

# SHADOWRUN

## PERSONAL DATA

Alias	Workout	Name	Leonie Lövenich		
Metatype	Ork	Magic/Resonance	Mundane		
Sex	female	Height	0	Weight	0
Age	24	Heat	0	Reputation	0
Karma	0	Total Karma	0	Essence	4.10

## ATTRIBUTES

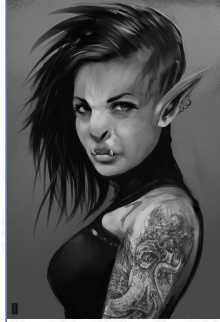
	Rtg	Pool		Rtg	Pool
Body	6	6	Minor Actions	1	2
Agility	5	7	Initiative	6	6 +1D6
Reaction	3	3	Initiative (Matrix VR)	5	5 +2D6
Strength	6	6	Initiative (Astral)	5	5 +2D6
Willpower	4	4	Defense	0	6
Logic	2	2	Composure	0	10
Intuition	3	3	Judge Intentions	0	7
Charisma	6	6	Memory	0	5
Edge	2	2	Lift / Carry	0	10

## EDGE / ¥

### EDGE

NUYEN (¥)

## PORTRAIT



## QUALITIES

### POSITIVE

Low-Light Vision  
 Built Tough 1  
 Exceptional Attribute  
*Charisma*  
 Fashion Influencer  
 Networked In

### NEGATIVE

Sinner  
*Saeder-Krupp; Leonie Löven...*

## CONDITION MONITOR

Stun Healing: BOD + WIL = 10

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Drain resist: WIL (4) + \_\_\_\_

Physical Healing: BOD + BOD = 12

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Damage resist: BOD (6) + mod.(2) = 8

Dam. overfl. Healing: 12 - Mod. =

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## SKILLS

Skill	Attr.	Rtg	Pool	Notes	Skill	Attr.	Rtg	Pool	Notes	Language/Knowledge
<b>Untrained</b>					Firearms	AGI	2	9		Lang: English (Exp.)
Athletics	AGI	4	11		<i>Rifles</i>	AGI		11		Lang: German (Native)
Close Combat	AGI	3	10		Influence	CHA	6	12	c	Fitness and physical therapy
<i>Unarmed Combat</i>	AGI		12		Outdoors	INT	0	2		Saeder-Krupp
Con	CHA	5	11	a, b, c	Perception	INT	1	4		Urban Brawl
<i>Performance</i>	CHA		13	a, b, c	<i>Visual</i>	INT		6		
Electronics	LOG	0	1		Piloting	REA	0	2		
Engineering	LOG	0	1		Stealth	AGI	0	6		

a) Instrument 3 (rising star), b) Internal synth link, c) Tailored pheromones

## WEAPONS

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
HK P60 Tactical	9	3P	10/11/9/-/-	SA	15(c)
OA War Hound Shotgun	9	3P	7/10/8/-/-	SS/SA	6(c)
Onotari Arms War Hound	11	5P	-/10/20/16/9	SA/BF/FA	38(c)

Melee weapon	Pool	Damage	Att.R.
Unarmed	12	3P	11/-/-/-/-

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

## ARMOR

DEFENSIVE RATING **14**

Armor	Rating	Social
Body	6	6
Full body armor with helmet	7	-9

Concealable ammo pouch, sealed (0), Audio enhancement (0), Thermographic vision (0), Vision magnification (0), Low-light vision (0), Chemical Protection (3), Electricity Resistance (4)

Ballistic Mask	1	-2
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Defensive Pools against	Defensive Actions
Attacks	6 Block (Minor) +3
Combat spells (Indirect)	7 Dodge (Minor) +4
Combat spells (Direct)	7 Hit the dirt (Minor) +2
Toxin Damage	10 Full Defense (Major) +4
Drain	0 Boosted Defense (Major) -2







GEAR					
Name	Amount	Page	Name	Amount	Page
Chem patch	5	CRB 282	Survival kit	1	CRB 280
Gas mask	1	CRB 279	Tag eraser	1	CRB 270
Instrument 3 (rising star)	1	NF 156			
<i>Internal synth link</i>		NF 156			
Jazz	20	CRB 124			
Micro-transceiver	1	CRB 270			
Narcoject	5	CRB 122			
Respirator, Rating 6	1	CRB 280			
Standard RFID Tag (10x)	5	CRB 269			
Stealth tag	5	CRB 269			

