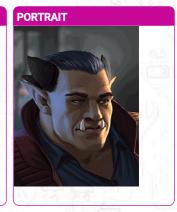


PERSONAL	DATA					
Alias	Tiny		Name	Fra	nklin	
Metatype	Troll		Magic/Reso	nance	Mundane	
Sex	male		Height	3	Weight	400
Age	26		Heat	0	Reputation	0
Karma	5	Total Karma		5	Essence	1.60

EDGE / ¥

EDGE





	Rtg	Pool		Rtg	Pool
Body	8	8	Minor Actions	1	4
Agility	4	5	Initiative	10	10 +3D6
Reaction	5	7	Initiative (Matrix VR)	4	4 +2D6
Strength	9	10	Initiative (Astral)	6	6 +2D6
Willpower	3	3	Defense	0	10
Logic	3	3	Composure	0	6
Intuition	3	3	Judge Intentions	0	6
Charisma	3	3	Memory	0	6
Edge	4	4	Lift / Carry	0	11

QUALITIES	
POSITIVE	NEGATIVE
Thermographic Vision	Bounty
Built Tough 2	Hooder 3
Dermal Deposits	
Ambidextrous	
High Pain Tolerance	
Quick Healer	
	KITCHING THE

CONDITION MONITOR		
Stun Healing: BOD + WIL = 11	Physical Healing: BOD + BOD = 16	Dam. overfl. Healing: 16 - Mod. =
Drain resist: WIL (3) +	Damage resist: BOD (8) + mod.(2) = 10	

SKILLS								
Skill	Attr.	Rtg	Pool Notes	Skill	Attr.	Rtg	Pool Notes	Language/Knowledge
Untrained				Submachine Guns	AGI		11	Lang: English (Native)
Athletics	AGI	3	8	Influence	CHA	2	5	Lang: Japanese (Exp.)
Close Combat	AGI	4	9	Outdoors	INT	0	2	Redmond
Blades	AGI		11	Perception	INT	3	6	Seattle Street Gangs
Con	CHA	0	2	Piloting	REA	0	6	
Electronics	LOG	0	2	Stealth	AGI	3	8	
Engineering	LOG	0	2					
Firearms	AGI	4	9					414 m 111 t g

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
Ares Predator VI	9	3P	10/10/8/-/-	SA/BF	15(c)
Ingram Smartgun XI	11	3P	11/9/6/-/-	SA/BF	32(c)
					M.
Melee weapon	Pool	D	amage	Att.F	2 .
Melee weapon Combat Axe	Pool 11	D	amage 5P	Att.F 19/-/-,	-

ARMOR		DEFENSIVE RATI	NG	15
Armor		Rating	Soci	al
Body		8	3	
Running Armor		4	-3	
Concealable ammo pouc Resistance (1), Electricity R	h (0), Ch esistano	nemical Protection (2), Fire ce (2)		
Bone lacing		2	0	
Dermal Deposits		1 1	0	
Defensive Pools against		Defensive Actions		
Attacks	10	Block (Minor)		+4
Combat spells (Indirect)	10	Dodge (Minor)		+3
Combat spells (Direct)	6	Hit the dirt (Minor)		+2
Toxin Damage	11	Full Defense (Major)		+3
Drain	0	Boosted Defense (Major))	-5

Augmentation	Level	Essence	Page
Bone lacing, Titanium	- tre	1.5	CRB 286
Muscle replacement	1	0.7	CRB 287
Platelet factories	-	0.2	CRB 292
Wired reflexes 2		2.0	CRB 287

GEAR		
Name	Amount	Page
Flashlight	U= [() 1/	CRB 279
Gas mask	1	CRB 279
Goggles, Rating 5 (4 Accessories)	1	CRB 274
Micro-transceiver	1	CRB 270
		4
	H MITT	

Alias	Туре	Loy.	Infl.	Fav.
Jacob Flemming	Beat Cop	2	2	0
Dr. Silvers	Street Doc	3	3	0
Carl Higgins	City bureaucrat	3	3	0
Betty Lumbar	City Worker	1	1	0

