

PERSONAL DATA

Alias	Zooma	Name O	thaka	
Metatype	Ork	Magic/Resonance	Mundane	
Sex	male	Height 2	Weight	226
Age	22	Heat 0	Reputation	0
Karma	0	Total Karma 0	Essence	3.20

EDGE NUYEN (¥)

EDGE / ¥

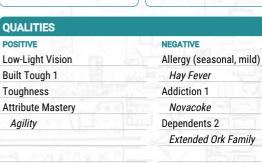
PORTRAIT

Dam. overfl. Healing: 16 - Mod. =



ATTRIBUTES

	Rtg	Pool		Rtg	Pool
Body	8	8	Minor Actions	1	4
Agility	5	5	Initiative	10	10 +3D6
Reaction	5	7	Initiative (Matrix VR)	4	4 +2D6
Strength	7	7	Initiative (Astral)	6	6 +2D6
Willpower	4	4	Defense	0	10
Logic	3	3	Composure	0	7
Intuition	3	3	Judge Intentions	0	7
Charisma	3	3	Memory	0	6
Edge	6	6	Lift / Carry	0	12



CONDITION MONITOR

Stun Healing: BOD + WIL = 12
Drain resist: WIL (4) +

Damage resist: BOD (8) + mod.(3) = 11

Physical Healing: BOD + BOD = 16

SKILLS											
Skill	Attr.	Rtg	Pool	Notes	Skill	Attr.	Rtg	Pool	Notes	Language/Knowledge	
Untrained					Shotguns	AGI		13	b, b	Lang: English	
Athletics	AGI	1	6	а	Influence	CHA	0	2		Lang: Or'zet (Native)	
Close Combat	AGI	5	10		Outdoors	INT	0	2		Automotive Knowelege	
Con	CHA	0	2		Perception	INT	1	4		Seatle Gangs	
Electronics	LOG	0	2		Piloting	REA	1	8			
Engineering	LOG	3	6		Ground Craft	REA		10			
Automotive Mechanic	LOG		8		Stealth	AGI	0	4		4.13.1 Star 74	
Firearms	AGI	6	11	b, b							

a) Attribute Mastery, b) Flashlight, Low-Light

Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
Brown Blaster 2000	11	3P	10/9/6/-/-	SA	10(c)
Defiance T-250 (Short barrel)	13	3P	9/9/5/-/-	SS/SA	5(m)
Sally	13	4P	5/12/8/-/-	SA/BF	10(c)/24 d)
			maga	Att.	R.
Melee weapon	Pool	Da	ailiaue		
Melee weapon Melee hardened firearm	Pool 10	Da	amage 3S	11/-/	-/-/-
•		Di			
	10	Di	35	11/-/	-/-/-

ARMOR		DEFENSIVE I	RATING	11
Armor		Rating	Soc	ial
Body		8	3	
CycleWear	4	3	-5	5
Defensive Pools against		Defensive Actions		
Attacks	10	Block (Minor)		+5

Attacks	10	Block (Minor)	+5
Combat spells (Indirect)	11	Dodge (Minor)	+1
Combat spells (Direct)	7	Hit the dirt (Minor)	+2
Toxin Damage	12	Full Defense (Major)	+4
Drain	0	Boosted Defense (Major)	-3

Augmentation	Level	Essence	Page
Audio enhancement (Alphaware)		0.08	CRB 276
Bone density augmentation, Rt.3 (Alphaware)	-	0.72	CRB 291
Cyberears, Rating 2 (Alphaware)		0.16	CRB 286
Soundlink			
Damper (Alphaware)	_	0.08	CRB 286
Soundlink (Alphaware)	-	0.08	CRB 286
Spatial recognizer (Alphaware)	-	0.08	CRB 276
Wired reflexes 2 (Alphaware)		1.6	CRB 287

Name	Amount	Page
Alcohol	2	CRB 124
Bliss	4	CRB 124
Cram	2	CRB 124
DocWagon Gold Contract (1 Month)	3	CRB 281
Glasses, Rating 4 (3 Accessories)	1	CRB 274
Long Haul		CRB 125
Novacoke	10	CRB 125
Stim patch, Rating 2	2	CRB 282
Tag eraser	1	CRB 270
Tools - Shop (Engineering)	4/13 13	CRB 273
Trauma patch	2	CRB 282

