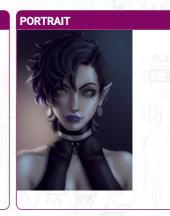


PERSONAL	DATA					
Alias	Roulette		Name	Les	lie	
Metatype	Elf		Magic/Reso	nance	Magician	
Sex	female		Height	0	Weight	120
Age	25		Heat	0	Reputation	0
Karma	0	Total Karma		0	Essence	6.00

EDGE / ¥

EDGE





	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	11 / 10.9		

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	Physical Healing: BOD + BOD = 8 1 1 1 2 2 2 3 3	Dam. overfl. Healing: 8 - Mod. =
Drain resist: WIL (5) + CHA (8)	Damage resist: BOD (4) + mod.(0) = 4	

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: Sperethiel
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	TO ATT A					- N. C.

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	28	7/-/-/-
Defiance Super Shock (as Club)	4	6S(e)	8/-/-/-

ARMOR		DEFENSIVE RATI	NG	9
Armor	1.16	Rating	Soci	al
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

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

nentation	Level	Essence	Page
			1 /1

Amount 1 1 1 1 1	Page CRB 279 CRB 274 CRB 281 CRB 270
1 1 1	CRB 274 CRB 281
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1	7
1	CRB 270
	CRB 280
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Alias	Туре	Loy.	Infl.	Fav.
Jerry the Fence	Fixer	4	4	0
Tarot Wildcard	Talis Monger	3	5	0
Darius	Johnson	3	3	0
Cheap Shot	Decker	4	3	0
Alita Soto	Renraku Wageslave	4	3	0
Trinity	Casino Waitress/Security	6	5	0

Lifestyle	Туре	Cost	Month
Crap apartment	Low	2000¥	1

Name		Quality	
Rachel Davis		4	

Name	Progr	D	Fir	Attack	SI
Meta Link	0	1		-	-
Sony Emperor	1	1	1	-	-

CURRENCY			
Nuyen (¥): 1835		2017	TIN
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				Speed	Pil	Body	Arm	Sens	Seat
			4			É	3//	KIK	
Count									
	Count								

COMBAT ACTIONS							
Initiative (minor)	100	Initiative (major))		Anytime (minor)		Anytime (major)	100
Call a shot	CRB41	Attack	CRB42	Augmentation Over	drive 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	Keloda Weapon	ONDTT	Dodge	CRB41	Tuli Derense	ONDTO
Take Aim	CRB42			Drop Object	CRB41		
Trip	CRB42			Intercept	CRB41		
EDGE Boosts and Action	ns						
1 EDGE		Karmic Escape (I)	FS 94	Right Back At Ya! (I		FS 95
Shank (I)	CRB 48	Knockout Blow (l)	CRB 47	Yielding Force (I)		FS 96
Tactical Roll (I)	CRB 48	Protect the Prince	cipal (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 (Disarn	n) (l)	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 (I)	FS 94	Called Shot: Break	Weapon (I)	FS 93
Imposing Stone (I)	FS 94	Pin (I)		FS 94	Called Shot: Incapa	citate (I)	FS 93

COMBAT OVERVIEW

Intimidating Presence (I)

1. Grab Dice

Attacker: Weapon pool plus modifiers Defender:: Intuition + Reaction = 10

FS 94

Playing Possum (I)

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

FS 94 MARTIAL ARTS

Origin: Sony Emperor			
Attributes/Skills	Default	Current	
Att (Attack)	0		
Sleaze (SI)	0		1977
Data Processing (D)	1		
Firewall (Fir)	1		
Matrix Perception			Electronics + INT
Matrix Combat			
Initiative AR	10 +1D6	9.00	
Initiative VR	6 +2D6		INT + D
Initiative VR Hot sim	6 +3D6		INT + D
Attack Rating	0		Attack + SI
Defense Rating	2		D + Fir

