

SHADOWRUN

PERSONAL DATA					
Alias	Slow Ride	Name	Aldo Walden		
Metatype	Human	Magic/Resonance	Mundane		
Sex	male	Height	3	Weight	195
Age	35	Heat	0	Reputation	0
Karma	6	Total Karma	21	Essence	2.85

EDGE

NGUYEN (M)

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

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Stun Healing: BOD + WIL = 8										Physical Healing: BOD + BOD = 8										Dam. overfl. Healing: 8 - Mod. =									
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Drain resist: WIL (4) + ____										Damage resist: BOD (4) + mod.(0) = 4																			

SKILLS										
Skill	Attr.	Rtg	Pool	Notes	Skill	Attr.	Rtg	Pool	Notes	Language/Knowledge
Untrained					Influence	CHA	0	2		Lang: English (Native)
Athletics	AGI	0	5		Outdoors	INT	0	3		Lang: Or'zet
Close Combat	AGI	2	8		Perception	INT	2	6	b, b, b, b, b, a, b, b, b, b	Car Manufacturers
Con	CHA	0	2	Rigger Clubs						
Electronics	LOG	3	8	Shadow Community (Detroit)						
Engineering	LOG	5	10	a	Piloting	REA	6	13	a	Smuggling Etiquette
Automotive Mechanic	LOG		12	a	Ground Craft	REA		16	a	
Firearms	AGI	4	10		Stealth	AGI	1	7	a	
a) Control Rig, b) SmartCam internal (needs to have same rating as ProCam)										

WEAPONS					
Ranged weapon	Pool	Damage	Att.R.	Mode	Ammo
Ares Alpha	10	4P	6/17/19/18/10	SA/BF/FA	42(c)
Ares Alpha Grenade Launcher	0	0P	4/10/8/4/-	SS	6(c)
Ares Predator VI	10	3P	12/13/14/-/-	SA/BF	15(c)
Franchi SPAS-25	10	4P	8/18/15/-/-	SA/BF	10(m)
FN P93 Praetor	10	4P	9/12/7/-/-	SA/BF/FA	50(c)
Melee weapon	Pool	Damage	Att.R.		
Combat Knife	8	3P	12/2/-/-/-		
Hardening	8	3P	6/-/-/-/-		
Unarmed	8	2S	10/-/-/-/-		
Close: 0-3 Near: 4-50 Medium: 51-250 Far: 251-500 Extreme: 501+					

DEFENSIVE RATING 11

Armor	Rating	Social
Body	4	3
Armor clothing	2	0
Ballistic Mask	1	-2
Flare compensation (0), Thermographic vision (0), Ultrasound link (0)		
SecureTech Invisi-Shield Armor	2	0
Thermal Dissipation (2), Electrochromic Feature (0)		
Armor increase	2	
Defensive Pools against	Defensive Actions	
Attacks	11	Block (Minor) +2
Combat spells (Indirect)	11	Dodge (Minor) +0
Combat spells (Direct)	8	Hit the dirt (Minor) +2
Toxin Damage	8	Full Defense (Major) +4
Drain	0	Boosted Defense (Major) -4

AUGMENTATIONS			
Augmentation	Level	Essence	Page
Control Rig (Betaware)	2	1.4	CRB 283
Cyberarm, obvious (Betaware)	-	0.7	CRB 288
Agility increase, Rating 4, Armor increase, Rating 2, Hardening, Smuggling compartment (small), Strength increase, Rating 4			
Cybereyes, Rating 3 (Betaware)	-	0.21	CRB 285
Image link, Camera, Rating 0, Flare compensation, Low-light vision, Smartlink			
Muscle toner (Betaware)	1	0.14	CRB 292
Tooth compartment (Betaware)	-	0.0	CRB 284
Wired reflexes 1 (Betaware)	-	0.7	CRB 287
Act. Essence (2.8) = 6 - Hole (0.0) - Sum augmentations (3.2)			

