SHADOWRUN

EDGE / ¥
EDGE

NUYEN (¥)

PORTRAIT

PERSONAL DATA

Alias	Tank	**Name**	Edward	
Metatype	Troll	**Magic/Resonance**	Mundane	
Sex	male	**Height**	3	**Weight** 350
Age	30	**Heat**	0	**Reputation** 0
Karma	0	**Total Karma** 0	**Essence**	4.40

ATTRIBUTES

	Rtg	Pool		Rtg	Pool
Body	9	9	Minor Actions	1	2
Agility	4	4	Initiative	10	10 +1D6
Reaction	5	5	Initiative (Matrix VR)	8	8 +2D6
Strength	8	8	Initiative (Astral)	7	7 +2D6
Willpower	5	5	Defense	0	10
Logic	2	2	Composure	0	7
Intuition	5	5	Judge Intentions	0	10
Charisma	2	2	Memory	0	7
Edge	6	6	Lift / Carry	0	14

QUALITIES

POSITIVE	NEGATIVE
Thermographic Vision	Honorbound
Built Tough 2	*Pirates Code*
Dermal Deposits	Impaired 2
Aptitude	*Logic*
Close Combat	Impaired 2
Double Jointed	*Charisma*
Muscles	

CONDITION MONITOR

Stun Healing: BOD + WIL = 14
[ ] [ ] [-1] [-1] [-1] [-2] [-2] [-2] [-3] [-3] [-3]

Physical Healing: BOD + BOD = 18
[ ] [ ] [ ] [-1] [-1] [-1] [-2] [-2] [-2] [-3] [-3] [-3] [-4] [-4] [-4] [-5]

Dam. overfl. Healing: 18 - Mod. =

Drain resist: WIL (5) + ____

Damage resist: BOD (9) + mod.(4) = 13

SKILLS

Skill	Attr.	Rtg	Pool	Notes
Untrained				
Athletics	AGI	4	8	a
Close Combat	AGI	7	11	
Unarmed Combat	AGI		13	
Con	CHA	0	1	
Electronics	LOG	1	3	
Engineering	LOG	0	1	
Firearms	AGI	1	5	

Skill	Attr.	Rtg	Pool	Notes
Influence	CHA	1	3	
Outdoors	INT	1	6	
Perception	INT	5	10	b
Piloting	REA	1	6	
Stealth	AGI	1	5	

Language/Knowledge
Lang: English (Native)
Evo Corporation
Toxins

a) Double Jointed, b) Taste booster

WEAPONS

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
Ares Predator VI	5	3P	10/10/8/-/-	SA/BF	15(c)

Melee weapon	Pool	Damage	Att.R.
Unarmed	13	4P	16/-/-/-/-
Urban Tribe Tomahawk Mk II	11	2P	18/9/-/-/-
Urban Tribe Tomahawk Mk II	11	2P	18/9/-/-/-

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

ARMOR

DEFENSIVE RATING 18

Armor	Rating	Social
Body	9	2
Armor jacket	4	-3
Ballistic Mask	1	-2
Dermal Deposits	1	0
Securetech Armor Augmentation System	1	-1
SecureTech Invisi-Shield Armor	2	0

Defensive Pools against		Defensive Actions	
Attacks	10	Block (Minor)	+7
Combat spells (Indirect)	10	Dodge (Minor)	+4
Combat spells (Direct)	10	Hit the dirt (Minor)	+2
Toxin Damage	14	Full Defense (Major)	+5
Drain	0	Boosted Defense (Major)	-2

AUGMENTATIONS

Augmentation	Level	Essence	Page
Bone density augmentation, Rt.4 (Betaware)	-	0.84	CRB 291
Olfactory booster (Deltaware)	3	0.1	CRB 283
Symbiotes (Betaware)	4	0.56	CRB 292
Taste booster (Deltaware)	3	0.1	CRB 284

Act. Essence (4.4) = 6 - Hole (0.0) - Sum augmentations (1.6)

GEAR

Name	Amount	Page
Contacts, Rating 3 (2 Accessories)	1	CRB 274
Earbuds, Rating 3 (2 Accessories)	1	CRB 275
Gecko tape gloves	1	CRB 280
Plasteel restraints	1	CRB 278
Plastic straps (10)	1	CRB 278
Symbiote Food, Rating 4	3	CRB 292
Trodes	1	CRB 268

CONTACTS

Alias	Type	Loy.	Infl.	Fav.
Dexter	Limo Driver	2	2	0
Mia	Fixer	2	2	0
Frank	Sensei	2	2	0