MATRIX OVERVIEW

1. Grab dice

Legal: Electronics + Logic = 2 Illegal: Cracking + Logic = 3

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 $\mbox{\sc Game}$ 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	LEX FORMS					
Resonance: 0	Resist fading	: WIL(5) + LOG(3)	11	HЩ	400	1.8
Complex for	m		Dur.	Fading	Page	Notes
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					83 7	Maria Car
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SUBMERSION	GRADE
Echo	Page
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1	2	Program Basic programs	Description	Page
		Alice (Kabelmatrix Emulator)	ISDN2 Emulator for cable matrix	Misc. (Peg) 17
		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
		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
		Decryption	+2 dice on Crack File action	CRB 184
		Defuse	Allow Dev.Rat./Body to soak dmg. from d.bomb	CRB 184
		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
		Stealth	Gain 1 Edge on Hide action	CRB 185
		Trace	Gain 1 Edge on Trace Icon action	CRB 185

	Test	Pool
Ratings / Initiative		
Attack Rating	Magic + Tradition attribute	14
Defense Rating	Intuition + innate armor + mod.	5 + ?
Initiative	Logic + Intuition +2D6	8 +2D6
Dice Pools		
Unarmed combat	Astral + Willpower	10
Weapon foci	Close Combat + Willpower	4
Spellcasting	Sorcery + Magic	14
Defense	Intuition + Logic	8
Damage Resistance	Willpower	5
Damage Values		
Unarmed	Tradition attribute/2 (round up)	4
Weapon focus	As weapon	
also relevant		
Focused Concentration		

Adept power	Act	Cost Page
		80
411 mg 1877 191		
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		18-0
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FOCI			
Name	Rtg	Choice	Page

INITIATION	GRADE
Metamagic	Page
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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) + Charisma (8)

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	. en	Amount	Page
		1 -0 Egg Egg	52.
			131 13
			3 1

Ritual	Features	Th. Notes	Page
Kituai	reatures	III. Notes	raye
			/ 2

SPELLS							ATTAC	K RATING 14		BASE	COMBAT S	PELL DAMA	3 3
Spell	Туре	Dur.	Range	Drain	Page	Notes	Spell	Туре	Dur.	Range	Drain	Page	Notes
HEAL SPELLS													
Heal	Р	Р	T	3	CRB 136								
ILLUSION SPELLS													
Physical Mask	P	S	T	4	CRB 138								
					ALC: I								1 /
													2 2
					<u> </u>					33.14			
													<u> </u>
							<u> </u>						

		Direct physical control	Control device in AR	Control device in VR	Jumped in	Independent drone
Pilot/drive/crash		Pilotin	g + Reaction	Piloting + Intuition	Piloting + Intuition + Control rig rating - Control rig rating to thresholds + 1 Edge	Maneuvering + Pilot
	Attack Rating			Piloting	+ Sensor	Maneuvering + Sensor
D	Defense Rating			Piloting	+ Armor	Maneuvering + Armor
Ramming	Att	Dilatin	Decetion	Piloting +	Dilatina I Intuition I Control via action I 1 Educ	Managering & Dilat
	Defense	Piloting	g + Reaction	Intuition	Piloting + Intuition + Control rig rating + 1 Edge	Maneuvering + Pilot
	Attack Rating				As weapon	
	Defense Rating			Piloting	+ Armor	Maneuvering + Armor
Non-ramming	Att		Engineering + Lo	gic	Engineering + Logic + Control rig rating + 1 Edge	Targeting + Sensor
	Defense	Pilotin	g + Reaction	Piloting + Intuition	Piloting + Intuition + Control rig rating + 1 Edge	Evasion+ Pilot
Matrix DD	Networked				Firewall + Data Processing	
Matrix DR	Not networked				Sensor * 2	V.Bru
Initiative		In	itiative	THE SA	Initiative VR	Pilot * 2 + 4D6
Perception				Perception	ı + Intuition	Clearsight + Sensor
Stealth		Steal	th + Agility	Stealth + Logic	Stealth + Logic + Control rig rating + 1 Edge	Stealth + Pilot