GeorgiaOmniStar Dispacther333Mr PetersFixer232WilliamGang Lieutenant232Crimson FractalDecker110	Alias	Туре	Loy.	Infl.	Fav
WilliamGang Lieutenant232Crimson FractalDecker110	Georgia	OmniStar Dispacther	3	3	3
Crimson Fractal Decker 1 1 0	Mr Peters	Fixer	2	3	2
	William	Gang Lieutenant	2	3	2
	Crimson Fractal	Decker	1	1	0

	the second s		111
Lifestyle	Туре	Cost	Month
Unnamed Middle	Middle	10000¥	2

SINS	
Name	Quality
Carl Stanford	3
George Hammerstien	74:01

Progr	D	Fir	Attack	SI
1	1	1	-	-
	-	-		
	-	-		
				-
	Progr 1	Progr D 1 1	Progr D Fir 1 1 1	Progr D Fir Attack

CURRENCY		10		
Nuyen (¥): 722			1.1	
				1.1
		but in	BC1	

Vehicles	Туре	e Handl	Acc	Intvi	Speed	Pil	Body	Arm	Sens	Seat
Suzuki Mirage	Bike	es 2/6	34/24	40/20	260	1	4	2	1	1
	f //						-M		335	
Drones	Count								<u> </u>	_

COMBAT ACTIONS						
Initiative (minor) Call a shot Mutliple attacks Quick draw Reload Smartgun Take Aim Trip	CRB41 CRB42 CRB42 CRB42 CRB42 CRB42 CRB42	Initiative (major)) Attack Ready Weapon Reload Weapon	CRB42 CRB43 CRB44	Anytime (minor) Augmentation Overdriv Avoid incoming Block Dodge Drop Object Intercept	e CRB282 Assist CRB41 Backseat Driver CRB41 Full Defense CRB41 CRB41 CRB41 CRB41	CRB42
EDGE Boosts and Actions	_					그렇는
1 EDGE Shank (I) Tactical Roll (I) Taunt (I) Threatening Edge (I) Throat Strike (I) Tuck and Roll (I) Tumble (I) Weapon Spread (I) Wrest (I) 2 EDGE Fake Out (I)	CRB 48 CRB 48 FS 95 FS 95 FS 96 FS 96 CRB 48 FS 96 CRB 48 FS 93	Karmic Escape (I) Knockout Blow (I) Protect the Principa Rolling Clouds (I) Rooted (I) Sucker Punch (I) Thunder Palm (I) Weapon Flash (I) 3 EDGE Cover Fire (I) Entanglement (I) Hamstring (I)	al (I)	FS 95 FS 95 FS 95 FS 96 FS 96	Right Back At Ya! (I) Yielding Force (I) 4 EDGE Anticipation (I) Blinding strike (I) Charge (I) Knuckle Breaker (I) Riposte (I) Throw Person (I) 5 EDGE Called Shot (Disarm) (I) Called Shot (Vitals) (I)	FS 95 FS 96 CRB 47 FS 92 FS 93 FS 94 FS 95 FS 95 FS 96 CRB 47 CRB 47
Fire from Cover (I) Imposing Stone (I)	CRB 47 FS 94	Leaf on the Wind (I Pin (I)		FS 94 FS 94	Called Shot: Break Weapon (I) Called Shot: Incapacitate (I)	FS 93 FS 93
Intimidating Presence (I)	FS 94	Playing Possum (I)		FS 94 MARTIAL ARTS		1
 Grab Dice Attacker: Weapon pool plus Defender:: Intuition + Reacti Distribute Edge Compare Attack Rating vs. I For every 4 better, the pa Modify with situational edge Max. 2 Edge per combat rou Roll Dice and Spend Edge a) Choose either Pre- or Pos b) Roll dice c) Check for glitches d) Spend Edge Assessed Edge Defend with Damage Resist Last chance to use Edge 	ion = 10 Defense Rating arty gets 1 Edge e und e st Roll Edge actio					

b) Apply secondary weapon effects

PERSONA

Attributes/Skills	Default	Current	Color-
Att (Attack)	0		
Sleaze (SI)	0		100
Data Processing (D)	1		
Firewall (Fir)	1		
Matrix Perception			Electronics + INT
Matrix Combat			
Initiative AR	10 +1D6		100
nitiative VR	4 +2D6		INT + D
Initiative VR Hot sim	4 +3D6		INT + D
Attack Rating	0		Attack + SI
Defense Rating	2		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 $\ensuremath{\mathsf{Overwatch}}$ 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				