Lifestyle	Туре	Cost	Month
Jonathen Red	Low	2000¥	1

		Quality
		4
10/	1	2
	V (-) (B)	

Name	Progr	D	Fir	Attack	SI
Meta Link	0	1	=	-	-

CURRENCY			
Nuyen (¥): 4649 Credstick Standard	1177.2	1 7	4.0
Credstick Standard			
	12 110		513
	1 10 11		

/EHICLES / DRONES											
Vehicles		Туре	Handl	Acc	Intvi	Speed	Pil	Body	Arm	Sens	Seat
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Drones	Cour	nt		T				-77	- M	1/1/2	
			200							4//	
		1711 2 4 5	- 50/- *								

COMBAT ACTIONS						
Initiative (minor) Call a shot Mutliple attacks Quick draw Reload Smartgun	CRB41 CRB42 CRB42 CRB42	Initiative (major)) Attack CRB42 Ready Weapon CRB43 Reload Weapon CRB44	Anytime (minor) Augmentation Overdriv Avoid incoming Block Dodge	CRB41 CRB41 CRB41	Anytime (major) Assist Backseat Driver Full Defense	CRB42 DC177 CRB43
Take Aim Trip	CRB42 CRB42		Drop Object Intercept	CRB41 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 (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) ()	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 Wea		FS 93
Imposing Stone (I)	FS 94	Pin (I)	FS 94	Called Shot: Incapacita	ate (I)	FS 93

COMBAT OVERVIEW

Intimidating Presence (I)

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 (10) to reduce the damage. Last chance to use Edge

FS 94

Playing Possum (I)

5. Bring the Pain

- a) Apply damage to condition monitor
- b) Apply secondary weapon effects

FS 94 MARTIAL ARTS

PERSONA			
Origin: Meta Link			
Attributes/Skills	Default	Current	
Att (Attack)	0		
Sleaze (SI)	0	1476	100
Data Processing (D)	1		
Firewall (Fir)	0		
Matrix Perception			Electronics + INT
Matrix Combat			
Initiative AR	10 +1D6		
Initiative VR	4 +2D6	400	INT + D
Initiative VR Hot sim	4+3D6		INT + D
Attack Rating	0	4.3	Attack + SI
Defense Rating	1		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 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	FURMS			
Resonance: -5	Resist fading: WIL(3) + LOG(3)			U.
Complex for	m T	Dur.	Fading Page	Notes
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1 1 1 1	DESCRIPTION AND ADDRESS.	10.00	-X - E	

2	Program	Description	Page
	Basic programs		
	Alice (Kabelmatrix Emulator)	ISDN2 Emulator for cable matrix	Misc. (Peg)
	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 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
	Blaster-Charger	program.blaster-charger.short	HACK 57
9.2	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
5	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
4.5	Tapeworm	program.tapeworm.short	HACK 59
	Trace	Gain 1 Edge on Trace Icon action	CRB 185
	# of max. concurren	nt programs per device	50

	Test	Poo
Ratings / Initiative		
Attack Rating	Magic + Tradition attribute	
Defense Rating	Intuition + innate armor + mod.	
Initiative	Logic + Intuition +2D6	
Dice Pools		
Unarmed combat	Astral + Willpower	
Weapon foci	Close Combat + Willpower	
Spellcasting	Sorcery + Magic	
Defense	Intuition + Logic	
Damage Resistance	Willpower	
Damage Values		
Unarmed	Tradition attribute/2 (round up)	
Weapon focus	As weapon	

Adept power	Act	Cost Page
Market I		77/43
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FOCI			
Name	Rtg	Choice	Page

INITIATION	GRADE
Metamagic	Page
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A CANADA A C	

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

3. Deal with drain

Drain: Spell Drain + Drain caused by adjustments

Resistance test: Willpower (3) + (0)