GEAR		
Name	Amount	Page
Antidote patch	6	CRB 282
AR gloves	1	CRB 268
Autopicker	1	CRB 278
Biometric reader	1	CRB 268
Black ink (per 500)	1	NF 160
Bug Scanner	1	CRB 269
Color ink (per 500)	1	NF 160
Datchip	3	CRB 269
Disposable syringe	12	CRB 281
Electronic paper	5	CRB 268
Flashlight	2	CRB 279
Gas mask	2	CRB 279
Gecko tape gloves	1	CRB 280
Glasses, Rating 4 (4 Accessories)	1	CRB 274
Jammer (Area), Rating 6	1	CRB 270
Key lock, Rating 6	3	CRB 277
Light stick	6	CRB 280
Medkit, Rating 6	2	CRB 281
Medkit supplies	4	CRB 281
Miniwelder	1	CRB 278

CONTACTS				
Alias	Type	Loy.	Infl.	Fav.
Fast Eddy	Fence	1	3	0
Iron	Armorer	1	3	0
Devil Driver	Rigger/Chop Shop Owner	2	3	0
Killroy	Decker/Mechanic	3	2	0
Nabiki Tendo	Fixer	1	4	0
Dr. Porky	Street Doc/Organ Legger	2	4	0

LIFESTYLES			
Lifestyle	Type	Cost	Month
Chrome Horse Garage	Middle	5000¥	1

SINS	
Name	Quality
Arlen Winter	6
Derek Wilde	6

MATRIX DEVICES					
Name	Progr	D	Fir	Attack	SI
Proteus Poseidon	5	5	6	-	-

CURRENCY	
Nuyen (¥): 16600	
Credstick Ebony	Credstick Standard

VEHICLES / DRONES												
Vehicles			Type	Handl	Acc	Intvl	Speed	Pil	Body	Arm	Sens	Seat
Ford Interceptor - Estella			Cars	1/2	36	38	268	3	12	10	4	5
Drones			Count									
Cyberspace Designs Dragonfly-Alpha			3	Air Drones	3	22	20	40	3	2	1	2
MCT Hornet			3	Air Drones	3	20	15	35	2	1	0	2
MCT-Nissan Roto-Drone "Peregrine Mk II"			1	Air Drones	3	19	30	140	3	5	8	2
Vulcan Systems Utility-One			1	Ground Drones	4	4	5	4	2	4	2	2

COMBAT ACTIONS

Initiative (minor)		Initiative (major)		Anytime (minor)		Anytime (major)	
Call a shot	CRB41	Attack	CRB42	Augmentation Overdrive	CRB282	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		3 EDGE		4 EDGE		5 EDGE	
Shank (I)	CRB 48	Karmic Escape (I)	FS 94	Right Back At Ya! (I)	FS 95	Called Shot (Disarm) (I)	CRB 47
Tactical Roll (I)	CRB 48	Knockout Blow (I)	CRB 47	Yielding Force (I)	FS 96	Called Shot (Vitals) (I)	CRB 47
Taunt (I)	FS 95	Protect the Principal (I)	FS 95	Anticipation (I)	CRB 47	Called Shot: Break Weapon (I)	FS 93
Threatening Edge (I)	FS 95	Rolling Clouds (I)	FS 95	Blinding strike (I)	FS 92	Called Shot: Incapacitate (I)	FS 93
Throat Strike (I)	FS 96	Rooted (I)	FS 95	Charge (I)	FS 93		
Tuck and Roll (I)	FS 96	Sucker Punch (I)	FS 95	Knuckle Breaker (I)	FS 94		
Tumble (I)	CRB 48	Thunder Palm (I)	FS 96	Riposte (I)	FS 95		
Weapon Spread (I)	FS 96	Weapon Flash (I)	FS 96	Throw Person (I)	FS 96		
Wrest (I)	CRB 48						
2 EDGE		Cover Fire (I)	FS 93				
Fake Out (I)	FS 93	Entanglement (I)	FS 93				
Fire from Cover (I)	CRB 47	Hamstring (I)	FS 93				
Imposing Stone (I)	FS 94	Leaf on the Wind (I)	FS 94				
Intimidating Presence (I)	FS 94	Pin (I)	FS 94				
		Playing Possum (I)	FS 94				

COMBAT OVERVIEW

1. Grab Dice

Attacker: Weapon pool plus modifiers

Defender:: Intuition + Reaction = 11

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 (4) to reduce the damage.