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 Attribut	e
Body	\Rightarrow	Willpower	5
Strength	\Rightarrow	Charisma	8
Agility	\Rightarrow	Logic	3
Reaction	\Rightarrow	Intuition	5

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		

SIGNATURES MANEUVERS	
	9

GEAR				
Name	Amount	Page	Name	Amount Page
Gas mask	1	CRB 279		
Glasses, Rating 4	1	CRB 274		
Vision enhancement		CRB 275		
lmage link		CRB 275		
Flare compensation		CRB 275		
Medkit, Rating 3	1	CRB 281		
Micro-transceiver	1	CRB 270		
Respirator, Rating 6	1	CRB 280		

Ranged weapons

Damage	Attack Rating	Mode	Ammo			
6S(e)	10/6/-/-/-	SS	4(m)			
Accessory	Defiance Super	Shock (as Clu	ıb)			
Modification	ons:					
WIFI: A suc	ons: cessful hit inforr ion Monitors (ge	ns you of the neral stateme	status of the ents, rather th	target's bas an exact nun	ic health in nber of box	terms es left)
of Condit	cessful hit inforr	ns you of the neral stateme AR	status of the ents, rather th Modes	target's bas an exact nun	ic health in nber of box Dam	terms es left)

AMMUNITION			
Name	Amount Page	Name	Amount Page

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

Armor		Deting	Social
Armor		Rating	Social
Body	I-Non-	4	
VI Ace of Diamonds		4	3
Armor clothing		2*	0
Ballistic Mask		1	-2
Defensive rating	- 285	9	
*) Rating not included in defensive rating			

Matrix Devices

COMMLINK					
Model	Meta Link				F-1 - 15-
Level	1	Data processing	1	Firewall	0
Programs (concurrent 0)					7 2
					CTUBE CONTRACTOR
Matrix status (9)					

COMMLINK			
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Sony Emperor				
2	Data processing	U 1	Firewall	1
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	Sony Emperor 2			

Contacts

Alias	Туре	Loy.	Infl.	Fav.
Jerry the Fence	Fixer	4	4	0
Description				

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

Alias	Туре	Loy.	Infl.	Fav.
Alita Soto	Renraku Wageslave	4	3	0
Description				

Alias	Туре	Loy.	Infl.	Fav.
Tarot Wildcard	Talis Monger	3	5	0
Description				

Alias	Туре	Loy.	Infl.	Fav.
Cheap Shot	Decker	4	3	0
Description				

Alias	Туре	Loy.	Infl.	Fav
Trinity	Casino Waitress/Security	6	5	0

SINs

RACHEL DAVIS - QUALITY 4	
Licenses	
Conjuring 4, Spellcasting License 4, Concea	led Carry License 4

Lifestyles

CRAP A	PARTMENT			
Туре	Low	Cost	2000¥	
Month	1	SIN	Rachel Davis	
Options				
keine				

KNOWLEDGE AND LANGU	AGES			
Knowledge skills	Casino Games	Languages	Sperethiel	
High end Fashion		English		7