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

RITUALS			
Ritual	Features	Th. Notes	Page
	/		
		TY Kurl	1 4 #

SPELLS SPELLS					ATTA	CK RATING		BASE	COMBAT S	SPELL DAMA	GE		
Spell	Туре	Dur.	Range	Drain	Page	Notes	Spell	Туре	Dur.	Range	Drain	Page	Notes
											ZA.	ARE.	
											PAC N	7/1/-	
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		Direct physical control	Control device in AR	Control device in VR	Jumped in	Independent drone		
Pilot/drive/crash		Pilotin	Piloting + Reaction Pi		Piloting + Intuition + Control rig rating - Control rig rating to thresholds + 1 Edge	Maneuvering + Pilot		
	Attack Rating		Piloting + Sensor					
Ramming	Defense Rating			Piloting	+ Armor	Maneuvering + Armor		
	Att	Diletie	Danation	Piloting +	Dilatina I Intuition I Control via action I 1 Educ	Managuraina I Dilat		
	Defense	Pilotin	g + Reaction	Intuition	Piloting + Intuition + Control rig rating + 1 Edge	Maneuvering + Pilot		
	Attack Rating		As weapon					
	Defense Rating		Maneuvering + Armor					
Non-ramming	Att	Engineering + Logic 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	700		
Initiative		Ir	nitiative		Initiative VR	Pilot * 2 + 4D6		
Perception				Perception	n + Intuition	Clearsight + Sensor		
Stealth		Steal	th + Agility	Stealth + Logic	Stealth + Logic + Control rig rating + 1 Edge	Stealth + Pilot		

Act Software	Description	Page
Stealth (Pil) Act Software	Description	Dogo
Perception (Sens)	Pilot (Pil)	
Evade (Pil)	Cracking (Sens)	
Device Rating	Slaved devices	
Data Processing	Firewall	

CONTROL RIGS			
Regular Attribute		Jumped-In Attribute	
Body	\Rightarrow	Willpower	3
Strength	\Rightarrow	Charisma	3
Agility	\Rightarrow	Logic	3
Reaction	\Rightarrow	Intuition	3