Last chance to use Edge

5. Bring the Pain

a) Apply damage to condition monitor

b) Apply secondary weapon effects

MARTIAL ARTS

Close Quarters Combat

FS 98

Oaken Stance, Releasing Talons

PERSONA

Origin: Proteus Poseidon

Attributes/Skills

	Default	Current	
Att (Attack)	0		
Sleaze (SI)	0		
Data Processing (D)	5		
Firewall (Fir)	6		
Matrix Perception	7		Electronics + INT

Matrix Combat

Initiative AR	11 +1D6		
Initiative VR	9 +2D6		INT + D
Initiative VR Hot sim	9 +3D6		INT + D
Attack Rating	0		Attack + SI
Defense Rating	11		D + Fir

Matrix Condition Monitor

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

MATRIX OVERVIEW

1. Grab dice

Legal: Electronics + Logic = 8

Illegal: Cracking + Logic = 5

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
		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		

Major Actions

Data Spike (i)	CRB 181		
Decompile Sprite (i)	CRB 192		
Disarm Data Bomb	CRB 181		
Edit File	CRB 181		
Encrypt File	CRB 181		
Erase Matrix Signature (i)	CRB 181		
Format Device	CRB 181		
Full Matrix Defense	CRB 182		

(i) Illegal Actions

COMPLEX FORMS

Resonance: -4 Resist fading: WIL(4) + LOG(5)

Complex form	Dur.	Fading	Page	Notes


SUBMERSION

GRADE

Echo

Page

PROGRAMS

1	2	Program	Description	Page
		Basic programs		
		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 additional 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
5		# of max. concurrent programs per device		
1 = Proteus Poseidon 2 = unavailable  = not installed  = mark if activated				

ASTRAL COMBAT (PROJECTING)		
	Test	Pool
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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<p>1. Adjust Spell</p> <p>a) Amp Up (Combat Spells)</p> <p>For each additional point base damage drain will increased by 2</p> <p>b) Increase Area</p> <p>For each increase of radius by 2 metres the drain will be increased by 1</p> <p>c) Shift Area</p> <p>Sustained spell area can be moved within range. Requires a minor action. No additional drain.</p>	
<p>2. Roll Spellcasting Test</p> <p>Sorcery + Magic</p>	
<p>3. Deal with drain</p> <p>Drain: Spell Drain + Drain caused by adjustments</p> <p>Resistance test: Willpower (4) + (0)</p> <p>If result is greater or equal drain value no drain damage is taken.</p> <p>If result is lesser than drain the difference between drain and hits is drain damage taken.</p>	

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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)

		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
Ramming	Attack Rating	Piloting + Sensor				Maneuvering + Sensor
	Defense Rating	Piloting + Armor				Maneuvering + Armor
	Att	Piloting + Reaction	Piloting + Intuition	Piloting + Intuition + Control rig rating + 1 Edge		Maneuvering + Pilot
	Defense					
Non-ramming	Attack Rating	As weapon				
	Defense Rating	Piloting + Armor				Maneuvering + Armor
	Att	Engineering + Logic		Engineering + Logic + Control rig rating + 1 Edge		Targeting + Sensor
	Defense	Piloting + Reaction	Piloting + Intuition	Piloting + Intuition + Control rig rating + 1 Edge		Evasion+ Pilot
Matrix DR	Networked	Firewall + Data Processing				
	Not networked	Sensor * 2				
Initiative		Initiative		Initiative VR		Pilot * 2 + 4D6
Perception		Perception + Intuition				Clearsight + Sensor
Stealth		Stealth + Agility		Stealth + Logic	Stealth + Logic + Control rig rating + 1 Edge	Stealth + Pilot

RIGGER CONSOLE			
Proteus Poseidon			
Data Processing	5	Firewall	6
Device Rating	5	Slaved devices	15
Matrix status (11)		<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	
Act	Software (max 5)	Description	Page
Riggerprograms			
Armor		+2 to Defense Rating, +2 dice damage reduction in hot VR	CRB 198
Encryption		+1 to Firewall	CRB 198
Signal Scrubber		Reduce noise by 2	CRB 198
Smartsoft		Share sensor lock	DC 146
Stealth		Gain 1 Edge on Hide action	CRB 198
Swarm		Better attack as pack	DC 146
Toolbox		+1 to Data Processing	CRB 198
Virtual Machine		2 additional program slots; gain one additional damage	CRB 198
Autosoftware			
Clearsight 6		The drone's perception skill	CRB 201
Evasion 6		Used to avoid being locked/hit	CRB 201
Maneuvering 6		Piloting skill for the drone	CRB 201
Stealth 6		Stealth skill for drone	CRB 201
Targeting 6		Weapon skill for mounted weapon	CRB 201
Skillsoftware			
Electronic Warfare 6		Electronic Warfare skill	CRB 201
Rig	#	Drone (max 15)	
	3	Cyberspace Designs Dragonfly-Alpha	
	3	MCT Hornet	
	1	MCT-Nissan Roto-Drone "Peregrine Mk II"	
	1	Vulcan Systems Utility-One	