Resonance: -3 Resist fading:	WIL(4) + LOG(3)				
Complex form		Dur.	Fading	Page	Notes
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SUBMERSION				C	GRADE
Echo	16 mg-	Law-	7/	Pa	age

1	2	Program Basic programs	Description	Page
		Alice (Kabelmatrix Emulator)	ISDN2 Emulator for cable matrix	Misc. (DE) 17
		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
		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
		Decryption	+2 dice on Crack File action	CRB 184
		Defuse	Allow Dev.Rat./Body to soak dmg. from d.bomb	CRB 184
		Exploit	Reduce Defens.Rat. of hack target by 2	CRB 184
		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
		Stealth	Gain 1 Edge on Hide action	CRB 185
		Trace	Gain 1 Edge on Trace Icon action	CRB 185

	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	

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Name	Rtg Choice	Page
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INITIATION	GRADE
Metamagic	Page
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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 (4) + (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.

Amount Page
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RITUALS			A CONTRACT OF
Ritual	Features	Th. Notes	Page
	10 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		1 1

			SPELLS					ATTACK RATING			BASE COMBAT SPELL DAMAGE			
Туре	Dur.	Range	Drain	Page	Notes	Spell		Туре	Dur.	Range	Drain	Page	N	lotes
						<u>k</u>				12	3.8	1.62	2	
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MAGIC GEAR

		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			
	Attack Rating		Piloting + Sensor						
Demoise	Defense Rating		1990 - 19900 - 19900 - 19900 - 1990 - 19900 - 1990 - 1990 - 1990 - 1990	Piloting	+ Armor	Maneuvering + Armor			
Ramming	Att	Diloting	Piloting + Reaction		Piloting + Intuition + Control rig rating + 1 Edge	Manauwaring Dilat			
	Defense	Flioting + Reaction		Intuition	Photning + intuition + Control ng rating + 1 Edge	Maneuvering + Pilot			
	Attack Rating		As weapon						
	Defense Rating		Maneuvering + Armor						
Non-ramming	Att		Engineering + Lo	gic	Engineering + Logic + Control rig rating + 1 Edge	Targeting + Sensor			
	Defense	Piloting	y + Reaction	Piloting + Intuition	Piloting + Intuition + Control rig rating + 1 Edge	Evasion+ Pilot			
	Networked			Land Internet	Firewall + Data Processing				
Matrix DR	Not networked		Sensor * 2						
Initiative		In	itiative		Initiative VR	Pilot * 2 + 4D6			
Perception				Perception	+ Intuition	Clearsight + Sensor			
Stealth		Stealt	h + Agility	Stealth + Logic	Stealth + Logic + Control rig rating + 1 Edge	Stealth + Pilot			

		100
Act Software	Description	Page
Stealth (Pil)		
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	4
Strength	\Rightarrow	Charisma	3
Agility	\Rightarrow	Logic	3
Reaction	\Rightarrow	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

21.08.22 19:35, created with Genesis by Stefan & Anja Prelle, SR6-Version: 2.3.0

GEAR					
Name	Amount	Page	Name	Amount	Page
Alcohol	2	CRB 124	Stim patch, Rating 2	2	CRB 282
Bliss	4	CRB 124	Tag eraser	11	CRB 270
Cram	2	CRB 124	Tools - Shop (Engineering)	1	CRB 273
DocWagon Gold Contract (1 Month)	3	CRB 281	Trauma patch	2	CRB 282
Glasses, Rating 4	1	CRB 274			
Flare compensation		CRB 275			
Vision enhancement		CRB 275			
Image link		CRB 275			
Long Haul	1	CRB 125			
Novacoke	10	CRB 125			