Command Drone CRB 41 In the Zone (4) DC 1' Edge Actions (Cost) Pickup (4) DC 1' Smokescreen I (1) DC 178 Redline (4) DC 1' Bootleg Turn (2) DC 178 Smokescreen IV (4) DC 1' Drafting (2) DC 179 Up the Ante II (4) DC 1' Equalizer (2) DC 179 Change Environment (5) DC 1' Focus (2) DC 179 Dead Stop (5) DC 1' Greaser (2) DC 178 Point Defense (5) DC 1' Hit the Brakes! (2) DC 179 Aimbot (6) DC 1' Smokescreen II (2) DC 178 Chicken (6) DC 1' Tokyo Drift (2) DC 179 Tree Exit (6) DC 1' Smokescreen III (3) DC 179 The Exit (6) DC 1' Smokescreen III (3) DC 178 Up the Ante III (6) DC 1' Subtle Pilot (3) DC 179 Evade Pursuit II (7) DC 1' The Rigger's Advantage (3) DC 177 Evasive Action DC 1'	Minor Actions	AL LL	Evade Pursuit I (4)	DC 179
Smokescreen I (1) DC 178 Redline (4) DC 17 Bootleg Turn (2) DC 178 Smokescreen IV (4) DC 17 Drafting (2) DC 179 Up the Ante II (4) DC 17 Equalizer (2) DC 179 Change Environment (5) DC 17 Focus (2) DC 179 Dead Stop (5) DC 17 Greaser (2) DC 178 Point Defense (5) DC 17 Hit the Brakes! (2) DC 179 Aimbot (6) DC 17 Smokescreen II (2) DC 178 Chicken (6) DC 17 Tokyo Drift (2) DC 179 Tree Exit (6) DC 17 Smokescreen III (3) DC 179 The Exit (6) DC 17 Smokescreen III (3) DC 178 Up the Ante III (6) DC 17 Subtle Pilot (3) DC 179 Evade Pursuit II (7) DC 17 The Rigger's Advantage (3) DC 178 Boost Attack Run (4) DC 177 Evasive Action DC 17	Command Drone	CRB 41		DC 178
Bootleg Turn (2) DC 178 Smokescreen IV (4) DC 17 Drafting (2) DC 179 Up the Ante II (4) DC 17 Equalizer (2) DC 179 Change Environment (5) DC 17 Focus (2) DC 179 Dead Stop (5) DC 17 Greaser (2) DC 178 Point Defense (5) DC 17 Hit the Brakes! (2) DC 179 Aimbot (6) DC 17 Smokescreen II (2) DC 178 Chicken (6) DC 17 Tokyo Drift (2) DC 179 Tree Exit (6) DC 17 Smokescreen III (3) DC 179 The Exit (6) DC 17 Smokescreen III (3) DC 178 Up the Ante III (6) DC 17 Subtle Pilot (3) DC 179 Evade Pursuit II (7) DC 17 The Rigger's Advantage (3) DC 178 Boost Attack Run (4) DC 177 Evasive Action DC 17	Edge Actions (Cost)		Pickup (4)	DC 178
Drafting (2) DC 179 Up the Ante II (4) DC 17 Equalizer (2) DC 179 Change Environment (5) DC 17 Focus (2) DC 179 Dead Stop (5) DC 17 Greaser (2) DC 178 Point Defense (5) DC 17 Hit the Brakes! (2) DC 179 Aimbot (6) DC 17 Smokescreen II (2) DC 178 Chicken (6) DC 17 Tokyo Drift (2) DC 179 Crossfire (6) DC 17 Up the Ante I (2) DC 179 The Exit (6) DC 17 Smokescreen III (3) DC 178 Up the Ante III (6) DC 17 Subtle Pilot (3) DC 179 Evade Pursuit II (7) DC 17 The Rigger's Advantage (3) DC 178 Boost Attack Run (4) DC 177 Evasive Action DC 17	Smokescreen I (1)	DC 178	Redline (4)	DC 179
Equalizer (2) DC 179 Change Environment (5) DC 1 Focus (2) DC 179 Dead Stop (5) DC 1 Greaser (2) DC 178 Point Defense (5) DC 1 Hit the Brakes! (2) DC 179 Aimbot (6) DC 1 Smokescreen II (2) DC 178 Chicken (6) DC 1 Tokyo Drift (2) DC 179 Crossfire (6) DC 1 Up the Ante I (2) DC 179 The Exit (6) DC 1 Smokescreen III (3) DC 178 Up the Ante III (6) DC 1 Subtle Pilot (3) DC 179 Evade Pursuit II (7) DC 1 The Rigger's Advantage (3) DC 178 Boost Attack Run (4) DC 177 Evasive Action DC 1	Bootleg Turn (2)	DC 178	Smokescreen IV (4)	DC 178