CONTROL RIGS			
Regular Attribute		Jumped-In Attribute	
Body	⇒	Willpower	4
Strength	⇒	Charisma	3
Agility	⇒	Logic	5
Reaction	⇒	Intuition	4

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	

GEAR					
Name	Amount	Page	Name	Amount	Page
Antidote patch	6	CRB 282	Medkit supplies	4	CRB 281
AR gloves	1	CRB 268	Miniwelder	1	CRB 278
Autopicker	1	CRB 278	Miniwelder fuel	1	CRB 278
Biometric reader	1	CRB 268	Narcoject	8	CRB 122
Black ink (per 500)	1	NF 160	Paper (per 500)	1	NF 160
Bug Scanner	1	CRB 269	Printer	1	CRB 268
Color ink (per 500)	1	NF 160	Respirator, Rating 6	2	CRB 280
Datachip	3	CRB 269	Sensor Tag	3	CRB 269
Disposable syringe	12	CRB 281	Standard rope	2	CRB 280
Electronic paper	5	CRB 268	Stealth tag	3	CRB 269
Flashlight	2	CRB 279	Stim patch, Rating 6	6	CRB 282
Gas mask	2	CRB 279	Survival kit	2	CRB 280
Gecko tape gloves	1	CRB 280	Tag eraser	1	CRB 270
Glasses, Rating 4	1	CRB 274	Tools - Facility (Engineering)	1	CRB 273
Flare compensation		CRB 275	Tools - Kit (Engineering)	1	CRB 273
Thermographic vision		CRB 275	Tools - Shop (Biotech)	1	CRB 273
Ultrasound link		CRB 275	Trauma patch	6	CRB 282
Vision magnification		CRB 275	Virtual Garage	1	DC 155
Jammer (Area), Rating 6	1	CRB 270	White noise generator, Rating 6	1	CRB 270
Key lock, Rating 6	3	CRB 277	WizCafe' Alpha Series	1	CRB 273
Light stick	6	CRB 280			
Medkit, Rating 6	2	CRB 281			

Ranged weapons

ARES ALPHA				
Damage	Attack Rating	Mode	Ammo	
4P	6/17/19/18/10	SA/BF/FA	42(c)	
Accessory: Shock pads, Ares Alpha Grenade Launcher, Silencer, Ares Gunfighter Scabbard, Spare clip (4x), Image link				
Modifications: Smartgun system (internal), Gas Vent (improved), Rigid Stock, Barrel Extension, Foregrip				
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 Alpha	4/10/9/7/2	SS	6/17/19/18/10	4P 10
Gas Vent (improved)	-1/2/2/-	SA	4/15/17/16/8	5P 10
Barrel Extension	-1/1/2/2	BF (wide)	4/15/17/16/8	5P 5
Foregrip	1/2/1/-/-	BF (narrow)	2/13/15/14/6	6P 10
Vision magnification	-1/2/2/2	FA	-11/13/12/4	4P 10
Shock Pad: Avoid -1 AR in SA/BF/FA	1/1/1/1/1			
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			
Rigid Stock: Replacing existing stock (AR -1/+1/+1/+2/+1)	-1/1/2/1			
Rigid Stock: Adding to weapon without stock (AR -1/+1/+1/+2/+1)	-1/1/2/1			

ARES ALPHA GRENADE LAUNCHER					
Damage	Attack Rating	Mode	Ammo		
0P	4/10/8/4/-	SS	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
Ares Alpha Grenade Launcher	4/10/6/2/-	SS	4/10/8/4/-	0P	0
Vision magnification	-1/2/2/2				

ARES PREDATOR VI

Damage	Attack Rating	Mode	Ammo	
3P	12/13/14/-/-	SA/BF	15(c)	