## Ranged weapons

HK P60 TACTICAL					
Damage	Attack Rating	Mode	Ammo		
3P	10/11/9/-/-	SA	15(c)		
<b>Accessory:</b> Silencer, Laser Sight (Standard, German Rules only), Concealable Quick Draw Holster					
<b>Modifications:</b> Smartgun system (internal), Easy Breakdown					
<b>WiFi:</b> 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
HK P60 Tactical	9/10/6/-/-	SS	10/11/9/-/-	3P	9
Laser Sight (Standard, German Rules only)	1/1/1/-/-	SA	8/9/7/-/-	4P	9
Vision magnification	-/-/2/2/2				
Smartgun: Add +2 to AR (if no laser sight)	2/2/2/2/2				
Smartgun: Add +1 to AR (if has laser sight)	1/1/1/1/1				

OA WAR HOUND SHOTGUN					
Damage	Attack Rating	Mode	Ammo		
3P	7/10/8/-/-	SS/SA	6(c)		
<b>Accessory:</b>					
<b>Modifications:</b>					
<b>WiFi:</b> 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
OA War Hound Shotgun	7/10/6/-/-	SS	7/10/8/-/-	3P	9
Vision magnification	-/-/2/2/2	SA	5/8/6/-/-	4P	9

ONOTARI ARMS WAR HOUND					
Damage	Attack Rating	Mode	Ammo		
5P	-/10/20/16/9	SA/BF/FA	38(c)		
<b>Accessory:</b> Silencer, Imaging scope, Ranger Arms "Eagle Eye" Targeting Sensor Suite, Shock pads, OA War Hound Shotgun					
<b>Modifications:</b> Smartgun system (internal), Gas Vent (improved)					
<b>WiFi:</b> 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
Onotari Arms War Hound	4/11/9/6/2	SS	-/10/20/16/9	5P	11
Ranger Arms "Eagle Eye" Targeting Sensor Suite	-/-/4/3/2	SA	-/8/18/14/7	6P	11
Gas Vent (improved)	-/1/2/2/-	BF (wide)	-/8/18/14/7	6P	5
Vision magnification	-/-/2/2/2	BF (narrow)	-/6/16/12/5	7P	11
Shock Pad: Avoid -1 AR in SA/BF/FA	1/1/1/1/1	FA	-/4/14/10/3	5P	11
Smartgun: Add +2 to AR (if no laser sight)	2/2/2/2/2				
Smartgun: Add +1 to AR (if has laser sight)	1/1/1/1/1				


AMMUNITION					
Name	Amount	Page	Name	Amount	Page
Grenade, High Explosive	5	CRB 263	Rifles (10x) (Explosive)	8	CRB 262
Grenade, Smoke	10	CRB 263	Rifles (10x) (Stick-n-Shock)	16	CRB 262
Grenade, Stun	10	CRB 263			
Heavy Pistol/SMG (10x) (Stick-n-Shock)	15	CRB 262			
Rifles (10x) (APDS)	8	CRB 262			

MELEE WEAPONS					
Unarmed	Pool	12	Damage	3P	Att.R.
	Pool		Damage		Att.R.
	Pool		Damage		Att.R.
	Pool		Damage		Att.R.
	Pool		Damage		Att.R.

ARMOR		
Armor	Rating	Social
Body	6	
Full body armor with helmet	7	-9
Concealable ammo pouch, sealed (0), Audio enhancement (0), Thermographic vision (0), Vision magnification (0), Low-light vision (0), Chemical Protection (3), Electricity Resistance (4)		
Armanté Suit/Dress	3*	10
Hidden Pocket (0), Electrochromic Feature (0), Electricity Resistance (3), Chemical Protection (2)		
Armor jacket	4*	-3
Electricity Resistance (8)		
Ballistic Mask	1	-2
Clothing (High)	0*	0
Clothing (Low)	0*	0
Clothing (Middle)	0*	0
<b>Defensive rating</b>	<b>14</b>	
*) Rating not included in defensive rating		

