

DEDOOMAL DA	-
PERSONAL DA	

Alias	Workout		Name	Leo	nie Lövenich	
Metatype	Ork		Magic/Reso	nance	Mundane	
Sex	female		Height	0	Weight	0
Age	24		Heat	0	Reputation	0
Karma	0	Total Karma		0	Essence	4.10

	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



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No.			

POSITIVE	NEGATIVE
Low-Light Vision	Sinner
Built Tough 1	Saeder-Krupp; Leonie Löven
Exceptional Attribute	
Charisma	
Fashion Influencer	
Networked In	

CONDITION MONITOR

Stun Healing: BOD + WIL = 10	Physical Healing: BOD + BOD = 12	Dam. overfl. Healing: 12 - Mod. =
Drain resist: WIL (4) +	Damage resist: BOD (6) + mod.(2) = 8	

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

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

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	0	Damage	Att.R	
Unarmed	12		3P	11/-/-/	-/-

ARMOR		DEFENSIVE RATI	NG 14
Armor		Rating	Social
Body		6	6
Full body armor with helmet	E K	7	-9
Concealable ammo pouc Thermographic vision (0), V Chemical Protection (3), Ele	ision m	d (0), Audio enhancement (1 agnification (0), Low-light v Resistance (4)	0), ision (0)
Ballistic Mask		1	-2
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

Augmentation	Level	Essence	Page
Bone density augmentation, Rt.2		0.6	CRB 291
Cybereyes, Rating 3		0.3	CRB 285
Image link, Camera, Rating 0, Smartlin compensation	k, Low-light visi	on, Vision en	hancement, Fla
Datajack	-	0.1	CRB 283
Muscle toner	2	0.4	CRB 292
Soundlink	-	0.1	CRB 286
Tailored pheromones	2	0.4	CRB 292

Name	Amount	Page
Chem patch	5	CRB 282
Gas mask	1	CRB 279
Instrument 3 (rising star) (1 Accessories)	1	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
Survival kit	1	CRB 280
Tag eraser	1	CRB 270

Alias	Туре	Loy.	Infl.	Fav
Reinhold Großner	Corporate Coach	1	5	0
Swordfish	Fixer	2	4	0
Dr. Owerath	Steet Doc	1	3	0
Big Benno	Urban Brawler	2	4	0
Hans Handel	Company Man	2	4	0
Blowback	Arms Dealer	1	2	0
Thumbdrive	Mechanik	2	3	0
Officer Bauer	Local Police-Officer	4	4	0

Lifestyle	Туре	Cost	Month
	Type	CUSI	wonu
Loft in Belleveu - Seattle	High	11000¥	1

SINS	
Name	Quality
Lena Landrat - Seattle	6
Leonie Lövenich	Original

MATRIX DEVICES							
Name	Progr	D	Fir	Attack	SI		
Erika Elite	2	2	1	-	-		
Hermes Ikon	2	3	-	-	-		
Meta Link	0	1	1-6-	-	-		
Meta Link	0	1	- = -	_	-		
Meta Link	0	1		_	-		
Meta Link	0	1	-	-	-		

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Credstick Silver
입장 비행되는 것에 물로 변경하는

Vehicles	Туре	Handl	Acc	Intvi	Speed	Pil	Body	Arm	Sens	Seat
BMW Tsarina II	Cars	3/5	18	25	220	3	12	4	2	3
Drones	Count									

COMBAT ACTIONS							
Initiative (minor)	000.41	Initiative (major))	000 40	Anytime (minor)	000000	Anytime (major)	000.40
Call a shot	CRB41	Attack	CRB42	Augmentation Overdriv		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		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) (I) / ha	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 We		FS 93
Imposing Stone (I)	FS 94	Pin (I)		FS 94	Called Shot: Incapacit	,	FS 93
Intimidating Presence (I)	FS 94	Playing Possum (I)		FS 94	THE URAN	STORES	2 24
COMBAT OVERVIEW				MARTIAL ARTS			
1. Grab Dice					- 10h - 20 10		
Attacker: Weapon pool plu	s modifiers				18 1 St. St.	1.316	ald Not
Defender:: Intuition + Read				A Protection of the	12m - 1		
2. Distribute Edge					0.000	N 60 160	S- 0
Compare Attack Rating vs	Defense Rating					11 (C 1 (C 1	
For every 4 better, the p	-						157
Modify with situational ed							124
Max. 2 Edge per combat ro	•						
3. Roll Dice and Spend Ed				1-1			
a) Choose either Pre- or Po		ne		6			
b) Roll dice	Dot Non Luge action	5113					
c) Check for glitches							
d) Spend Edge							
4. Soak Some Damage	tonoo (0) to us du	aa tha damaac					
Defend with Damage Resis	stance (8) to redu	ce me damage.					
Last chance to use Edge							
5. Bring the Pain	اللاحب المحاد			· · · · · · · · · · · · · · · · · · ·			
a) Apply damage to condit	ion monitor						

a) Apply damage to condition monitorb) Apply secondary weapon effects

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		
Internal synth link		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)		