Accessory: Concealable Quick Draw Holster, Spare clip (3x), Image link

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
Ares Predator VI	10/10/8/-/-	SS	12/13/14/-/-	3P	10
Gas Vent (improved)	-1/2/2/-	SA	10/11/12/-/-	4P	10
Vision magnification	-1/2/2/2	BF (wide)	10/11/12/-/-	4P	5
Smartgun: Add +2 to AR (if no laser sight)	2/2/2/2/2	BF (narrow)	8/9/10/-/-	5P	10
Smartgun: Add +1 to AR (if has laser sight)	1/1/1/1/1				

FRANCHI SPAS-25					
Damage	Attack Rating	Mode	Ammo		
4P	8/18/15/-/-	SA/BF	10(m)		
Accessory: Shock pads, Ares Gunfighter Scabbard, Spare clip (3x), Image link					
Modifications: Folding Stock, Smartgun system (internal), Foregrip, Gas Vent (improved), Rigid Stock					
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
Franchi SPAS-25	4/11/6/-/-	SS	8/18/15/-/-	4P	10
Foregrip	1/2/1/-/-	SA	6/16/13/-/-	5P	10
Gas Vent (improved)	-1/2/2/-	BF (wide)	6/16/13/-/-	5P	5
Vision magnification	-1/2/2/2	BF (narrow)	4/14/11/-/-	6P	10
Shock Pad: Avoid -1 AR in SA/BF/FA	1/1/1/1/1				
Stock: Folded (AR -1/-1/-2/-3)	-1/-1/-1				
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				
Rigid Stock: Replacing existing stock (AR -1/+1/+1/+2/+1)	-1/1/2/1				
Rigid Stock: Adding to weapon without stock (AR -1/+1/+1/+2/+1)	-1/1/2/1				

FN P93 PRAETOR					
Damage	Attack Rating	Mode	Ammo		
4P	9/12/7/-/-	SA/BF/FA	50(c)		
Accessory: Shock pads, FN P93 Praetor Flashlight, Silencer, Laser sight (base)					
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

AMMUNITION					
Name	Amount	Page	Name	Amount	Page
Heavy Pistol/SMG (10x) (APDS)	12	CRB 262	Rifles (10x) (Gel)	10	CRB 262
Heavy Pistol/SMG (10x) (Gel)	16	CRB 262	Rifles (10x) (Regular)	18	CRB 262
Heavy Pistol/SMG (10x) (Regular)	25	CRB 262	Shotgun (10x) (APDS)	10	CRB 262
Mini-Grenade, Fragmentation	12	CRB 263	Shotgun (10x) (Gel)	10	CRB 262
Mini-Grenade, High Explosive	12	CRB 263	Shotgun (10x) (Regular)	10	CRB 262
Mini-Grenade, Incendiary	12	FS 37			
Rifles (10x) (APDS)	10	CRB 262			

MELEE WEAPONS					
Combat Knife	Pool	8	Damage	3P	Att.R.
Modifications	Dikote				
Hardening	Pool	8	Damage	3P	Att.R.
Unarmed	Pool	8	Damage	2S	Att.R.
	Pool		Damage		Att.R.

ARMOR		
Armor	Rating	Social
Body	4	
Armor clothing	2	0
Ballistic Mask	1	-2
Flare compensation (0), Thermographic vision (0), Ultrasound link (0)		
Clothing (Low)	0*	0
Electrochromic Feature (0)		
Clothing (Middle)	0*	0
Electrochromic Feature (0)		
ReaLeather Armor	2*	5
Fire Resistance (2)		
SecureTech Invisi-Shield Armor	2	0
Thermal Dissipation (2), Electrochromic Feature (0)		
Armor increase	2	
Defensive rating	11	
*) Rating not included in defensive rating		