Ranged weapons

BROWN BLASTER 2000						DEFIANCE T-250 (SHORT BARREL)				
made popu	Attack Rating 10/9/6/-/- nockoff of the Brow Jar by the trivid ro reapon in his police	le of Detective	e Brown, who		Damage 3P	Attack Rating 9/9/5/-/-	Mode SS/SA	Ammo 5(m)		
Accessory: Laser sight (base)						Laser sight (bas	e), Flashlight	, Low-Light, Co	oncealable Quick Draw Hols	

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
Browning Ultra Power	10/9/6/-/-	SS	10/9/6/-/-	3P	11
Laser sight (base)	1/1/1/1/1	SA	8/7/4/-/-	4P	11

SALLY

Damage	Attack Rating	Mode	Ammo	
4P	5/12/8/-/-	SA/BF	10(c)/24(d)	
A modified Ork to bash pride and j	l Mossberg CMDT h it into the face o oy.	shotgun, h f some frag	ardened for an gger. Okthar's	in the second

Accessory: Laser sight (base), Flashlight, Low-Light, Shock pads, Gas-vent system Modifications: Melee Hardening

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
Mossberg CMDT	4/11/7/-/-	SS	5/12/8/-/-	4P	13
Laser sight (base)	1/1/1/1/1	SA	3/10/6/-/-	5P	13
Shock Pad: Avoid -1 AR in SA/BF/FA	1/1/1/1/	BF (wide)	3/10/6/-/-	5P	6
		BF (narrow)	1/8/4/-/-	6P	13

AMMUNITION	Amount	Dege	Name	Amount	Dege	
Name	Amount	Page	Name	Amount	Page	
Caltrops	2	FS 36	Shotgun (10x) (Explosive)	3	CRB 262	
Grenade, Fragmentation	2	CRB 263	Shotgun (10x) (Regular)	10	CRB 262	
Grenade, Smoke	4	CRB 263	Shotgun (10x) (Stick-n-Shock)	5	CRB 262	
Grenade, Stun	2	CRB 263				
Heavy Pistol/SMG (10x) (Regular)	8	CRB 262				

MELEE WEAPONS						
Melee hardened firearm	Pool	10	Damage	3S	Att.R.	11/-/-/-
Survival Knife	Pool	10	Damage	3P	Att.R.	8/2/-/-/-
Unarmed	Pool	10	Damage	4P	Att.R.	16/-/-/-
Wrench	Pool	10	Damage	35	Att.R.	13/-/-/-
21.08.22 19:35, created with Genesis by	Stefan & Anja Prefet SR6-Ver	rsion: 2.3.0	Damage		Att.R.	Page 7 of 13

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
Defiance T-250 (Short barrel)	8/8/4/-/-	SS	9/9/5/-/-	3P	13
Laser sight (base)	1/1/1/1/1	SA	7/7/3/-/-	4P	13

ARMOR			
Armor		Rating	Social
Body		8	
CycleWear		3	-5
Synthleater Jacket		1*	-2
	All a state		
Defensive rating		11	
*) Rating not included in defensive rating			- ALE LAND

Vehicles / Drones

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

SUZUKI N	MIRAGE							
Handling	Acc	Interval	Speed	Seat		-	PA.	
2/6	34/24	40/20	260	1		2	NO-	23
Pil	Sens	Body	Arm	DR(D/A/	R/J)	672		TONE
1	1	4	2	3/1/-,	-			-87
Accessorio	es/Notes				Skills	D	A I	зJ
Amenities	(Middle),	Nitro Boos	t, Tuned		Evade	10	1	
Suspensio	n (On-Róa	ad), Anti-the	eft system	- Rating	Perception	4	1	
3, Racing 1	lires				Pilot	10	1	
					Stealth		1	
		D A R	J	D A R	J Software	1.2	F	ttg
Ramming	2P AF	R40-	- P	100-	-			
No weapoi	ns mount	ed						
	-1 -1	-1 -2	-2 -2 -:	3 -3				

Matrix Devices

COMMLINK				
Model	Sony Emperor			
Level	2	Data processing	1 Firewall	1
Programs (concurrent 1)		· · · · · · · · · · · · · · · · · · ·	States and the states of the s	
Matrix status (9)				