Accessory: Silencer, Laser Sight (Standard, German Rules only), Concealable Quick Draw Holster

Modifications: Smartgun system (internal), Easy Breakdown

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
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				

ONOTARI ARMS WAR HOUND Ammo Damage Attack Rating Mode

5P	-/10/20/16/9	SA/BF/FA	38(c)	

Accessory: Silencer, Imaging scope, Ranger Arms "Eagle Eye" Targeting Sensor Suite, Shock pads, OA War Hound Shotgun

Modifications: Smartgun system (internal), Gas Vent (improved)

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
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/	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				

OA WAR HOUND SHOTGUN Mode Damage **Attack Rating** Ammo 3P 7/10/8/-/-SS/SA 6(c)

Accessory: **Modifications:**

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
OA War Hound Shotgun	7/10/6/-/-	SS	7/10/8/-/-	3P	9
Vision magnification	-/-/2/2/2	SA	5/8/6/-/-	4P	9

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.	11/-/-/-/-
	Pool		Damage		Att.R.	
	Pool		Damage		Att.R.	
20.07.22 19:41, created with Ge	enesis by Stefan & Anja IP00 SR6-Vers	sion: 2.3.0	Damage		Att.R.	Page 4 of 11

ARMOR			
Armor	The second se	Rating	Social
Body		6	
Full body armor with helmet		7	-9
Concealable ammo pouch, sealed (0), Audio enhance Resistance (4)	cement (0), Thermographic vision (0), Vision magnif	ication (0), Low-light vis	ion (0), Chemical Protection (3), Electri
Armanté Suit/Dress		3*	10
Hidden Pocket (0), Electrochromic Feature (0), Elec	tricity Resistance (3), Chemical Protection (2)		
Armor jacket		4*	-3
Electricity Resistance (8)			
Ballistic Mask			-2
Clothing (High)		0*	0
Clothing (Low)		0*	0
Clothing (Middle)		0*	0
Defensive rating		14	
*) Rating not included in defensive rating		A-6.	
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Vehicles / Drones

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

BMW TS	ARINA II									
Handling	Acc	Interval	Speed	Seat				-		-
3/5	18	25	220	3						
Pil	Sens	Body	Arm	DR(D/A/	R/J)	S IT		-		9
3	2	12	4	3/10/-	-/-					
Accessori	es/Notes				Ski	lls	D	А	R	J
Anti-theft	system - l	Rating 3, Sr	nuggling		Eva	de	2	2	-	-
		ng 3, Šmugę	ling Compa	rtment -	Per	ception	4	1	-	-
Shielding ((2x)				Pilo	ot	2	9	-	-
SC-Shieldi	ng: Electr	omagnetic	+Chemical		Ste	alth	-	2	-	-
		DAR	JE	AR	J	Software			Rtg	
Ramming	6P A	R18-	- P 2	9 -	-	Maneuvering			6	
No weapo	ns mount	ed								
	-1 -1	-1 -2	-2 -2 -3	-3 -	3 -	-4 -4 -4				

Matrix Devices

2		
2		
<u> </u>	Firewall	1
	mind in the	
		0

COMMLINK					
Model	Hermes Ikon				
Level	5	Data processing	3	Firewall	0
Programs (concurr	ent 2)			2.CAV	Krss
Matrix status (11)	THE HE YOU				

COMMLINK				
Model	Meta Link	fit investigation of the second		1 12 3
Level	1	Data processing	1 Firewall	0
Programs (concurre	ent 0)			
Matrix status (9)				

COMMLINK	

Model	Meta Link							
Level	1		Data processing			1	Firewall	0
Programs (concurrent 0)				¢			<u> 244 m 24</u>	
Matrix status (9)		19.00						312
		- LO					1 1 7 83	71.5
COMMLINK								
Model	Meta Link							
Level	1		Data processing			1	Firewall	0
Programs (concurrent 0)								
Matrix status (9)								建立
			1 I Per per					
COMMLINK								
Model	Meta Link			ad (72)	110	20	1	att of
Level	1		Data processing			1	Firewall	0
Programs (concurrent 0)								

Contacts

Matrix status (9)