Vehicles / Drones

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

FORD INTERCEPTOR - ESTELLA				
Handling	Acc	Interval	Speed	Seat
1/2	36	38	240 (268)	4 (5)
Pil	Sens	Body	Arm	DR(D/A/R/J)
3	4	12	10	16/16/16/18
Accessories/Notes		Skills		D A R J
GridLink, Amenities (Middle), Rigger Cocoon, Smuggling Compartment, Rating 4, Smuggling Compartment - Shielding, Rating 4, Metahuman adjustments (passenger) Troll, Increase Seating, Rating 1, Oil Slick Sprayer, Searchlight - Normal Vision, Armor - Standard, Rating 2, Extra Entry/Exit Points, Multi-Terrain Suspension (Active), Rating 2, Increase Cargo Space, Rating 1, Smart Tires, Anti-theft system - Rating 3, Electronic Control Lockout, Electronic Countermeasures (ECM), Rating 6, Retrans Unit, Electrochromic Paint, Passive Stealth Features, ProCam, Rating 8, x Guide Override, Rigger interface, Push Bar, Drone rack - Micro/Mini, Drone rack - Medium (2x)		Evade		16 3 9 15
		Perception		6 10 10 8
		Pilot		16 9 9 15
		Stealth		- 3 9 10
Accessories/Notes		Skills		A R J
Gecko Tips, Rigger interface, Passive Stealth Features, ProCam, Rating 6, Mono-Filament Beak, Mounted Roomsweeper		Evade		3 9 12
		Perception		8 8 8
		Pilot		9 9 12
		Stealth		3 9 10
Accessories/Notes		Skills		Rtg
Ramming 1P AR - 8 8 10 P - 9 9 12		Maneuvering		6
		Clearsight		6
Ares Alpha		SA/BF/FA		Pool: 10 3 10 12
4P	6/11/8/5/-			

CYBERSPACE DESIGNS DRAGONFLY-ALPHA				
Handling	Acc	Interval	Speed	
3	22	20	40	
Pil	Sens	Body	Arm	DR(D/A/R/J)
3	2	2	1	7/7/7/9
Accessories/Notes		Skills		A R J
Gecko Tips, Rigger interface, Passive Stealth Features, ProCam, Rating 6, Mono-Filament Beak, Mounted Roomsweeper		Evade		3 9 12
		Perception		8 8 8
		Pilot		9 9 12
		Stealth		3 9 10
Accessories/Notes		Skills		Rtg
Ramming 1P AR - 8 8 10 P - 9 9 12		Maneuvering		6
		Clearsight		6
Mono-Filament Beak		SA/BF/FA		Pool: 10 1 8 12
4P	10/-/-/-/-			
Dragonfly Roomsweeper		SA		Pool: 10 1 1 12
5P	9/8/4/-/-			

MCT HORNET				
Handling	Acc	Interval	Speed	
3	20	15	35	
Pil	Sens	Body	Arm	DR(D/A/R/J)
2	2	1	0	6/6/6/8
Accessories/Notes		Skills		A R J
Gecko Tips, Realistic Features 1, Rating 1, Rigger interface, Passive Stealth Features, ProCam, Rating 6, MCT Hornet Injector		Evade		2 8 12
		Perception		2 8 8
		Pilot		8 8 12
		Stealth		2 8 10
Accessories/Notes		Skills		Rtg
Ramming 1P AR - 8 8 10 P - 8 8 12		Maneuvering		6
		Clearsight		
MCT Hornet Injector		SA/BF/FA		Pool: 10 1 8 12
1P	4/-/-/-/-			

MCT-NISSAN ROTO-DRONE "PEREGRINE MK II"				
Handling	Acc	Interval	Speed	
3	19	30	160 (140)	
Pil	Sens	Body	Arm	DR(D/A/R/J)
3	2	5	8	14/14/14/16
Accessories/Notes		Skills		A R J
Secondary: Walker, Rating 5, Gecko Tips, Searchlight - Normal Vision, Smoke Projector - Normal Smoke, Armor - Standard, Rating 2, Rigger interface, Electronic Countermeasures (ECM), Rating 6, Retrans Unit, Passive Stealth Features, ProCam, Rating 6, Drone rack - Micro/Mini (2x), Weaponmount-Standard-Turret		Evade		3 9 12
		Perception		8 8 8
		Pilot		9 9 12
		Stealth		3 9 10
Accessories/Notes		Skills		Rtg
Ramming 3P AR - 8 8 10 P - 9 9 12		Maneuvering		6
		Clearsight		6
Onotari Arms War Hound		SA/BF/FA		Pool: 10 1 8 12
5P	4/11/9/6/2			