LIFESTYLES

Lifestyle	Type	Cost	Month
Unnamed Low	Low	2000¥	1

SINS

Name	Quality
Douglas Cross	4

MATRIX DEVICES

Name	Progr	D	Fir	Attack	Sl
Transys Avalon	3	3	1	-	-

CURRENCY

Nuyen (¥): 25

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 = 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 (13) 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

Boxing	FS 98
Mean Right Hook	

GEAR

Name	Amount	Page		Name	Amount	Page
Contacts, Rating 3	1	CRB 274		Trodes	1	CRB 268
Image link		CRB 275				
Vision enhancement		CRB 275				
Earbuds, Rating 3	1	CRB 275				
Audio enhancement		CRB 276				
Spatial recognizer		CRB 276				
Gecko tape gloves	1	CRB 280				
Plasteel restraints	1	CRB 278				
Plastic straps (10)	1	CRB 278				
Symbiote Food, Rating 4	3	CRB 292				

Ranged weapons

ARES PREDATOR VI

Damage	Attack Rating	Mode	Ammo
3P	10/10/8/-/-	SA/BF	15(c)

Accessory:

Modifications: Smartgun system (internal)

WIFI: Digital ammunition counter and an ARO that tells you the ammo type loaded. If equipped with DNI, you gain a bonus Minor Action any turn when you eject a clip (for weapons that have them) or change fire modes.

Attack Rating Modifiers	AR		Modes	AR	Dam	Pool
Ares Predator VI	10/10/8/-/-		SS	10/10/8/-/-	3P	5
Smartgun: Add +2 to AR (if no laser sight)	2/2/2/2/2		SA	8/8/6/-/-	4P	5
Smartgun: Add +1 to AR (if has laser sight)	1/1/1/1/1		BF (wide)	8/8/6/-/-	4P	2
			BF (narrow)	6/6/4/-/-	5P	5

AMMUNITION

Name	Amount	Page		Name	Amount	Page
Heavy Pistol/SMG (10x) (Regular)	3	CRB 262				

MELEE WEAPONS

Unarmed	Pool	13	Damage	4P	Att.R.	16/-/-/-/-
Urban Tribe Tomahawk Mk II	Pool	11	Damage	2P	Att.R.	18/9/-/-/-
Urban Tribe Tomahawk Mk II	Pool	11	Damage	2P	Att.R.	18/9/-/-/-
	Pool		Damage		Att.R.	
	Pool		Damage		Att.R.	

ARMOR

Armor	Rating	Social
Body	9	
Armor jacket	4	-3
Ballistic Mask	1	-2
Dermal Deposits	1	0
Securetech Armor Augmentation System	1	-1
SecureTech Invisi-Shield Armor	2	0
Defensive rating	18	

*) Rating not included in defensive rating

Matrix Devices

COMMLINK

Model	Transys Avalon				
Level	6	Data processing	3	Firewall	1
Programs (concurrent 3)					

Matrix status (11)

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

SINs

DOUGLAS CROSS - QUALITY 4

Licenses

Cyberware 4

Lifestyles

UNNAMED LOW

Type	Low	Cost	2000¥
Month	1	SIN	Douglas Cross

Options

keine

KNOWLEDGE AND LANGUAGES

Knowledge skills	Toxins	Languages
Evo Corporation		English

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	»1
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	3
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

Qualities

POSITIVE

THERMOGRAPHIC VISION

You did not provide a description yet.
(Key quality.thermographic_vision.desc)
see Core rules, p.73

BUILT TOUGH

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

DERMAL DEPOSITS

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

APTITUDE: CLOSE COMBAT

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

DOUBLE JOINTED

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

MUSCLES

You did not provide a description yet.
(Key quality.muscles.desc)
see Sixth World Companion, p.135

NEGATIVE

HONORBOUND: PIRATES CODE

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

IMPAIRED: LOGIC

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

IMPAIRED: CHARISMA

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

Augmentation

CYBERWARE

OLFACTORY BOOSTER

You did not provide a description yet.
(Key item.olfactory_booster.desc)
see Core rules, p.283

TASTE BOOSTER

You did not provide a description yet.
(Key item.taste_booster.desc)
see Core rules, p.284

BIOWARE

BONE DENSITY AUGMENTATION, RT.4

You did not provide a description yet.
(Key item.bone_density_augmentation_4.desc)
see Core rules, p.291

SYMBIOTES

You did not provide a description yet.
(Key item.symbiotes.desc)
see Core rules, p.292

Martial arts techniques

MEAN RIGHT HOOK

Type: Striking

You did not provide a description yet.
(Key technique.mean_right_hook.desc)
see Firing Squad, p.104

Creation

Variant	Priorities	Karma to Nuyen	Extra Karma
Standard	BAEDC	0	0

REWARDS FOR TANK