>		

Model	Sony Emperor				
Level	2	Data processing	1	Firewall	1
Programs (concurrent 1)					
Matrix status (9)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Contacts

CON: JERRY THE FENCE					
Alias	Type	Loy.	Infl.	Fav.	
Jerry the Fence	Fixer	4	4	0	
Description					

CON: TAROT WILDCARD					
Alias	Type	Loy.	Infl.	Fav.	
Tarot Wildcard	Talis Monger	3	5	0	
Description					
An retired runner, Tarot is living the easy life selling magic items, she gets from her long ago earned contacts					

CON: DARIUS					
Alias	Type	Loy.	Infl.	Fav.	
Darius	Johnson	3	3	0	
Description					

CON: CHEAP SHOT					
Alias	Type	Loy.	Infl.	Fav.	
Cheap Shot	Decker	4	3	0	
Description					

CON: ALITA SOTO					
Alias	Type	Loy.	Infl.	Fav.	
Alita Soto	Renraku Wageslave	4	3	0	
Description					

CON: TRINITY					
Alias	Type	Loy.	Infl.	Fav.	
Trinity	Casino Waitress/Security	6	5	0	
Description					

SINs

RACHEL DAVIS - QUALITY 4	
Licenses	
Conjuring 4, Spellcasting License 4, Concealed Carry License 4	

Lifestyles

CRAP APARTMENT			
Type	Low	Cost	2000¥
Month	1	SIN	Rachel Davis
Options			
keine			

KNOWLEDGE AND LANGUAGES			
Knowledge skills	Casino Games	Languages	Sperthiel
High end Fashion		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	
		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

ILLUSION

PHYSICAL MASK

Type: P **Range:** T
Duration: S **Drain:** 4

You did not provide a description yet.
(Key spell.physical_mask.desc)
see Core rules, p.138

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

ATTRIBUTE MASTERY: CHARISMA

You did not provide a description yet.
(Key quality.attribute_mastery.desc)
see Double Clutch, p.168

MENTOR SPIRIT: COYOTE

You did not provide a description yet.
(Key mentorspirit.coyote.desc)
see Core rules, p.163

FOCUSED CONCENTRATION

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

NEGATIVE

ADDICTION: GAMBLING

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

SPIRIT BANE: SPIRITS OF WATER

You did not provide a description yet.
(Key quality.spirit_bane.desc)
see Core rules, p.79

IMPAIRED: STRENGTH

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

Creation

Variant
Standard

Priorities
CADBE

Karma to Nuyen
7

Extra Karma
0

REWARDS FOR ROULETTE