Notes

EDGE-BOOSTS / EDGE-ACTIONS					
Edge Boost		Entanglement (FS93)		Weapon Flash (FS96)	_
		Melee: Hits>AGI, target status Hobbled	3	Quick draw any melee weapon	2
Add 3 to your Initiative Score (CRB46)		Fake Out (FS93)	_	Weapon Spread (FS96)	
+3 to Initiative	1	Lower target DR for next round	2	2xMelee: Close range=2m during encounter	1
Reroll one die (CRB46)		Fire from Cover (CRB47)		Wrest (CRB48)	TI D
Reroll one die	1	Attack from cover /wo minor action	2	During melee, evtl. disarm opponent	1
+1 to a single die roll (CRB46)		Hamstring (FS93)		Yielding Force (FS96)	7.
+1 to a single die roll	2	Hits>AGI, target status Hobbled	3	Athletics as defense, NH>AGI opp. prone	3
Double Down I (DC177)		Imposing Stone (FS94)		Position	
Add 1 wild die	2	Hits>AGI, target stops, otherw. slowed	2		
Give ally 1 Edge (CRB46)		Intimidating Presence (FS94)	401	Freerunning (FS93)	
Give ally 1 Edge	2	Infl+STR/WIL+STR: Reduce target AR	2	While moving horiz. also move vertical.	2
Negate 1 Edge of a foe (CRB46)		Karmic Escape (FS94)	4	Monkey Climb (FS94)	
Negate 1 Edge of a foe	2	Minor Act, Avoid status, but more damage	2	+ 0.2 climb distance per hit	2
Buy one automatic hit (CRB47)		Knockout Blow (CRB47)	M	Matrix	
Buy one automatic hit	3	Damage>WIL fill target stun cond. monitor	2		
Heal one box of Stun damage (CRB47)		Knuckle Breaker (FS94)		Emergency Boost (CRB175)	
Heal 1 Stun damage	3	-4 dice pool, success disables limbs	4	Increase one matrix attrib. for 1 test	1
Add Edge to your dice pool (CRB47)		Leaf on the Wind (FS94)		Hog (CRB175)	
+Edge to pool and explode	4	Use hits to get cover while sprinting	3	-2 Data Proc and -1 active prog. slot	2
Double Down II (DC177)		Pin (FS94)		Signal Scream (CRB175)	
Add 2 wild dice	4	Hits>DR, target Status Immobilized	3	Ignore noise penalty for next action	2
Heal 1 point of Physical damage (CRB47)		Playing Possum (FS94)		Technobabble (CRB175)	
Heal 1 Physical damage	4	Infl. check, dice pool +net hits next attack	3	Mancer: Use CHA inst. LOG for next action	2
I Saw It in a Trid Once (FS96)		Protect the Principal (FS95)		Under the Radar (CRB175)	
Use unlearned martial arts technique	4	Ally only 1 Min.Act. away, take DMG instead	2	Next action does not increase OS	- 3
Reroll all failed dice (CRB47)		Right Back At Ya! (FS95)	1 3		
Reroll all failed dice	4	Knock grenade away, Athletics check (2)	3	Social	
Count 2s as glitches for the target (CRB47)		Riposte (FS95)		Big Speech (CRB47)	
2s are glitches for the target	5	Melee: ptly. conv. rcvd. DV into target DMG	4	Roll 2xInfluence, treat as teamwork check	4
Create special effect (CRB47)		Rolling Clouds (FS95)		Bring the Drama (CRB47)	
Discuss with your GM	5	Athletics slows down fall if environ, allows	2	Gain 200ny on a quick con, +20% on long	2
Recover (FS96)	J	Rooted (FS95)	_	Gain 2001ly on a quick con, 120% on long	1 1
Major Action to remove/reduce own status	5	Athletics: BOD+Hits when avoid knockdown	2	Driving	
	J			Aimbet (DC177)	
Double Down III (DC177)	6	Shank (CRB48)	1	Aimbot (DC177)	-
Add 3 wild dice	6	Called shot with only -2 penalty.	-1	If >=1 net hit, add sensor rat. hits	6
Combat		Sucker Punch (FS95)	2	Add sork pileting to gunner toot	
		Net Hits>WIL, inflict Fatigued status	2	Add rank piloting to gunnery test	4
Anticipation (CRB47)	-	Tactical Roll (CRB48)	4	Bootleg Turn (DC178)	_
Double dice pool to split for attacks	4	Ignore prone penalty for attacks for 2 rds	1	Adjust range category by 1	2
Blinding strike (FS92)		Taunt (FS95)	4	Change Environment (DC178)	631
Hits>AGI, target status Blind I	4	Influence: Net Hits incr. ally's DR	1	Choose Open, Restricted, Tight	5
Called Shot (Disarm) (CRB47)		Threatening Edge (FS95)		Chicken (DC178)	_
Attack does no damage, Disarms Opponent	5	Repl. own DR with weapon AR for encount.	1	Chase: Driver with lower net hits crashes	6
Called Shot (Vitals) (CRB47)		Throat Strike (FS96)		Crossfire (DC177)	- 27
Add 3 damage if attack hits	5	Melee: Net Hits>AGI, inflict Muted status	1	Defense: Net hits damage on other vehicle	6
Called Shot: Break Weapon (FS93)		Throw Person (FS96)		Dead Stop (DC179)	
DV>Struct/2, reduce weapon AR	5	Melee to throw grappled opponent prone	4	Opp. Outdoors:Chased target hits dead end	5
Called Shot: Incapacitate (FS93)		Thunder Palm (FS96)		Drafting (DC179)	
Hits>REA, target status Dazed	5	Net Hits>WIL, inflict Deafened status	2	Move one category closer to chased target	2
Charge (FS93)		Tuck and Roll (FS96)		Equalizer (DC179)	
Move 5m, convert hits to movement	4	When rcv. Prone status, move 1m away	1	Ignore targets position advantage	2
Cover Fire (FS93)		Tumble (CRB48)		Escape! (DC179)	
BF produces +2 Cover, instead DV	3	If Damage > Body then target prone	1	Test: Escape all followers at extreme range	4