Contacts

SINs

CON: GEORGIA				
Alias	Туре	Loy.	Infl.	Fav.
Georgia	OmniStar Dispacther	3	3	3
Description				
was in a biker gang who hang with the big bro, an the fire and got her away	e ork who wanted to hang with her cool older brothe went by the name The Rolling Sixers. Georiga got d d be hip in the life. Eventually when things got too from the gang life with a clean break. Of course W	eep in the Drek w bad Othkar pulled illiam didn't get o	ith favors her hoop ut and Otl	trying to out of har kep

hang with the big bro, and be hip in the life. Eventually when things got too bad Othkar pulled her hoop out of the fire and got her away from the gang life with a clean break. Of course William didn't get out and Othkar kept sticking his neck out for her brother which just kept adding to the honor debt Georgia owed to him. Eventually after flying straight for a while Georgia got a job with OmniStar, and rose through the ranks to make it up to being a dispatcher. She occasionally throws Othkar some hot gossip, or lets him know when his bike has been spotted, or coppers are on the way, so he can bug out.

CON: WILLIAM				
Alias	Туре	Loy.	Infl.	Fav
William	Gang Lieutenant	2	3	2
Description				

as the youngster kept doing boneheaded stuff filled with bravado and Otha kapt having to stick his neck out to bail his best buddy. Eventually William got older and a little wiser and earned some respect in the biker gang. As of now William is a trusted lieutenant in the gang and while he owes Othaka heavy favors he knows where his soyloaf is buttered and if things came down to it William would side with his gang over his friend.

CON: MR PETERS					
Alias	Туре	L	oy.	Infl.	Fav.
Mr Peters	Fixer		2	3	2
Description					

Mr Peters runs a shop known as Peters' Parts and more. While the front tended to be automotive stuff, it was well known on the streets that Mr Peters could get just about anything if you had the nuyen. When Othaka came in to get some rare parts he walked in on some Yakuza hassling Mr Peters on some missed protection payments. Othaka would have minded his own buisness except one of the gang members was a member of the Humanis Policlub and started mouthing off about orks and other races. Othaka saw red, drew his shotgun, and then sprayed some red all over the back room. Afterwards Mr Peters took him out drinking as a thank you and they got to talking about what to do about retaliation. Othaka used some of his old gang contacts to set Mr Peters up in the barrens under the protection of The Rolling Sixes for a lesser rate than the previous gang was extorting. Mr Peters ability to get his hands on just about anything for the back room was greatly apprecated by the gang, and he and Othaka still go out for drinks every so often.

Alias	Туре	Loy.	Infl.	Fav
Crimson Fractal	Decker	1	1	0
Description				

GEORGE HAMMERSTIEN - QUALITY 1

Licenses

21.08.22 19:35, created with Genesis by Stefan & Anja Prelle, SR6-Version: 2.3.0

CARL STANFORD - QUALITY 3			
Licenses		<u> </u>	
Concealed Carry License 3, Skilled Trade 3	bet e		

Lifestyles

UNNAM	ED MIDDLE		
Туре	Middle	Cost	10000¥
Month	2	SIN	Carl Stanford
Options			
keine			

Notes

Othaka is an ork who is known by Zooma on the streets due to his love of bikes. He also loves shotguns and the big booms they make. He lives above an auto shop that he runs fixing cars and bikes and every so often adding less than legal mods that are asked of him. He thinks he is a pretty fun guy and people seem to like being around him when he is hopped up on Novacoke. He is always low on funds as his extended ork family always has expenses and are always begging for some cash to buy the next new thing.

