

SHADOWRUN

PERSONAL DATA

Alias	Viper	Name			
Metatype	Elf	Magic/Resonance	Magician		
Sex	male	Height	0	Weight	0
Age		Heat	0	Reputation	0
Karma	0	Total Karma	0	Essence	6.00

ATTRIBUTES

	Rtg	Pool		Rtg	Pool
Body	3	3	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)	11	11 +2D6
Willpower	5	5	Defense	0	10
Logic	6	6	Composure	0	7
Intuition	5	5	Judge Intentions	0	10
Charisma	2	2	Memory	0	11
Edge	6	6	Lift / Carry	0	8
Magic	6	6			

EDGE / ¥

EDGE

NUYEN (¥)

PORTRAIT

QUALITIES

POSITIVE

Low-Light Vision
Magician
Focused Concentration 1
Spirit Affinity
Spirits of Earth
Quick Healer

NEGATIVE

Allergy (common, extreme)
Peanuts
Distinctive Style
Gremlins

CONDITION MONITOR

Stun Healing: BOD + WIL = 8

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

Drain resist: WIL (5) + LOG (6)

Physical Healing: BOD + BOD = 6

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

Damage resist: BOD (3) + mod.(0) = 3

Dam. overfl. Healing: 6 - Mod. =

SKILLS

Skill	Attr.	Rtg	Pool	Notes	Skill	Attr.	Rtg	Pool	Notes	Language/Knowledge
Trained					Con	CHA	0	1		Lang: English (Native)
Astral	INT	2	7		Electronics	LOG	0	5		Lang: Japanese
<i>Astral Signatures</i>	INT		9		Engineering	LOG	0	5		Horticulture
Conjuring	MAG	4	10	a	Firearms	AGI	3	8		Local Area Seattle
<i>Summoning</i>	MAG		12	a	<i>Heavy Pistols</i>	AGI		10		Magical Security
Sorcery	MAG	6	12		Influence	CHA	1	3		Magical Theory
<i>Spellcasting</i>	MAG		14		Outdoors	INT	0	4		Parabiology
Untrained					Perception	INT	0	4		
Athletics	AGI	0	4		Piloting	REA	0	4		
Close Combat	AGI	0	4		Stealth	AGI	0	4		

a) Spirit Affinity

WEAPONS

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
Ares Predator VI	10	3P	10/10/8/-/-	SA/BF	15(c)
Melee weapon	Pool	Damage	Att.R.		
Unarmed	4	2S	7/-/-/-		

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

ARMOR

DEFENSIVE RATING **7**

Armor	Rating	Social
Body	3	2
Armor jacket	4	-3
Electricity Resistance (4), Fire Resistance (4)		
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	8	Full Defense (Major) +5
Drain	11	Boosted Defense (Major) 12

AUGMENTATIONS			
Augmentation	Level	Essence	Page
Act. Essence (6.0) = 6 - Hole (0.0) - Sum augmentations (0.0)			

GEAR		
Name	Amount	Page
Biomonitor	1	CRB 281
DocWagon Basic Contract (1 Year)	1	CRB 281
Flashlight	1	CRB 279
Gas mask	1	CRB 279
Stim patch, Rating 6	6	CRB 282
Survival kit	1	CRB 280

CONTACTS				
Alias	Type	Loy.	Infl.	Fav.
Hank	Fixer	2	2	0
Trill	Talismonger	2	2	0
Trevor	Wage Mage	2	2	0

LIFESTYLES			
Lifestyle	Type	Cost	Month
Redmond	Low	2000¥	1

SINS	
Name	Quality
Justin Hawkins	4

MATRIX DEVICES					
Name	Progr	D	Fir	Attack	SI
Meta Link	0	1	-	-	-

CURRENCY	
Nuyen (¥): 4785	

VEHICLES / DRONES											
Vehicles	Type	Handl	Acc	Intvl	Speed	Pil	Body	Arm	Sens	Seat	
GMC Bulldog Step-Van	Vans and Cargo Trucks	5/7	10	10	140	2	16	12	3	10	
Count	Drones										

COMBAT ACTIONS

Initiative (minor)		Initiative (major)		Anytime (minor)		Anytime (major)	
Call a shot	CRB41	Attack	CRB42	Augmentation Overdrive	CRB282	Assist	CRB42
Mutiple 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		3 EDGE		4 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

- Choose either Pre- or Post Roll Edge actions
- Roll dice
- Check for glitches
- Spend Edge

4. Soak Some Damage

- Defend with Damage Resistance (3) to reduce the damage.
- Last chance to use Edge

