

PROGRAMS

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

		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	3
Strength	⇒	Charisma	3
Agility	⇒	Logic	3
Reaction	⇒	Intuition	3

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
Flashlight	1	CRB 279			
Gas mask	1	CRB 279			
Goggles, Rating 5	1	CRB 274			
<i>Smartlink</i>		CRB 275			
<i>Image link</i>		CRB 275			
<i>Flare compensation</i>		CRB 275			
<i>Low-light vision</i>		CRB 275			
Micro-transceiver	1	CRB 270			

Ranged weapons

ARES PREDATOR VI					
Damage	Attack Rating	Mode	Ammo		
3P	10/10/8/-/-	SA/BF	15(c)		
Accessory: Concealable holster, Spare clip (5x)					
Modifications: Smartgun system (internal), Metahuman Adaptation					
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	9
Smartgun: Add +2 to AR (if no laser sight)	2/2/2/2/2	SA	8/8/6/-/-	4P	9
Smartgun: Add +1 to AR (if has laser sight)	1/1/1/1/1	BF (wide)	8/8/6/-/-	4P	4
		BF (narrow)	6/6/4/-/-	5P	9

INGRAM SMARTGUN XI					
Damage	Attack Rating	Mode	Ammo		
3P	11/9/6/-/-	SA/BF	32(c)		
Accessory: Silencer, Gas-vent system, Spare clip (5x), Tactical Sling					
Modifications: Smartgun system (internal), Metahuman Adaptation					
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
Ingram Smartgun XI	11/9/6/-/-	SS	11/9/6/-/-	3P	11
Smartgun: Add +2 to AR (if no laser sight)	2/2/2/2/2	SA	9/7/4/-/-	4P	11
Smartgun: Add +1 to AR (if has laser sight)	1/1/1/1/1	BF (wide)	9/7/4/-/-	4P	5
		BF (narrow)	7/5/2/-/-	5P	11

AMMUNITION					
Name	Amount	Page	Name	Amount	Page
Heavy Pistol/SMG (10x) (Gel (Caseless))	30	CRB 262			
Heavy Pistol/SMG (10x) (Regular (Caseless))	30	CRB 262			

MELEE WEAPONS					
Combat Axe	Pool	11	Damage	5P	Att.R.
Modifications	Metahuman Adaptation Close Combat Weapon				
Unarmed	Pool	9	Damage	4P	Att.R.
	Pool		Damage		Att.R.
	Pool		Damage		Att.R.

ARMOR		
Armor	Rating	Social
Body	8	
Running Armor	4	-3
Concealable ammo pouch (0), Chemical Protection (2), Fire Resistance (1), Electricity Resistance (2)		
Bone lacing	2	0
Dermal Deposits	1	0
Defensive rating	15	
*) Rating not included in defensive rating		

Matrix Devices

COMMLINK	
08.11.22 19:43, created with Genesis by Stefan & Anja Prella, SR6-Version: 2.4.2	
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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"/>

Contacts

CON: JACOB FLEMMING					
Alias	Type	Loy.	Infl.	Fav.	
Jacob Flemming	Beat Cop	2	2	0	
Description					
A cop who patrolled the neborhood Tiny grew up in. Not bad for a cop, still a sleaze bag, but knew when to let things slide.					

CON: DR. SILVERS					
Alias	Type	Loy.	Infl.	Fav.	
Dr. Silvers	Street Doc	3	3	0	
Description					
An agless looking elf, Dr. Silvers provides excellent service. No one is sure where he came from, but one day he set up shop, and most have been happy about. The Doc (as tiny likes to call him) has been good to him, and so Tiny reguarly goes to him for any medical or cyberware needs					

CON: CARL HIGGINS					
Alias	Type	Loy.	Infl.	Fav.	
Carl Higgins	City bureaucrat	3	3	0	
Description					
Carl started his carrer by helping the SINless of seattle, but with little recources and time to do what was needed many fell through the cracks. He knows Tiny simply because he didn't die or disappear like so many others, now a middle manger, he still tries to help who he can, but isn't always able too.					

CON: BETTY LUMBAR					
Alias	Type	Loy.	Infl.	Fav.	
Betty Lumbar	City Worker	1	1	0	
Description					
Garbage worker, showed up time to time to actually take garbage away.					

SINs

JONATHEN RED - QUALITY 4	
Licenses	Cyberware 4, Firearms License 4, Concealed Carry License 4

FRANK GREEN - QUALITY 2	
Licenses	Back up SIN

Lifestyles

JONATHEN RED			
Type	Low	Cost	2000¥
Month	1	SIN	Jonathen Red
Options			
keine			

KNOWLEDGE AND LANGUAGES			
Knowledge skills	Redmond	Languages	Japanese
Seattle Street Gangs		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

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

AMBIDEXTROUS

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

HIGH PAIN TOLERANCE

You did not provide a description yet.
(Key quality.high_pain_tolerance.desc)
see Core rules, p.72

QUICK HEALER

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

NEGATIVE

BOUNTY

You did not provide a description yet.
(Key quality.bounty.desc)
see Sixth World Companion, p.136

HOODER

You did not provide a description yet.
(Key quality.hooder.desc)
see Sixth World Companion, p.137

Augmentation

CYBERWARE

BONE LACING, TITANIUM

Titanium Bone Lacing +2 to Body, +2 to Defense, Unarmed DV is 4P, Unarmed AR +3
see Core rules, p.286

MUSCLE REPLACEMENT

Vat-grown synthetic muscles replace or augment your own, and calcium treatments and skeletal reinforcement contribute to your overall strength. It increases both your Strength and Agility attributes by its rating. It cannot be combined with other augmentations to the muscles, including muscle augmentation or muscle toner bioware.
see Core rules, p.287

WIRED REFLEXES 2

This highly invasive, painful, life-changing operation adds a multitude of neural boosters and adrenaline stimulators in strategic locations throughout your body to catapult you into a whole new world where everything around you seems to move in slow motion. The system includes both manual and wireless triggers to turn the wired reflexes on and off; activating or deactivating the trigger manually requires a Major Action, while doing so wirelessly is a Minor Action. When activated, each rating point of wired reflexes gives you

+1 Reaction (with accompanying bonus to your Initiative Score) and 1 additional Initiative Die (with accompanying Minor Action). Wired reflexes are incompatible with augmentations that affect Reaction or Initiative.

Wireless Bonus: The system is compatible with wireless reaction enhancers, and activation or deactivation of the system requires a Minor Action.
see Core rules, p.287

BIOWARE

PLATELET FACTORIES

Platelet factories increase your bodys ability to handle Physical damage by accelerating the production of platelets and their concentration in the blood, which helps stop bleeding faster. Any time you would take 2 or more boxes of damage to your Physical Condition Monitor, reduce the damage by 1 box.

see Core rules, p.292

Creation

Variant
Standard

Priorities
CAEDB

Karma to Nuyen
5

Extra Karma
0

REWARDS FOR TINY