Focus (2) DC 179 Dead Stop (5) DC 1 Greaser (2) DC 178 Point Defense (5) DC 1 Hit the Brakes! (2) DC 179 Aimbot (6) DC 1 Smokescreen II (2) DC 178 Chicken (6) DC 1 Tokyo Drift (2) DC 179 Crossfire (6) DC 1 Up the Ante I (2) DC 179 The Exit (6) DC 1 Smokescreen III (3) DC 178 Up the Ante III (6) DC 1 Subtle Pilot (3) DC 179 Evade Pursuit II (7) DC 1 The Rigger's Advantage (3) DC 178 Boost Attack Run (4) DC 177 Evasive Action DC 1	Drafting (2)	DC 179	Up the Ante II (4)	DC 179
Greaser (2) DC 178 Point Defense (5) DC 1 Hit the Brakes! (2) DC 179 Aimbot (6) DC 1 Smokescreen II (2) DC 178 Chicken (6) DC 1 Tokyo Drift (2) DC 179 Crossfire (6) DC 1 Up the Ante I (2) DC 179 The Exit (6) DC 1 Smokescreen III (3) DC 178 Up the Ante III (6) DC 1 Subtle Pilot (3) DC 179 Evade Pursuit II (7) DC 1 The Rigger's Advantage (3) DC 178 Boost Attack Run (4) DC 177 Evasive Action DC 1	Equalizer (2)	DC 179	Change Environment (5)	DC 178
Hit the Brakes! (2) DC 179 Aimbot (6) DC 1 Smokescreen II (2) DC 178 Chicken (6) DC 1 Tokyo Drift (2) DC 179 Crossfire (6) DC 1 Up the Ante I (2) DC 179 The Exit (6) DC 1 Smokescreen III (3) DC 178 Up the Ante III (6) DC 1 Subtle Pilot (3) DC 179 Evade Pursuit II (7) DC 1 The Rigger's Advantage (3) DC 178 Boost Attack Run (4) DC 177 Evasive Action DC 1	Focus (2)	DC 179	Dead Stop (5)	DC 179
Smokescreen II (2) DC 178 Chicken (6) DC 17 Tokyo Drift (2) DC 179 Crossfire (6) DC 17 Up the Ante I (2) DC 179 The Exit (6) DC 17 Smokescreen III (3) DC 178 Up the Ante III (6) DC 17 Subtle Pilot (3) DC 179 Evade Pursuit II (7) DC 17 The Rigger's Advantage (3) DC 178 Boost Attack Run (4) DC 177 Evasive Action DC 17	Greaser (2)	DC 178	Point Defense (5)	DC 178
Tokyo Drift (2) DC 179 Crossfire (6) DC 1 Up the Ante I (2) DC 179 The Exit (6) DC 1 Smokescreen III (3) DC 178 Up the Ante III (6) DC 1 Subtle Pilot (3) DC 179 Evade Pursuit II (7) DC 1 The Rigger's Advantage (3) DC 178 Boost Attack Run (4) DC 177 Evasive Action DC 1	Hit the Brakes! (2)	DC 179	Aimbot (6)	DC 177
Up the Ante I (2) DC 179 The Exit (6) DC 179 Smokescreen III (3) DC 178 Up the Ante III (6) DC 179 Subtle Pilot (3) DC 179 Evade Pursuit II (7) DC 170 The Rigger's Advantage (3) DC 178 Attack Run (4) DC 177 Evasive Action DC 170	Smokescreen II (2)	DC 178	Chicken (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 179	Tokyo Drift (2)	DC 179	Crossfire (6)	DC 177
Subtle Pilot (3) DC 179 Evade Pursuit II (7) DC 17 The Rigger's Advantage (3) DC 178 Boost Attack Run (4) DC 177 Evasive Action DC 17	Up the Ante I (2)	DC 179	The Exit (6)	DC 178
The Rigger's Advantage (3) DC 178 Attack Run (4) DC 177 Evasive Action DC 1	Smokescreen III (3)	DC 178	Up the Ante III (6)	DC 179
Attack Run (4) DC 177 Evasive Action DC 1	Subtle Pilot (3)	DC 179	Evade Pursuit II (7)	DC 179
()	The Rigger's Advantage (3)	DC 178	Boost	
Federal (4) DC 170	Attack Run (4)	DC 177	Evasive Action	DC 177
Escape: (4) DC 179	Escape! (4)	DC 179		