## Vehicles / Drones

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

BMW TSARINA II										
Handling	Acc	Interval	Speed	Seat						
3/5	18	25	220	3						
Pil	Sens	Body	Arm	DR <sub>(D/A/R/J)</sub>						
3	2	12	4	3/10/-/-						
Accessories/Notes				Skills		D	A	R	J	
Anti-theft system - Rating 3, Smuggling				Evade		2	2	-	-	
Compartment, Rating 3, Smuggling Compartment - Shielding (2x)				Perception		4	1	-	-	
SC-Shielding: Electromagnetic+Chemical				Pilot		2	9	-	-	
				Stealth		-	2	-	-	
				Software		Rtg				
Ramming	6P	AR 1	8	-	-	P 2	9	-	-	6
No weapons mounted										
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> -1	<input type="checkbox"/> -1	<input type="checkbox"/> -1	<input type="checkbox"/> -2	<input type="checkbox"/> -2	<input type="checkbox"/> -2	<input type="checkbox"/> -3	<input type="checkbox"/> -3	<input type="checkbox"/> -3

## Matrix Devices

COMMLINK											
Model	Erika Elite										
Level	4	Data processing					2	Firewall			1
Programs (concurrent 2)											
Matrix status ( 10)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

COMMLINK											
Model	Hermes Ikon										
Level	5	Data processing					3	Firewall			0
Programs (concurrent 2)											
Matrix status ( 11)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

COMMLINK											
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"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

COMMLINK										

Model	Meta Link				
Level	1	Data processing	1	Firewall	0
Programs (concurrent 0)					
Matrix status ( 9)					

COMMLINK					
Model	Meta Link				
Level	1	Data processing	1	Firewall	0
Programs (concurrent 0)					
Matrix status ( 9)					

COMMLINK					
Model	Meta Link				
Level	1	Data processing	1	Firewall	0
Programs (concurrent 0)					
Matrix status ( 9)					

## Contacts

CON: REINHOLD GROSSNER					
Alias	Type	Loy.	Infl.	Fav.	
Reinhold Großner	Corporate Coach	1	5	0	
<b>Description</b>					
Coah for S-K's Urban Brawl team - S-K Centurios					

CON: SWORDFISH					
Alias	Type	Loy.	Infl.	Fav.	
Swordfish	Fixer	2	4	0	
<b>Description</b>					

CON: DR. OWERATH					
Alias	Type	Loy.	Infl.	Fav.	
Dr. Owerath	Steet Doc	1	3	0	
<b>Description</b>					
Part of the contingent sent to Seattle, stuck here now					

CON: BIG BENNO					
Alias	Type	Loy.	Infl.	Fav.	
Big Benno	Urban Brawler	2	4	0	
<b>Description</b>					
Former Customer/Patient, plays Urban Brawl for the SK-Centurios					

CON: HANS HANDEL					
Alias	Type	Loy.	Infl.	Fav.	
Hans Handel	Company Man	2	4	0	
<b>Description</b>					
Workloads local SK-Contact					

CON: BLOWBACK					
Alias	Type	Loy.	Infl.	Fav.	
Blowback	Arms Dealer	1	2	0	
<b>Description</b>					

CON: THUMBDRIVE					
Alias	Type	Loy.	Infl.	Fav.	
Thumbdrive	Mechanik	2	3	0	
<b>Description</b>					

CON: OFFICER BAUER					
Alias	Type	Loy.	Infl.	Fav.	
Officer Bauer	Local Police-Officer	4	4	0	
<b>Description</b>					
Works in Bellevue, well connected in the German expat community					

## SINs

LENA LANDRAT - SEATTLE - QUALITY 6			
<b>Licenses</b>			
Concealed Carry License 6, Firearms License 6, Cyberware 6, Smartgun/Smartlink 6, Skilled Trade 6, Driver 6, Heavy Armor License 6			

LEONIE LÖVENICH - QUALITY ORIGINAL			
<b>Licenses</b>			

## Lifestyles

LOFT IN BELLEVEU - SEATTL...			
Type	High	Cost	11000¥
Month	1	SIN	Leonie Lövenich
<b>Options</b>			
keine			

2007.22 19:41, created with Genesis by Stefan & Anja Prella, SR6-Version: 2.3.0

## Notes

Born a SK-Citizen in Essen, Germany, Workout worked as a personal trainer and fitness-coach for SK's Urban Brawl team, the Centurions, but allways had aspirations to join the team.