VULCAN SYSTEMS UTILITY-ONE

Handling

4

Acc

4

Interval

5

Speed

4

Pil

2

Sens

2

Body

4

Arm

2

DR

D/A/R/J

8/1/8/10



Accessories/Notes

Skills

A

R

J

Secondary: Walker, Rating 4, Gecko Tips, Searchlight - Normal Vision, Integrated Cyberarm (2x), Rigger interface, ProCam, Rating 8, Tool Storage Compartment

Evade

2

8

15

Perception

2

8

8

Pilot

2

8

15

Stealth

2

8

10

Ramming

2P

AR

-

1

8

13

P

-

1

8

15

No weapons mounted

Software

Rtg

-1

-1

-1

-2

-2

-2

-3

-3

SINs

ARLEN WINTER - QUALITY 6

Licenses

Concealed Carry License 6, Cyberware 6, Driver 6, Firearms License 6, Hunting License 6, Rigger Remote Console 6, Skilled Trade 6, Smartgun/Smartlink 6

DEREK WILDE - QUALITY 6

<Currently Inactive>

Licenses

Concealed Carry License 6, Cyberware 6, Driver 6, Firearms License 6, Hunting License 6, Rigger Remote Console 6, Skilled Trade 6, Smartgun/Smartlink 6

Lifestyles

CHROME HORSE GARAGE

Type

Middle

Cost

5000¥

Month

1

SIN

Arlen Winter

Garage with attached upstairs apartment in Renton. Only two blocks from the Last Match Concealed basement from a previous owner; Converted into a safehouse by Slow Ride.

Options

keine

Notes

>2046 - Born July 9th in Detroit, MI. Raised on the east side.
>2058 - Joined up with the Garage at the age of 12 as a mechanic.
>2061 - Showed prodigal skill behind the wheel of a car.
>2064 - Taught how to be a smuggler and getaway driver at 18.
>2071 - At 25, was given cyberware to become an official Garage rigger.
>2075 - Was given his own team of smugglers at the age of 29
>2078 - Team was ambushed by Firewatch Brigade.
- Left arm was blown off during ambush, while saving teammate.
- Received a cyberarm as a "birthday present" in July.
- While recovering from surgery, half of Slow Ride's team was ambushed by Firewatch.
- Among those killed, his fiance', Estella "Hwy Star" Winter was declared M.I.A.
>2079 - Slow Ride leaves Detroit for Seattle with the blessing of the Garage.
- Garage deckers set Slow Ride up with two fake SINs.
- Garage riggers gift Slow Ride with Hwy Star's Ford Interceptor.
> 2080 - Slow Ride arrives in Seattle, opening up Chrome Horse Garage in Renton.

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)

»1 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)

»2 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)

»3 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

Weapon Spread (FS96)

2 2xMelee: Close range=2m during encounter

Wrest (CRB48)

2 During melee, evtl. disarm opponent

Yielding Force (FS96)

3 Athletics as defense, NH>AGI opp. prone

Position

Freerunning (FS93)

2 While moving horiz. also move vertical.

Monkey Climb (FS94)

2 + 0.2 climb distance per hit

Matrix

Emergency Boost (CRB175)

4 Increase one matrix attrib. for 1 test

Hog (CRB175)

3 -2 Data Proc and -1 active prog. slot

Signal Scream (CRB175)

3 Ignore noise penalty for next action

Technobabble (CRB175)

3 Mancer: Use CHA inst. LOG for next action

Under the Radar (CRB175)

2 Next action does not increase OS

Social

Big Speech (CRB47)

4 Roll 2xInfluence, treat as teamwork check

Bring the Drama (CRB47)

2 Gain 200ny on a quick con, +20% on long

Driving

Aimbot (DC177)

1 If >=1 net hit, add sensor rat. hits

Attack Run (DC177)

2 Add rank piloting to gunnery test

Bootleg Turn (DC178)

1 Adjust range category by 1

Change Environment (DC178)

1 Choose Open, Restricted, Tight

Chicken (DC178)

1 Chase: Driver with lower net hits crashes

Crossfire (DC177)

1 Defense: Net hits damage on other vehicle

Dead Stop (DC179)

4 Opp. Outdoors:Chased target hits dead end

Drafting (DC179)

2 Move one category closer to chased target

Equalizer (DC179)

1 Ignore targets position advantage

Escape! (DC179)