Name	Amount	Page	Name	Amount Page
Flashlight	1	CRB 279		
Gas mask	1	CRB 279		
Goggles, Rating 5	1	CRB 274		
Smartlink		CRB 275		
Image link		CRB 275		
Flare compensation		CRB 275		
Low-light vision		CRB 275		
Micro-transceiver	1	CRB 270		

Ranged weapons

ARES PREDATOR VI			INGRAM	SMARTGUN XI				
Damage	Attack Rating	Mode	Ammo	Damage	Attack Rating	Mode	Ammo	
3P	10/10/8/-/-	SA/BF	15(c)	3P	11/9/6/-/-	SA/BF	32(c)	11 (11)

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

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	

)	Name	Amount Page
		Allount Tage
262		
262		

MELEE WEAPONS						
Combat Axe	Pool	11	Damage	5P	Att.R.	19/-/-/-
Modifications	Metahuman	Adaptation Close	e Combat Weapon			
Unarmed	Pool	9	Damage	4P	Att.R.	20/-/-/-
	Pool	dian	Damage		Att.R.	
	Pool	- SEX ALTERIA	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 - 3	0
Defensive rating	15	
*) Rating not included in defensive rating		

Matrix Devices

COMMLINK

Model	Meta Link					
Level	1		Data processing	1	Firewall	0
Programs (concurrent 0)					3/2 11/2	
Matrix status (9)		TO CHE				

Contacts

CON: JACOB FLEM	MING			
Alias	Туре	Loy.	Infl.	Fav.
Jacob Flemming	Beat Cop	2	2	0
Description				

A cop who patrolled the nebiorhood Tiny grew up in. Not bad for a cop, still a sleaze bag, but knew when to let things slide.

CON: DR. SILVERS				
Alias	Туре	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

Alias	Туре	Loy.	Infl.	Fav
Carl Higgins	City bureaucrat	3	3	0
Description				

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 trys to help who he can, but isn't always able too.

CON: BETTY LUM	BAR			
Alias	Туре	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

Lifestyles

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

FRANK GREEN - QUALITY 2	
Back up SIN	
Licenses	7 FG

KNOWLEDGE AND LANGUA	GES			
Knowledge skills	Redmond	Languages	Japanese	- H
Seattle Street Gangs		English		

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	
Reroll one die (CRB46)	Fire from Cover (CRB47)	Wrest (CRB48)	111
Reroll one die	1 Attack from cover /wo minor action	2 During melee, evtl. disarm opponent	49
-1 to a single die roll (CRB46)	Hamstring (FS93)	Yielding Force (FS96)	1
+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)	2 Position	
Add 1 wild die	2 Hits>AGI, target stops, otherw. slowed		
Give ally 1 Edge (CRB46)	Intimidating Presence (FS94)	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)	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)	Matrix	
Buy one automatic hit	3 Damage>WIL fill target stun cond. monitor	₂ Matrix	
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	200
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)	0
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
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)	
		4 Roll 2xInfluence, treat as teamwork check	_
2s are glitches for the target	· · · · · · · · · · · · · · · · · · ·	Bring the Drama (CRB47)	
Create special effect (CRB47)	Rolling Clouds (FS95) 5 Athletics slows down fall if environ, allows		,
Discuss with your GM		2 Gain 200ny on a quick con, +20% on long	2
Recover (FS96)	Rooted (FS95)	2 Driving	
Major Action to remove/reduce own status	5 Athletics: BOD+Hits when avoid knockdown		
Double Down III (DC177)	Shank (CRB48)	Aimbot (DC177)	7
Add 3 wild dice	6 Called shot with only -2 penalty.	1 If >=1 net hit, add sensor rat. hits	(
Combat	Sucker Punch (FS95)	Attack Run (DC177)	
	Net Hits>WIL, inflict Fatigued status	2 Add rank piloting to gunnery test	4
Anticipation (CRB47)	Tactical Roll (CRB48)	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)	Change Environment (DC178)	
Hits>AGI, target status Blind I	4 Influence: Net Hits incr. ally's DR	1 Choose Open, Restricted, Tight	
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	(
Called Shot (Vitals) (CRB47)	Throat Strike (FS96)	Crossfire (DC177)	
Add 3 damage if attack hits	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	Ę
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)	٦,
Move 5m, convert hits to movement	4 When rcv. Prone status, move 1m away	1 Ignore targets position advantage	2
	Tumble (CRB48)	Escape! (DC179)	19
Cover Fire (FS93) 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

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

 Variant
 Priorities
 Karma to Nuyen
 Extra Karma

 Standard
 CAEDB
 5
 0

REWARDS FOR TINY