When SK internally revealed plans to found another Urban Brawl team in Seattle, Workout did not hesitate to volunteer herself to help build (and be part of) it. Unfortunately they were met with unforeseen obstacles and the plans were abandoned soon after.

A selfstyled Orc Influencer, Workout decided to stay in Seattle and strike out on her own, deep down futilely hoping for the restart of the SK of America Urban Brawl project. Leading a rather decadent lifestyle and looking to satisfy her thirst for thrills, running the shadows seemed like a good idea, that might also help her develop the skills she needs to be a good Urban Brawler.



## Edge Boost

<b>Add 3 to your Initiative Score</b> (CRB46)	
+3 to Initiative	
<b>Reroll one die</b> (CRB46)	
Reroll one die	
<b>+1 to a single die roll</b> (CRB46)	
+1 to a single die roll	
<b>Double Down I</b> (DC177)	
Add 1 wild die	
<b>Give ally 1 Edge</b> (CRB46)	
Give ally 1 Edge	
<b>Negate 1 Edge of a foe</b> (CRB46)	
Negate 1 Edge of a foe	
<b>Buy one automatic hit</b> (CRB47)	
Buy one automatic hit	
<b>Heal one box of Stun damage</b> (CRB47)	
Heal 1 Stun damage	
<b>Add Edge to your dice pool</b> (CRB47)	
+Edge to pool and explode	
<b>Double Down II</b> (DC177)	
Add 2 wild dice	
<b>Heal 1 point of Physical damage</b> (CRB47)	
Heal 1 Physical damage	
<b>I Saw It in a Trid Once</b> (FS96)	
Use unlearned martial arts technique	
<b>Reroll all failed dice</b> (CRB47)	
Reroll all failed dice	
<b>Count 2s as glitches for the target</b> (CRB47)	
2s are glitches for the target	
<b>Create special effect</b> (CRB47)	
Discuss with your GM	
<b>Recover</b> (FS96)	
Major Action to remove/reduce own status	
<b>Double Down III</b> (DC177)	
Add 3 wild dice	

## Combat

<b>Anticipation</b> (CRB47)	
Double dice pool to split for attacks	
<b>Blinding strike</b> (FS92)	
Hits>AGI, target status Blind I	
<b>Called Shot (Disarm)</b> (CRB47)	
Attack does no damage, Disarms Opponent	
<b>Called Shot (Vitals)</b> (CRB47)	
Add 3 damage if attack hits	
<b>Called Shot: Break Weapon</b> (FS93)	
DV>Struct/2, reduce weapon AR	
<b>Called Shot: Incapacitate</b> (FS93)	
Hits>REA, target status Dazed	
<b>Charge</b> (FS93)	
Move 5m, convert hits to movement	
<b>Cover Fire</b> (FS93)	
BF produces +2 Cover, instead DV	