EDGE-BOOSTS / EDGE-ACTIONS					
Driving		Smokescreen I (DC178) Gain 1 level or Cover status	1	Other	
Evade Pursuit I (DC179)		Smokescreen II (DC178)		Assembled with Love and Bondo (DC170)	
Increase range to followers by 1	4	Gain 2 level or Cover status	2	Mod last net hits hours, then broken	2
Evade Pursuit II (DC179)		Smokescreen III (DC178)		Black Thumb (DC170)	
Increase range to followers by 2	7	Gain 3 level or Cover status	3	Rush job on moving vehilce	2
Evasive Action (DC177)		Smokescreen IV (DC178)		Change Environment (DC178)	
Add Pilot rank to veh. defense test	4	Gain 4 level or Cover status	4	Choose Open, Restricted, Tight	5
Focus (DC179)		Subtle Pilot (DC179)		Equalizer (DC179)	
Vehicle Handling -1 for one test	2	+pilot rank on stealth test	3	Ignore targets position advantage	2
Greaser (DC178)		The Exit (DC178)		Escape! (DC179)	
Oil slick: Target may not spend Edge	2	When piloting, exit vehicle safely	6	Test: Escape all followers at medium range	4
Hit the Brakes! (DC179)		The Rigger's Advantage (DC178)		Focus (DC179)	
All followers one category closer	2	Add control rig rating to hits	3	Athletics threshold-1 for one test	2
In the Zone (DC178)		Tokyo Drift (DC179)		Sudden Insight (CRB48)	
Ignore handling penalties for 1 test	4	Chased: Drift action prevents opp. get closer	2	No penality for skill without rank	1
Pickup (DC178)		Up the Ante I (DC179)		Up the Ante I (DC179)	
Pickup target while driving	4	Tight: Add 1 handling for everyone	2	Tight: Add 1 threshold for everyone	2
Point Defense (DC178)		Up the Ante II (DC179)		Up the Ante II (DC179)	
Attack incoming missile w. ranged weapon	5	Tight: Add 2 handling for everyone	4	Tight: Add 2 threshold for everyone	4
Redline (DC179)		Up the Ante III (DC179)		Up the Ante III (DC179)	
+2 range categories for 4P dmg - or prevent	4	Tight: Add 3 handling for everyone	6	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)

(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
 Variant
 Priorities
 Karma to Nuyen
 Extra Karma

 Standard
 CADBE
 7
 0

REWARDS FOR ROULETTE