Edge Boost

Luge Doool
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)		Tactica
Double dice pool to split for attacks	4	Ignore
Blinding strike (FS92)		Taunt (
Hits>AGI, target status Blind I	4	Influe
Called Shot (Disarm) (CRB47)		Threate
Attack does no damage, Disarms Opponent	5	Repl. o
Called Shot (Vitals) (CRB47)		Throat \$
Add 3 damage if attack hits	5	Melee
Called Shot: Break Weapon (FS93)		Throw F
DV>Struct/2, reduce weapon AR	5	Melee
Called Shot: Incapacitate (FS93)		Thunde
Hits>REA, target status Dazed	5	Net Hi
Charge (FS93)		Tuck an
Move 5m, convert hits to movement	4	When
Cover Fire (FS93)		Tumble
BF produces +2 Cover, instead DV	3	If Dam
BF produces +2 Cover, instead DV	3	lf Da

	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	InfI+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)	m
2	During melee, evtl. disarm opponent	1
	Yielding Force (FS96)	1
3	Athletics as defense, NH>AGI opp. prone	3
•	Position	
2	그는 걸음을 다 다 다 나는 것이 같아. 말 없는 것이 같아. 말 하는 것이 같아. 말 것이 같아. 말 하는 것이 같아. 말 것이 같아. 말 하는 것이 같아. 말 것이 같아. 말 것이 같아. 말 것이 같아. 말 ? 않아. 말 하는 것이 같아. 말 ? 않아. 말 하는 것이 같아. 말 것이 같아. 말 ? 않아. 말	
2	Freerunning (FS93)	2
2	While moving horiz. also move vertical.	2
2	Monkey Climb (FS94) + 0.2 climb distance per hit	2
2	+ 0.2 climb distance per filt	
2	Matrix	
1	Emergency Boost (CRB175)	
4	Increase one matrix attrib. for 1 test	1
60	Hog (CRB175)	49 -
3	-2 Data Proc and -1 active prog. slot	2
	Signal Scream (CRB175)	1.7
3	Ignore noise penalty for next action	2
	Technobabble (CRB175)	2
3	Mancer: Use CHA inst. LOG for next action	2
	Under the Radar (CRB175)	
2	Next action does not increase OS	3
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	
2	Driving	
	Aimbot (DC177)	357
1	If >=1 net hit, add sensor rat. hits	6
	Attack Run (DC177)	14-3
2	Add rank piloting to gunnery test	4
	Bootleg Turn (DC178)	•
1	Adjust range category by 1	2
1	Change Environment (DC178)	- CT
1	Choose Open, Restricted, Tight	5
1	Chicken (DC178)	6
	Chase: Driver with lower net hits crashes Crossfire (DC177)	U
1	Defense: Net hits damage on other vehicle	6
		0
4	Dead Stop (DC179) Opp. Outdoors:Chased target hits dead end	5
-	Drafting (DC179)	J
2	Move one category closer to chased target	2
2	Equalizer (DC179)	< ^
1	Ignore targets position advantage	2
	Escape! (DC179)	-
1	Test: Escape all followers at extreme range	4
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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

TOUGHNESS

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

ATTRIBUTE MASTERY: AGILITY

You did not provide a description yet. (Key quality.attribute_mastery.desc) see Double Clutch, p.168

NEGATIVE

ALLERGY (SEASONAL, MILD): HAY FEVER

You did not provide a description yet. (Key quality.allergy_seasonal_mild.desc) see Core rules, p.74

ADDICTION: NOVACOKE

You did not provide a description yet. (Key quality.addiction.desc) see Core rules, p.74

DEPENDENTS: EXTENDED ORK FAMILY

You did not provide a description yet. (Key quality.dependents.desc) see Core rules, p.75

Augmentation

CYBERWARE

AUDIO ENHANCEMENT

You did not provide a description yet. (Key item.audio_enhancement.desc) see Core rules, p.276

CYBEREARS, RATING 2

You did not provide a description yet. (Key item.cyberears2.desc) see Core rules, p.286

DAMPER

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

SOUNDLINK

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

SPATIAL RECOGNIZER

You did not provide a description yet. (Key item.spatial_recognizer.desc) see Core rules, p.276

WIRED REFLEXES 2

You did not provide a description yet. (Key item.wired_reflexes2.desc) see Core rules, p.287

BIOWARE

BONE DENSITY AUGMENTATION, RT.3

You did not provide a description yet. (Key item.bone_density_augmentation_3.desc) see Core rules, p.291

Variant Standard	Priorities CAEDB	Karma to Nuyen 3	Extra Karma 0		
EWARDS FOR ZOOMA					
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