<b>Entanglement</b> (FS93)	
Melee: Hits>AGI, target status Hobbled	
<b>Fake Out</b> (FS93)	1
Lower target DR for next round	
<b>Fire from Cover</b> (CRB47)	1
Attack from cover /wo minor action	
<b>Hamstring</b> (FS93)	2
Hits>AGI, target status Hobbled	
<b>Imposing Stone</b> (FS94)	2
Hits>AGI, target stops, otherw. slowed	
<b>Intimidating Presence</b> (FS94)	2
Infl+STR/WIL+STR: Reduce target AR	
<b>Karmic Escape</b> (FS94)	2
Minor Act, Avoid status, but more damage	
<b>Knockout Blow</b> (CRB47)	3
Damage>WIL fill target stun cond. monitor	
<b>Knuckle Breaker</b> (FS94)	3
-4 dice pool, success disables limbs	
<b>Leaf on the Wind</b> (FS94)	4
Use hits to get cover while sprinting	
<b>Pin</b> (FS94)	4
Hits>DR, target Status Immobilized	
<b>Playing Possum</b> (FS94)	4
Infl. check, dice pool +net hits next attack	
<b>Protect the Principal</b> (FS95)	4
Ally only 1 Min.Act. away, take DMG instead	
<b>Right Back At Ya!</b> (FS95)	4
Knock grenade away, Athletics check (2)	
<b>Riposte</b> (FS95)	5
Melee: pty. conv. rcvd. DV into target DMG	
<b>Rolling Clouds</b> (FS95)	5
Athletics slows down fall if environ. allows	
<b>Rooted</b> (FS95)	5
Athletics: BOD+Hits when avoid knockdown	
<b>Shank</b> (CRB48)	6
Called shot with only -2 penalty.	
<b>Sucker Punch</b> (FS95)	
Net Hits>WIL, inflict Fatigued status	
<b>Tactical Roll</b> (CRB48)	4
Ignore prone penalty for attacks for 2 rds	
<b>Taunt</b> (FS95)	4
Influence: Net Hits incr. ally's DR	
<b>Threatening Edge</b> (FS95)	5
Repl. own DR with weapon AR for encount.	
<b>Throat Strike</b> (FS96)	5
Melee: Net Hits>AGI, inflict Muted status	
<b>Throw Person</b> (FS96)	5
Melee to throw grappled opponent prone	
<b>Thunder Palm</b> (FS96)	5
Net Hits>WIL, inflict Deafened status	
<b>Tuck and Roll</b> (FS96)	4
When rcv. Prone status, move 1m away	
<b>Tumble</b> (CRB48)	3
If Damage > Body then target prone	

<b>Weapon Flash</b> (FS96)	3
Quick draw any melee weapon	2
<b>Weapon Spread</b> (FS96)	2
2xMelee: Close range=2m during encounter	1
<b>Wrest</b> (CRB48)	2
During melee, evtl. disarm opponent	1
<b>Yielding Force</b> (FS96)	3
Athletics as defense, NH>AGI opp. prone	3

## Position

<b>Freerunning</b> (FS93)	2
While moving horiz. also move vertical.	2
<b>Monkey Climb</b> (FS94)	2
+ 0.2 climb distance per hit	2
<b>Matrix</b>	2
<b>Emergency Boost</b> (CRB175)	4
Increase one matrix attrib. for 1 test	1
<b>Hog</b> (CRB175)	3
-2 Data Proc and -1 active prog. slot	2
<b>Signal Scream</b> (CRB175)	3
Ignore noise penalty for next action	2
<b>Technobabble</b> (CRB175)	3
Mancer: Use CHA inst. LOG for next action	2
<b>Under the Radar</b> (CRB175)	2
Next action does not increase OS	3

## Social

<b>Big Speech</b> (CRB47)	4
Roll 2xInfluence, treat as teamwork check	4
<b>Bring the Drama</b> (CRB47)	2
Gain 200ny on a quick con, +20% on long	2

## Driving

<b>Aimbot</b> (DC177)	1
If >=1 net hit, add sensor rat. hits	6
<b>Attack Run</b> (DC177)	2
Add rank piloting to gunnery test	4
<b>Bootleg Turn</b> (DC178)	1
Adjust range category by 1	2
<b>Change Environment</b> (DC178)	1
Choose Open, Restricted, Tight	5
<b>Chicken</b> (DC178)	1
Chase: Driver with lower net hits crashes	6
<b>Crossfire</b> (DC177)	1
Defense: Net hits damage on other vehicle	6
<b>Dead Stop</b> (DC179)	4
Opp. Outdoors:Chased target hits dead end	5
<b>Drafting</b> (DC179)	2
Move one category closer to chased target	2
<b>Equalizer</b> (DC179)	1
Ignore targets position advantage	2
<b>Escape!</b> (DC179)	1
Test: Escape all followers at extreme range	4