5. Bring the Pain

- Apply damage to condition monitor
- Apply secondary weapon effects

MARTIAL ARTS

ASTRAL COMBAT (PROJECTING)		
	Test	Pool
Ratings / Initiative		
Attack Rating	Magic + Tradition attribute	12
Defense Rating	Intuition + innate armor + mod.	5 + ?
Initiative	Logic + Intuition +2D6	11 +2D6
Dice Pools		
Unarmed combat	Astral + Willpower	7
Weapon foci	Close Combat + Willpower	4
Spellcasting	Sorcery + Magic	14
Defense	Intuition + Logic	11
Damage Resistance	Willpower	5
Damage Values		
Unarmed	Tradition attribute/2 (round up)	3
Weapon focus	As weapon	
<small>also relevant</small>		
Focused Concentration		

ADEPT POWERS			
Adept power	Act	Cost	Page

FOCI			
Name	Rtg	Choice	Page

INITIATION		GRADE
Metamagic		Page

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) + Logic (6)
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

SPELLS						
Spell	Type	Dur.	Range	Drain	Page	Notes
COMBAT SPELLS						
Acid Stream	P	I	LOS	5	CRB 132	
Clout	P	I	LOS	3	CRB 133	
Toxic Wave	P	I	LOS (A)	6	CRB 132	
HEAL SPELLS						
Heal	P	P	T	3	CRB 136	
Increase Reflexes	P	S	T	5	CRB 137	
MANIPULATION SPELLS						
Armor	P	S	T	4	CRB 140	

ATTACK RATING		BASE COMBAT SPELL DAMAGE				
Spell	Type	Dur.	Range	Drain	Page	Notes

Type: P = Physical, M = Mana **Duration:** I = Instantaneous, S = Sustained, P = Permanent, L = Limited, Spec = Special **Range:** LOS = Line of sight, LOS (A) = Line of sight (Area), T = Touch, S = Self, S (A) = Self (Area)

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Stim patch, Rating 6	6	CRB 282			
Survival kit	1	CRB 280			

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	10
Smartgun: Add +2 to AR (if no laser sight)	2/2/2/2/2	SA	8/8/6/-/-	4P	10
Smartgun: Add +1 to AR (if has laser sight)	1/1/1/1/1	BF (wide)	8/8/6/-/-	4P	5
		BF (narrow)	6/6/4/-/-	5P	10

AMMUNITION

Name	Amount	Page	Name	Amount	Page
Heavy Pistol/SMG (10x) (APDS)	2	CRB 262			
Heavy Pistol/SMG (10x) (Explosive)	2	CRB 262			
Heavy Pistol/SMG (10x) (Stick-n-Shock)	2	CRB 262			

MELEE WEAPONS

Unarmed	Pool	4	Damage	2S	Att.R.	7/-/-/-
	Pool		Damage		Att.R.	
	Pool		Damage		Att.R.	
	Pool		Damage		Att.R.	


ARMOR

Armor	Rating	Social
Body	3	
Armor jacket	4	-3
Electricity Resistance (4), Fire Resistance (4)		
Defensive rating	7	
*) Rating not included in defensive rating		

Vehicles / Drones

Abbreviations: D=driven, A=autonomous, R=via RCC, J=jumped in; P=Pool

GMC BULLDOG STEP-VAN

Handling	Acc	Interval	Speed	Seat	
5/7	10	10	140	10	
Pil	Sens	Body	Arm	DR _(D/A/R/J)	
2	3	16	12	11/11/-/-	

Accessories/Notes	Skills	D	A	R	J
	Evade	4	2	-	-
	Perception	4	3	-	-
	Pilot	4	2	-	-
	Stealth	-	2	-	-

Ramming	8P	D	A	R	J	D	A	R	J	Software	Rtg
		AR	2	-	-	P	4	1	-		

No weapons mounted

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Matrix Devices

COMMLINK

Model	Meta Link				
Level	1	Data processing	1	Firewall	0
Programs (concurrent 0)					
Matrix status (9)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SINs

JUSTIN HAWKINS - QUALITY 4

Licenses

Firearms License 4, Spellcasting License 4

Lifestyles

REDMOND

Type	Low	Cost	2000¥
Month	1	SIN	Justin Hawkins
Options	keine		

Notes

EDGE-BOOSTS / EDGE-ACTIONS

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: ptly. 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

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

Variant
Standard

Priorities
CABDE

Karma to Nuyen
28

Extra Karma
0

REWARDS FOR VIPER