1 Test: Escape all followers at extreme range

Driving

Evade Pursuit I (DC179)

Increase range to followers by 1

Evade Pursuit II (DC179)

Increase range to followers by 2

Evasive Action (DC177)

Add Pilot rank to veh. defense test

Focus (DC179)

Vehicle Handling -1 for one test

Greaser (DC178)

Oil slick: Target may not spend Edge

Hit the Brakes! (DC179)

All followers one category closer

In the Zone (DC178)

Ignore handling penalties for 1 test

Pickup (DC178)

Pickup target while driving

Point Defense (DC178)

Attack incoming missile w. ranged weapon

Redline (DC179)

+2 range categories for 4P dmg - or prevent

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

1

Other

2

Assembled with Love and Bondo (DC170)

Mod last net hits hours, then broken

3

Black Thumb (DC170)

Rush job on moving vehicle

4

Change Environment (DC178)

Choose Open, Restricted, Tight

3

Equalizer (DC179)

Ignore targets position advantage

6

Escape! (DC179)

Test: Escape all followers at medium range

3

Focus (DC179)

Athletics threshold-1 for one test

2

Sudden Insight (CRB48)

No penalty for skill without rank

2

Up the Ante I (DC179)

Tight: Add 1 threshold for everyone

4

Up the Ante II (DC179)

Tight: Add 2 threshold for everyone

6

Up the Ante III (DC179)

Tight: Add 3 threshold for everyone

2

2

5

2

4

2

1

2

4

6

Qualities

POSITIVE

DRIVING STYLE: GETAWAY DRIVER

It may be flash as fuck to be a combat driver, but anyone in Slow Ride's line of work knows a good wheelman coming through when a bad situation gets worse is worth their weight in gold.

VEHICLE EMPATHY II: GROUND CRAFT

It isn't so much that he can speak to the soul of his ride, but that he believes he can, and that makes all the difference.

NEGATIVE

HONORBOUND: PIRATE CODE

- >Pirate Code
- Everyone on the crew has an equal voice.
- Everyone on the crew gets an equal share.
- There will be no dishonesty or thievery within the crew.
- The crew sticks together no matter what; no man left behind.
- Always be prepared.

INCOMPETENT: CON

Whether it's because of his awful poker face, or the way he came up in The Garage, Slow Ride should never be relied upon to tell a lie.

SPECIALIST: ENGINEERING

Slow Ride has been repairing and modifying cars, trucks, and ground drones since he was twelve years old.

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

Martial arts techniques

OAKEN STANCE

Type: Mobility
You did not provide a description yet.
(Key technique.oaken_stance.desc)
see Firing Squad, p.105

RELEASING TALONS

Type: Grappling, Striking
You did not provide a description yet.
(Key technique.releasing_talons.desc)
see Firing Squad, p.105

Augmentation

CYBERWARE

CONTROL RIG

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

CYBERARM, OBVIOUS

You did not provide a description yet.
(Key item.cyberarm_obvious.desc)
see Core rules, p.288

CYBEREYES, RATING 3

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

TOOTH COMPARTMENT

You did not provide a description yet.
(Key item.tooth_compartment.desc)
see Core rules, p.284

WIRED REFLEXES 1

You did not provide a description yet.
(Key item.wired_reflexes1.desc)
see Core rules, p.287

BIOWARE

MUSCLE TONER

You did not provide a description yet.

Creation			
Variant	Priorities	Karma to Nuyen	Extra Karma
Standard	DAECB	0	0
REWARDS FOR SLOW RIDE			
GARDEN OF LIES 22.07.2022 - 22.07.2022			
	Rewards	Development:	
	GARDEN OF LIES, 22.07.2022		
	Karma: 6, + ¥3100		
SEARCH AND RESCUE 27.07.2022 - 27.07.2022			
	Rewards	Development:	
	SEARCH AND RESCUE, 27.07.2022		
	Karma: 6, + ¥6000		
BRAWL IN AN URBAN ENVIRONMENT 13.08.2022 - 13.08.2022			
	Rewards	Development:	
	BRAWL IN AN URBAN ENVIRONMENT, 13.08.2022	5 Karma Expertise in Piloting/Ground Craft	
	Karma: 6, + ¥5000	10 Karma Close Combat +2	