**Driving**

<b>Evade Pursuit I</b> (DC179)	
Increase range to followers by 1	
<b>Evade Pursuit II</b> (DC179)	
Increase range to followers by 2	
<b>Evasive Action</b> (DC177)	
Add Pilot rank to veh. defense test	
<b>Focus</b> (DC179)	
Vehicle Handling -1 for one test	
<b>Greaser</b> (DC178)	
Oil slick: Target may not spend Edge	
<b>Hit the Brakes!</b> (DC179)	
All followers one category closer	
<b>In the Zone</b> (DC178)	
Ignore handling penalties for 1 test	
<b>Pickup</b> (DC178)	
Pickup target while driving	
<b>Point Defense</b> (DC178)	
Attack incoming missile w. ranged weapon	
<b>Redline</b> (DC179)	
+2 range categories for 4P dmg - or prevent	

<b>Smokescreen I</b> (DC178)	
Gain 1 level or Cover status	
<b>Smokescreen II</b> (DC178)	4
Gain 2 level or Cover status	
<b>Smokescreen III</b> (DC178)	7
Gain 3 level or Cover status	
<b>Smokescreen IV</b> (DC178)	4
Gain 4 level or Cover status	
<b>Subtle Pilot</b> (DC179)	2
+pilot rank on stealth test	
<b>The Exit</b> (DC178)	2
When piloting, exit vehicle safely	
<b>The Rigger's Advantage</b> (DC178)	2
Add control rig rating to hits	
<b>Tokyo Drift</b> (DC179)	4
Chased: Drift action prevents opp. get closer	
<b>Up the Ante I</b> (DC179)	4
Tight: Add 1 handling for everyone	
<b>Up the Ante II</b> (DC179)	5
Tight: Add 2 handling for everyone	
<b>Up the Ante III</b> (DC179)	4
Tight: Add 3 handling for everyone	

**1 Other**

<b>Assembled with Love and Bondo</b> (DC170)	2
Mod last net hits hours, then broken	
<b>Black Thumb</b> (DC170)	2
Rush job on moving vehilce	
<b>Change Environment</b> (DC178)	4
Choose Open, Restricted, Tight	
<b>Equalizer</b> (DC179)	3
Ignore targets position advantage	
<b>Escape!</b> (DC179)	6
Test: Escape all followers at medium range	
<b>Focus</b> (DC179)	3
Athletics threshold-1 for one test	
<b>Sudden Insight</b> (CRB48)	2
No penalty for skill without rank	
<b>Up the Ante I</b> (DC179)	2
Tight: Add 1 threshold for everyone	
<b>Up the Ante II</b> (DC179)	4
Tight: Add 2 threshold for everyone	
<b>Up the Ante III</b> (DC179)	6
Tight: Add 3 threshold for everyone	

## Qualities

(Key item.tailored\_pheromones.desc )  
see Core rules, p.292

### POSITIVE

#### LOW-LIGHT VISION

You did not provide a description yet.  
(Key quality.low-light\_vision.desc )  
see Core rules, p.72

#### BUILT TOUGH

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

#### EXCEPTIONAL ATTRIBUTE: CHARISMA

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

#### FASHION INFLUENCER

You did not provide a description yet.  
(Key quality.fashion\_influencer.desc )  
see Power Plays, p.158

#### NETWORKED IN

You did not provide a description yet.  
(Key quality.networked\_in.desc )  
see Power Plays, p.113

### NEGATIVE

#### SINNER: SAEDER-KRUPP; LEONIE LÖVENICH

You did not provide a description yet.  
(Key quality.sinner.desc )  
see Core rules, p.78

## Augmentation

### CYBERWARE

#### CYBEREYES, RATING 3

You did not provide a description yet.  
(Key item.cybereye3.desc )  
see Core rules, p.285

#### DATAJACK

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

#### SOUNDLINK

You did not provide a description yet.  
(Key item.soundlink.desc )  
see Core rules, p.286

### BIOWARE

#### BONE DENSITY AUGMENTATION, RT.2

You did not provide a description yet.  
(Key item.bone\_density\_augmentation\_2.desc )  
see Core rules, p.291

#### MUSCLE TONER

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

#### TAILORED PHEROMONES

You did not provide a description yet.

**Creation**

**Variant**  
Standard

**Priorities**  
DAECB

**Karma to Nuyen**  
0

**Extra Karma**  
0

**REWARDS FOR WORKOUT**