N: REINHOLD GRO	SSNER			
as	Туре	Loy.	Infl.	Fav.
nhold Großner	Corporate Coach	1	5	0
scription				
h for S-K's Urban Brawl team ·	S-K Centurios			
1 for S-K S Urban Brawl team -	S-K Centurios	-		

CON: DR. OWERA	тн			
Alias	Туре	Loy.	infi.	Fav.
Dr. Owerath	Steet Doc	1	3	0
Description				
Part of the contingent sent	to Seattle, stuck here now			

CON: HANS HANDEL				
Alias	Туре	Loy.	Infl.	Fav.
Hans Handel	Company Man	2	4	0
Description				
Workloads local SK-Contact				

Alias	Туре	Loy.	Infl.	Fav
		20).		
Thumbdrive	Mechanik	2	3	0
Description				

CON: SWORDFISH	1			
Alias	Туре	Loy.	Infl.	Fav.
Swordfish	Fixer	2	4	0
Description				

CON: BIG BENNO				
Alias	Туре	Loy.	Infl.	Fav.
Big Benno	Urban Brawler	2	4	0
Description				
Former Customer/Patient, p	lays Urban Brawl for the SK-Centurions			

CON: BLOWBACK	C			
Alias	Туре	Loy.	Infl.	Fav
Blowback	Arms Dealer	1	2	0
Description				

CON: OFFICER BA	UER			
Alias	Туре	Loy.	Infl.	Fav.
Officer Bauer	Local Police-Officer	4	4	0
Description				
Works in Belleveu, well conn	ected in the German expat community	<i>[2</i>		

SINs

LENA LANDRAT - SEATTLE - QUALITY 6

Licenses		
Concealed Carry License 6	Firearms License 6	Cyberware 6

Concealed Carry License 6, Firearms License 6, Cyberware 6, Smartgun/Smartlink 6, Skilled Trade 6, Driver 6, Heavy Armor License 6

Lifestyles

LOFT IN	BELLEVEU - SEAT	TL	
Туре	High	Cost	11000¥
Month	1	SIN	Leonie Lövenich
Options			
keine ^{7.2}	2 19:41, created with Gen	esis by Stefan & Anja Prelle,	, SR6-Version: 2.3.0

LEONIE LÖVENICH - QUALITY ORIGINAL

Licenses

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 unforseen 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 satsfy 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

Luge Dooot
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)		Tactical F
Double dice pool to split for attacks	4	Ignore p
Blinding strike (FS92)		Taunt (FS
Hits>AGI, target status Blind I	4	Influenc
Called Shot (Disarm) (CRB47)		Threateni
Attack does no damage, Disarms Opponent	5	Repl. ov
Called Shot (Vitals) (CRB47)		Throat St
Add 3 damage if attack hits	5	Melee: I
Called Shot: Break Weapon (FS93)		Throw Pe
DV>Struct/2, reduce weapon AR	5	Melee to
Called Shot: Incapacitate (FS93)		Thunder I
Hits>REA, target status Dazed	5	Net Hits
Charge (FS93)		Tuck and
Move 5m, convert hits to movement	4	When ro
Cover Fire (FS93)		Tumble (
BF produces +2 Cover, instead DV	3	If Dama

	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

1	Weapon Flash (FS96)	
3	Quick draw any melee weapon	2
Ť.	Weapon Spread (FS96)	1
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
	Desition OE TAN	
2	Position	
	Freerunning (FS93)	
2	While moving horiz. also move vertical.	2
	Monkey Climb (FS94)	
2	+ 0.2 climb distance per hit	2
10	Matrix	
2	Wattix	
	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
2	Next action does not increase OS	3
3	Social	
3		
4	Big Speech (CRB47) Roll 2xInfluence, treat as teamwork check	4
7	Bring the Drama (CRB47)	-
2	Gain 200ny on a quick con, +20% on long	2
2		1
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
1	Ignore targets position advantage	2
	Escape! (DC179)	0.
1	Test: Escape all followers at extreme range	4

EDGE-BOOSTS / EDGE-ACTIONS

Driving		Smokescreen I (DC178)		Other	
Driving		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

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.

20.07.22 19:41, created with Genesis by Stefan & Anja Prelle, SR6-Version: 2.3.0

(Key item.tailored_pheremones.desc) see Core rules, p.292

reation Variant Standard	Priorities DAECB	Karma to Nuyen 0	Extra Karma 0	STAN WALL	U.
WARDS FOR WORKOUT					
20.07.22 19:41, created with Gen	esis by Stefan & Anja Prelle, SR6-'	Version: 2.3.0		Par	ge 11 of 11
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